Usenet Newsgroup Archive: comp.sys.atari.st

1993-06 - 1993-09

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Date span: 1993-06-01 through 1993-09-30

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,902

Message records with no readable body available in the source text: 14

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 01:10:57 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7x4MA.73G@netcom.com>
Source record: 205082

In article <1ue2c8$pbf@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>So, in other words, you don't need ST RAM in your TT for most of your software?

I think, if you want to print to your SLM laser printer, see what's on your screen, and write stuff to your hard drive, then you need ST RAM. Otherwise, you don't need it. :-) I would recommend at least 4megs though (of ST RAM).

>That's good news. How about games? Do you think all of the Falcon030
>games will be able to run on a TT030 using fastram?

No. I'm sure most of the Falcon030 games will be written with the extra graphics modes, sound, blitter, and DSP capabilities of the Falcon, which aren't found on the TT. Besides, I wouldn't buy a TT to play games.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 03:03:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uegu7$kpn@usenet.INS.CWRU.Edu>
Source record: 205083

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1ue2c8$pbf@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>So, in other words, you don't need ST RAM in your TT for most of your software?
>
>I think, if you want to print to your SLM laser printer, see what's on your
>screen, and write stuff to your hard drive, then you need ST RAM. Otherwise,
>you don't need it. :-) I would recommend at least 4megs though (of ST RAM).

In other words, you DO NEED ST RAM...

That means that ST RAM will always hinder future faster Atari computers.

Until, I guess, you don't run any ST software on your new computer.

>
>>That's good news. How about games? Do you think all of the Falcon030
>>games will be able to run on a TT030 using fastram?
>
>No. I'm sure most of the Falcon030 games will be written with the extra
>graphics modes, sound, blitter, and DSP capabilities of the Falcon, which
>aren't found on the TT. Besides, I wouldn't buy a TT to play games.

Let's say I want to buy a future FALCON030 at 32 MHz, but I have game
software created for the Falcon030 at 16 MHz.

Does this mean I will have to keep my Falcon030 at 16 MHz in order to run the
game software? That's nuts.

Len
>

--

3. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 03:32:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13684@uqcspe.cs.uq.oz.au>
Source record: 205085

aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>>... if you want to ... see what's on your screen ... you need ST RAM.

>In other words, you DO NEED ST RAM...
>That means that ST RAM will always hinder future faster Atari computers.
>Until, I guess, you don't run any ST software on your new computer.

It is my understanding (and Ed said so) that the video hardware can
only read from ST RAM. Some programs Malloc memory then later ask
the video memory to display that memory - such programs must have
the ST-MALLOC (or whatever it's called) bit set in the program header
(using the Fileinfo CPX, for example) in order to work correctly.

Anyone who understands the differences, please add/correct.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 04:46:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uemvt$mpa@cville-srv.wam.umd.edu>
Source record: 205086

```
In article <1uegu7$kpn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, ekrimen@netcom.com (Ed Krimen) says:
>
>>In article <1ue2c8$pbf@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>>
>>>So, in other words, you don't need ST RAM in your TT for most of your software?
>>
>>I think, if you want to print to your SLM laser printer, see what's on your
>>screen, and write stuff to your hard drive, then you need ST RAM. Otherwise,
>>you don't need it. :-) I would recommend at least 4megs though (of ST RAM).
>
>In other words, you DO NEED ST RAM...
>
>That means that ST RAM will always hinder future faster Atari computers.
>
>Until, I guess, you don't run any ST software on your new computer.
>

Nope... what it means is that the memory that is accessible to both the
custom chips and the CPU (the "ST RAM") will be slower to access, whereas
the "TT RAM" will be the sole province of the CPU, and hence, much much faster.
```

5. Mega 2ST 4-sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 05:46:15 UTC
From: mgrave@ub.d.umn.edu
Message-ID: <1ueqf7INNis1@ub.d.umn.edu>
Source record: 205087

I've got some equipment to sell:

Mega 2 ST
SC1224 Color monitor (JVC - original, sharp model)
Master 3s external 3.5" disk drive

I'm taking offers - you pay shipping.

Email mgrave@ub.d.umn.edu

Brian

6. Civilisation bugfix

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 09:05:43 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C7xqLJ.1ox@dcs.ed.ac.uk>
Source record: 205090

Since so many ppl seem to have lost their copy of this, why doesn't some kind soul upload the Civ bugfix to a.a ?

A disinterested party who won't have Civ for a while yet and only has access to an a.a mirror in the uk

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ, because it is the power of God for the salvation of everyone who believes." Rom 1:16
--

7. Hard Disk for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 09:17:04 UTC
From: scgk@dcs.ed.ac.uk
Message-ID: <scgk.738926224@dcs.ed.ac.uk>
Source record: 205089

```
100 MB hard disk with own power supply for sale.
The disk is a Quantum 11ms drive and it comes in a slimline (floppy drive
sized) box with the power supply in a seperate one.
ICD driver software included.
The drive has worked fine on my STE for 2 years now.
Will sell for 200 ponds (need the holiday cash).

--

Simon Kinahan "Only in our dreams are we truly free,
scgk@dcs.ed.ac.uk the rest of ythe time we need wages. "
-- Terry Pratchett, Wyrd Sisters
```

8. IMG ---> GEM/PS/EPS

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 09:19:35 UTC
From: sidb@sci.kun.nl
Message-ID: <C7xr8n.JG0@sci.kun.nl>
Source record: 205091

Hi everyone,

I've got myself some interesting IMG-files, which I would like to use in some documents. The problem is that I prefer to work with LaTeX at school, so I can only use (encapsulated) postscript. I can convert GEM to postscript, so what I'm searching for is a program to convert IMG to GEM or else IMG to (encapsulated) postscript.

Is there a pd-program to do this and if so, where can I get it?

Greatings,
Sid Brouwer (sidb@sci.kun.nl).

9. NEW UUCODER (based on Steve Yelvington's UUCODER source code)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 09:55:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.i5Ly3H2j7nY@elfhaven.ersys.edmonton.ab.ca>
Source record: 205088

In my never ending quest to write programs people like, I am releasing
a _completely_ rewritten version of ESS UUEncode/UUDecode.

This version looks quite a bit like UUCODER by Steve Yelvington. In fact,
it is based on the source code of that very program. I have made some
fairly extensive modifications to the program, and come up with this:

*) A *GEM Program* (menus, dialogs, mouse) that can both encode and
decode files (one program does it all). The user can set the size
of the file segments (if any) and whether or not the full path of
the file being encoded will be stored in the encoded file, or just
the filename. While encoding or decoding, the user is shown an
informative progress display, featuring a growing thermometer bar,
the name and path of the current file being processed, and the name
and the path of the target/source file. For users who like to install
programs on the desktop as icons, this program is equiped to handle
an unlimited number of files (like a batch). It will automatically
decide whether it should encode the file or decode it. The program
is faster than any other encoder/decoder I have seen, and has support
for the ARGV, xArg, and old-standard command line formats. The dialog
boxes are all moveable (click on the background) and the screen is
redrawn using raster copies. This program is ideal for floppy disk
users and hard disk users alike.

I hope people like this program (at least I hope they like it a lot moe than
the last version).

I have sent it to atari.archive.umich.edu (the filename should be ESSCOD36.ZOO
or esscod36.zoo) and comp.binaries.atari.st (which I hope will accept it).

-Michel Forget
Electric Storm Software
May 30th, 1993

--
Regards,

() - - -

() - - -

10. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 10:24:59 UTC
From: p89011@w9.ph.ed.ac.uk
Message-ID: <36622@castle.ed.ac.uk>
Source record: 205092

In article <KORMO.93May31155729@fizyk1.fuw.edu.pl>, kormo@fuw.edu.pl (Krzysztof Pudlowski) writes:
> Hello !
> I know that this is a FAQ but ,...
> I am an owner of an ATARI ST computer.
> I'd like to use some programs I can transfer by FTP , but the only
> terminal I may work is IBM PC !
> Is it possible to copy programs for ST from PC disks and where I can find
> such a program. I mean program that copies not only ASCII files
> especially *.prg

A PC will read/write standard ST formatted disks - just bung a ST disk in the PC and download onto it.

Oliver.
--

Oliver Critchley, |
Physics Department, | 1 + 1 = 3, for large values of 1
Edinburgh University. |
---

11. Re: Atari JPEG

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 11:53:05 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jun1.115305.16510@ibr.cs.tu-bs.de>
Source record: 205093

In article <1993May28.204823.15100@liberty.uc.wlu.edu>, cwynne@liberty.uc.wlu.edu (Colin J. Wynne) writes:

> Are there any JPEG viewers available through ftp? I tried jpeg4a to convert some of my jpeg's to gif format, but then Dpped of Light couldn't read the converted gif's, and gave me three bombs whenever I tried to view one. Oh, that was spoflt26, by the way.
>
> CJW
>
> >>>>

12. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 12:02:42 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jun1.120242.16892@ibr.cs.tu-bs.de>
Source record: 205094

In article <KORMO.93May31155729@fizyk1.fuw.edu.pl>, kormo@fuw.edu.pl (Krzysztof Pudlowski) writes:
|> Hello !
|> I know that this is a FAQ but ,...
|> I am an owner of an ATARI ST computer.
|> I'd like to use some programs I can transfer by FTP , but the only
|> terminal I may work is IBM PC !
|> Is it possible to copy programs for ST from PC disks and where I can find
|> such a program. I mean program that copies not only ASCII files
|> especially *.prg
|>
|> Thank you in advance !
|> KORMO
|>
|>
|>
There will be no problem reading PC (MS-DOS) formatted disks
on an Atari, as long as you are using the 720 KB format on 3.5"
Don't use Atari-formatted disks, MS-DOS may not be able to read them.

Dont't forget to set ftp to binary when receiving not ASCII-Files
like .zoo or .lzh.

Axel

13. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 12:28:58 UTC
From: dbell@don.mcs.dundee.ac.uk
Message-ID: <1ufi2a$nom@dux.dundee.ac.uk>
Source record: 205095

Krzysztof Pudlowski (kormo@fuw.edu.pl) wrote:
: Hello !
: I know that this is a FAQ but ,...
: I am an owner of an ATARI ST computer.
: I'd like to use some programs I can transfer by FTP , but the only
: terminal I may work is IBM PC !
: Is it possible to copy programs for ST from PC disks and where I can find
: such a program. I mean program that copies not only ASCII files
: especially *.prg

: Thank you in advance !
: KORMO

Just stick the PC disk into your ST and run the stuff from that disk, or copy
it onto an ST disk. The PC and ST use pretty much the same format, except
the ST can use 10 or more sectors per track, while the PC can only do 9.

--
Derek.

INTERNET dbell@mcs.dundee.ac.uk
JANET dbell@uk.ac.dundee.mcs

"I've got this shocking pain right behind the eyes.
Have you considered amputation?"

-- Vila and Avon [Blakes7 - Redemption]

14. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 13:34:25 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Jun1.133425.10372@unix.brighton.ac.uk>
Source record: 205097

kormo@fuw.edu.pl (Krzysztof Pudlowski) writes:
> Hello !
> I know that this is a FAQ but ,...
> I am an owner of an ATARI ST computer.
> I'd like to use some programs I can transfer by FTP , but the only
> terminal I may work is IBM PC !
> Is it possible to copy programs for ST from PC disks and where I can find
> such a program. I mean program that copies not only ASCII files
> especially *.prg
>
> Thank you in advance !
> KORMO
>
>
>

You don't need any special program to read a pc disk, just put the disk in your st's drive and start double clicking as usuall!!

---------------Tom. (I can answer the easy ones!)

15. Re: binhex format?

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 14:15:18 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7y4xJ.Fp7@mailer.cc.fsu.edu>
Source record: 205099

Frank Bartels (knarf@nasim.sta.sub.org) wrote:
> ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:

> >Just out of curiosity, is there any utility out there that
> >will encode and/or decode into/from the 'binhex' file format
> >used on macs?
> >--Gerry
> >ggreenbe@rodan.acs.syr.edu
>
> I'm very interested in that, too!
>
> Maybe there's a MacBinary converter for the ST, too?

There are several shareware and freeware applications designed for use with Spectre 128/GCR that you may want to look into (they are on atari.archive). None of them do what you want, but I seem to remember that one of the readme files announced the pending release of an ST-side conversion tool.

Of course, Transverter (included with Spectre) will do MacBinary conversions to and from an MFS formatted hard disk. Also, there is a product that claims to do this from HFS formatted disks (I think it is called MacFree, and is available from Toad Computers 1-800-448-TOAD).

There is a freeware program available for UNIX boxes that will perform many Mac conversions. If you use a UNIX box as an intermediate stop in getting files to your ST, you could use this. Here is the "help" info (gotten by running the program with no arguments):

```
----------
Usage: mcvert { [option] ... name ...} ...
version: 1.90
default: -xDqv

option:
-x BinHex .hqx <-> MacBinary
-r Resource .rsrc <-> MacBinary
-d Data .data <-> MacBinary
-u Text(trans) .text <-> MacBinary
-h Host(as is) .text <-> MacBinary

-D Download (Other -> MacBinary)
-U Upload (MacBinary -> Other)

-p BinHex -> MacBinary => unpack PIT
-q disable unpack PIT
```

```
-I Information only (does not write output files)
-s silent
-S Silent about ``Converting ... '' lines too
-v verbose
-V Verbose, includes debugging information
-H disable skip-legal-but-suspect-lines Heuristic

Environment:
MAC_EDITOR MACA Mac creator for text files
MAC_DLOAD_DIR . directory for -D files
MAC_EXT .bin extension for -D files
MAC_LINE_LIMIT none maximum line length for -Ux files
MAC_FILETYPE TEXT Mac file type for Data, Text, or Host inputs

----------
Hope this helps!

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

16. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 14:22:25 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.227.738944545@dhhalden.no>
Source record: 205098

In article <13679@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>>I like the atari computers and I also like playing with lots of
>>different software. The problem I'm facing now is a lack of diskspace.
>>So I want to make a CD-ROM with al kind of atari-software, such as:
>>ST, TT, Falcon etc...
>
>>PS: If you want some special kind of software on this CD tell me, because
>> 600 Mb is hard to fill up (No illegal software).
>
>All of atari.archive comes to about 365Mbytes.
>
>I think your biggest problem will be GETTING the files. At 50000 baud,
>that would still take 21 hours of download time.
>
>Get in contact with one of these sites and you may be able to get a tape
>of the site - and I imagine you need a tape to take to the CD-ROM masterer
>anyway.
>
>SIMTEL-20 publish a CD-ROM of there PC archives for about $20, I'm told,
>so there's no reason you couldn't do something similar.

I spoke to Bob at Walnut Creek CD-ROM last fall about an Atari specific disc
and they said they could be interested. I haven't heard from him lately, but
Dan Cable informed me that his user group were preparing stuff for that CD.
He didn't say anything about when it would be released, but sometime this
summer maybe? Dan, could you fill us in?

>Warwick

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

17. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 14:51:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun1.145111.19270@newshost.lanl.gov>
Source record: 205100

In article 7436@minster.york.ac.uk, mjl-b@minster.york.ac.uk () writes:
>I some excellent US and German shareware that I want to register. What ios
>the best way of getting currency to the authors?

Best is a bank checque or money order made out in US funds given the fee for the cheque/order does not outweigh the shareware fee requested.

One way is to pay the shareware fee using International Postage Coupons (or whatever it is they are called) available from most any postal office. It's not cash, but at least it's usable.

I'd say the main thing is to send the shareware author _something_, even if it is just a postcard saying "love your software." Recognition & respect go a long ways, ya know?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

18. Snowman on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 14:59:28 UTC
From: endrel@fdh.hsf.no
Message-ID: <1993Jun1.145928.29102@news.uit.no>
Source record: 205101

A copule of years ago when I owned an Atari ST(I now own a PC(SPIT :)) I had a
DEMO called SNOWMAN.
I really like the music in this Demo, has anybody made this music in a mod.
Does anyone know if this music has been made in a mod.

Please reply to : endrel@fdh.hsf.no

19. Looking Into Computers

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 16:20:36 UTC
From: grue@gnu.ai.mit.edu
Message-ID: <1993Jun1.162036.23521@mintaka.lcs.mit.edu>
Source record: 205102

Hi,

I don't want computer flame wars, Or with stats I dont understand why a machine is better than another. What I need is a bit of practical info.

I am setting up a studio and I am looking into many CPU's. So far what I have found that fits my needs and an Amiga With a Video Toaster. I have looked into mac and ibm and havn't found anything there that I wanted.

but sombody told be about a computer called the falcon. but he didnt have much info so I thought you may. Is there anything comparable to what I am looking for with the falcon?

What I need is:

24 bit paint system.
3d rendering with a Single Frame controller
Video switcher
Character Generator
must be NTSC and up to specs.
and have a low enoguh cost so I can plop down more cash into decks and cameras <Where the MAJOR money goes ... Sigh>
and video games and telecom a plus ;)

Thankx

-Bob <Aka Grue>

20. Gemulator for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 16:33:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun1.163329.5523@newshost.lanl.gov>
Source record: 205103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemulator board with software and TOS 2.06 ROMs for sale (TOS 1.0 ROMs also available for the board if you desire). Works fine on my 486-33DX. I don't need it any longer, so make me an offer or send your questions in email.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

21. Demos from Atari UK!

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 16:53:30 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1ug1iaINN1u3@lily.csv.warwick.ac.uk>
Source record: 205104

```
Hi guys,

I found this file (and archive) at ftp.uni-kl.de.

uk_demos.txt/zip
--------------------------------------------------------------------
These demos have been written by UK based Black Scorpion Software, a
development team working on Falcon specific games. These demos run on
an ST (or equivalent) colour monitor or on a Television and c onsist
of the following programs.

PLASMA30.PRG
Connect up an amplifier or headphones to the stereo output. Run by
double clicking and then press the space bar when the credits appear.
This rotates, scales and stretches a True Colour picture around the
screen, with a Stereo 16bit 50KHz soundtrack over the top at 30 Frames
per second. Pressing the Space Bar will exit back to the desktop.

PLASMA50.PRG
Connect up an amplifier or headphones to the stereo output. Run by
double clicking and then press the space bar when the credits appear.
This rotates, scales and stretches a True Colour picture around the
screen, with a Stereo 16bit 50KHz soundtrack over the top at 50 Frames
per second. Pressing the Space Bar will exit back to the desktop.

SPEEDER.PRG
Connect up an amplifier or headphones to the stereo output. Run by
double clicking and then press the space bar when the credits appear.
This rotates (move the mouse) a landscape and allows one to fl y
(press the left mouse button for a little speed) around the landscape.
Once again there is a stereo 16bit 50KHz soundtrack over the top.
Pressing the Space Bar will exit back to the desktop.

INTEL.PRG
Run by double clicking on INTEL.PRG. Really colourful Fractals with a
humorous touch in TrueColour mode. This one requires the use of the
reset button to exit.

These demos may by freely distributed.

Enjoy!

Atari UK - 25th May 1993
^^^^^^^^^^
--------------------------------------------------------------------
So it seems they may not have any Falcons to sell, but they do have
demos for them at last :). Hopefully they will give them to dealers etc.
```

It seems strange that they are distributing programs which will not run on a VGA monitor - I thought they were asking developers to write for all types of monitor.

Paul
cstadbs@warwick.ac.uk
pmd@dcs.warwick.ac.uk

22. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 17:26:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.278662@cix.compulink.co.uk>
Source record: 205108

In article <738498775.6810@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>My screen blanker, ST Blank (plus plug), attempts to use as little memory as
>possible by overlaying its data areas with its initialisation code. After
>all, once the installation is over the initialisation code isn't required
>any more.
>
>After initialisation, all that's left in memory are the various interrupt
>and TRAP handlers and the buffers. If it weren't for the fact that ST Blank
>needs to allocate a screenful of memory, it would take up less memory in the
>machine than it requires on disk.
>
>Mat
>

I have not seen your screen saver, but I would like a screen saver that
gave the option of sending a redraw message instead of buffering the
screen. Of course, you still need to buffer the menu bar, but that should
not use too much memory.
I would also like it to watch for MIDI input in addition to the usual
mouse/keybd/serial.
Does such a program exist?

Ofir ogal@cix.compulink.co.uk

"I've gone to hundreds of fortune-tellers' parlors, and have been told
thousands of things, but nobody ever told me I was a policewoman getting
ready to arrest her."
-- New York City Detective

23. Re: MultiTos~

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 17:36:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A59434@K.maus.de>
Source record: 205136

DE>Peter Missel (Peter_Missel@k.maus.de) wrote:
DE>: >information on these devices coming to the party. (I can't remember
DE>if the
DE>: >TinyTurbo has an EC030 or not - if it does, then it's out of
DE>contention.)
DE>: It has an EC030.

DE>That's the 40MHz-version. The 50MHz-version has a full 68030. The
DE>50MHz-version also has a socket for a 60MHz 68882.

A 60 MHz version of the 68882 doesn't exist! The fastest available
version is 50 MHz.

Greets,
Robert

24. Atari 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 17:59:55 UTC
From: jbleaza%peruvian.cs.utah.edu@cs.utah.edu
Message-ID: <1993Jun1.115956.11032@hellgate.utah.edu>
Source record: 205105
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have an Atari 520ST that I would like to try to sell. The package
is as follows:

Atari 520ST
512k RAM
TOS 1.0 in ROM
Atari SC1224 color monitor
Atari SF354 360k (single-sided) floppy drive
Avatex 1200 baud modem
Atari mouse

and whatever software I can pull together.

I also have a couple of joysticks (working condition unknown) and an
Atari trackball that I modified to work as a mouse, if you're
interested. My reason for selling: the 1040 works perfectly and
there's no reason to have both computers around.

I would like to get $150 out of the system, but if this is too high
you're perfectly welcome to make a counter offer.

Thank you,
-- Jason
jbleaza@peruvian.cs.utah.edu

25. MasterCAD from Microdeal..Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 18:23:03 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.738958983@unix2.tcd.ie>
Source record: 205106

I came across a copy of ST World (free with ST User) from July '91
and in it was a review of MasterCAD. The Distributers were Microdeal
and the number with it is out of date... It was priced at 29.95 pounds
and I would like to purchase it .. any ideas?

Sean.

--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

26. NN help required

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 18:59:24 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.ea.OXB6q0C00GA@zebedee.uucp>
Source record: 205163

Help !

How do I get nn13 to work properly ?

I have unpacked the archive and put all the files in appropriate places as per the documentation (with my limited knowledge of German !). I had some trouble running buildact as my shell doesn't pass 'a b' as a single parameter to sed (which you need otherwise you get a 'sed garbled command' error). I fixed this eventually by moving the sed command string to an external file and patching the buildact.tos binary to now run "sed -f $(NNLIBDIR}\buildact.cmd <%s >%s" - and this generates my active file OK.

The problems come when I try to run nnmaster to get it to recognise my news articles. I can do 'nnmaster -I' to initialise nn OK and this creates all the SYSTEM and GROUP files OK (and the nn.log file shows that the news groups are all recognised OK) but if I just do 'nnmaster' on its own it barfs on me with the error message:

NNMASTER FATAL ERROR
comp.binaries.atari.st (0): cannot open 'x' file (mode=82, errno=20)

This is obviously the first news group in my news.def file it is complaining at but I don't know what the 'x' file is supposed to be (I can't see anything in the docs and I even tried creating a file called 'x' in the appropriate newsgroup directory but this didn't work). I should at this point mention that I'm currently running hermes v 1.04 and trying to put nn in on top as I don't really like the gem newsreader you get in hermes.

Here is the output from nnadmin -C :

Configuration:

BIN: not used
LIB: f:\usr\lib\nn
NEWS SPOOL: i:\news
NEWS LIB: f:\usr\lib\news
DB: i:\news\.nn
DATA: i:\news\.nn\DATA\{group-number}.[dx]
ACTIVE: f:\usr\lib\news\active
Database format is machine dependent (byte order and alignment)
Database version: 0
Recording usage statistics
Mail delivery program: recmail
Query for appending .signature DISABLED
Max pathname length is 255 bytes

and here is a printenv of my environment variables :

```
EXINIT=source d:\etc\elvis.rc
TERM=vt52
TMACDIR=d:\etc
TMPDIR=e:\
NNLOG=f:\usr\adm\nn.log
USR=f:\usr
NNHELP=f:\usr\lib\nn\help
NNDBDIR=i:\news\.nn
NNLIBDIR=f:\usr\lib\nn
NEWS=i:\news
NEWSLIB=f:\usr\lib
```

if you have trouble replying to me, either use the ! path:

uunet!ibmpcug!jshark!zebedee!geoffc

or my work address which is:

G.Coan.ste0404@wins.icl.co.uk

Many thanks,

Geoffrey Coan
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

27. Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 19:07:01 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1993Jun1.190701.23471@cs.mun.ca>
Source record: 205118

Just an interesting little speed note..

I had to write a prime number finding program for a course,
anyway, I wrote it on a PC at work (cause boy do I love those
great debuggers) and after I got it working, I compiled it and
ran it at home also.

Machine Compiler secs to primes under 1 000 000
---
i486DX2-66 MS Visual C++ 1.0 1.63
16Mhz 68000 Gnu C++ 2.1 22.33

I was pleasantly surprised to see the mighty 486DX2-66 was
only just over 13 times faster than the ole ST.

Source and any questions about the test, just ask!

One other note, some people were writing about the lame
performance specs of MultiTOS under Quick Index, I have very
strong impressions that these benchmark programs will not
produce valid results under a Multi-tasking env. I know Norton
stuff doesn't produce valid results under windows.

Anthony V. Paul:137 Rennies Mill Rd.:St. John's, NF:Canada:A1B 2P2
avp@garfield.UUCP || It wasn't me. || Electrical '9|| '90
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4|| GTI
|| The best defense is a good offense. --- How do you Drive? ||
||If you take the W's out of Windows, you're left with 'in dos' <smirk>||
--
Anthony V. Paul:137 Rennies Mill Rd.:St. John's, NF:Canada:A1B 2P2
avp@garfield.UUCP || It wasn't me. || Electrical '9|| '90
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4|| GTI
|| The best defense is a good offense. --- How do you Drive? ||

28. Apple ImageWriter II on an ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 19:17:02 UTC
From: mgrave@ub.d.umn.edu
Message-ID: <1ug9velNNgdv@ub.d.umn.edu>
Source record: 205107

Is it possible to hook up an Apple ImageWriter II to an Atari ST? If so,
could someone email me some sort of schematic that will allow me to do this?

Thanks in advance.

Brian

mgrave@ub.d.umn.edu

29. Re: Has anyone gotten XYZ202B to work right under Mint1.04?

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 19:29:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.279239@cix.compulink.co.uk>
Source record: 205111

In article <C7q0Eo.4IM@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
>
>I picked up rz.prg and sz.prg, they don't seem to support all of the standard
>zmodem commandline options (download to a path, recover from crash) etc,
>they do multitask nicely. I get the normal 230-240 cps and I can do other stuff
>(shell, edit a file with edhak) with no loss of characters and what not..
>on my stock 8mhz STe.
>They also don't run in a window, so they dirty the desktop with 'bytes
>received: xxxx'
>
>*sigh* I guess we can't have it all yet...
>

GSZRZ is available at v3.4 now. It run as a PRG or ACC and can multitask
cleanly.

Ofir ogal@cix.compulink.co.uk

"I've gone to hundreds of fortune-tellers' parlors, and have been told
thousands of things, but nobody ever told me I was a policewoman getting
ready to arrest her."
-- New York City Detective

30. Re: Motorola chip speeds...

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 19:49:49 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340134@hpfcso.FC.HP.COM>
Source record: 205143

We put 50 MHz 68030s in our workstations in the late 80's when Motorola was unable to make the 68040 work as advertised. I believe the Motorola just announced a 40 MHz 68040. I have a 33 MHz 68040 in the Motorola base workstation that I use.

As far as fast RAM. You don't have to have fast RAM with a fast processor but you really would like to have it. People in the PC and workstation world use a memory heirarchy. Basically it looks like follows with fast to slow access (small to large space):

Registers internal to the processor.
Small on chip cache.
Bigger off chip cache with one external bus cycle access.
60ns to 80ns DRAM with a few cycle access for a page hit
and twices as many cycle for a page miss.

The 68000 and the 68010 do not have an on chip cache. I'm not sure about the 68020 but the 68030 and 68040 do have on chip cache.

Ted.

31. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 20:06:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ugcr9INN3vq@golem.wcc.govt.nz>
Source record: 205109

```
] Is it possible to copy programs for ST from PC disks and where I can fi
] such a program. I mean program that copies not only ASCII files
] especially *.prg
```

Format a disk on the PC you use.

Copy the files from the ST onto it in the normal manner.

Simple as that! The ST can happily read & write to PC disks without problems, and STE's and above format in a PC compatible mode.

32. terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 21:17:23 UTC
From: hbinda@ampere.NoSubdomain.NoDomain
Message-ID: <1ugh13$m4s@arcturus.ciril.fr>
Source record: 205110

Can somebody tell some FTP addresses where i can find a terminal emulator like em2 for exemple or others for an atari 520 stf ?

thanks in advance

Herve

33. PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 23:15:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ugntq$iqn@usenet.INS.CWRU.Edu>
Source record: 205112

I would first like to thank everyone that has had patience with me,
but I have more questions.

I am _really_ confused about something here.

Why does TT030 need TT RAM?

Why can't it just use ST RAM?

Some TT030 users that I've talked with have 4 megs of ST RAM and
4 megs of TT RAM. Why?

PC clones use the same type of memory from the first IBM PC until
the 486 DX. Why can't the TT030 use ST RAM?

Thanks.

--

34. BOMBS and ICD host adapter ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-01 23:25:26 UTC
From: robin@sherwood.Aus.Sun.COM
Message-ID: <1ugoh6$eoc@sunaus.Aus.Sun.COM>
Source record: 205116

I just installed an ICD SCSI host adapter and on poering up it told me I had
a quantum disk and I asked it to format the disk.

Then I got a line of what looks like BOMBS across my screen and my ST hangs.

I have been unable to use my ST since !!

I have unplugged the ICD adapter and powered of my ST but I still get these BOMBS.

Sometimes I can start to boot from floppy but I never get far - I get the BOMBS
and the ST hangs.

Does anybody know what the BOMBS mean ?

What can I do to make my ST work again ?

Thanks,
Robin Peatfield.

35. Re: IMG ---> GEM/PS/EPS

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 00:04:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13698@uqcspe.cs.uq.oz.au>
Source record: 205113

The PBMplus tools include an IMG converter and a PS converter.

For example, to convert foo.img to foo.ps, us:

```
gemtopbm foo.img | pbmtops >foo.ps
```

Yes, that is called "gem"topbm, but they mean the standard GEM image format.
Some package (ours for example) are a bit out of sync, so you might need:

```
gemtopbm foo.img | pnmnoraw | pbm2ps >foo.ps
```

Appologies to non-Unix sites...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

36. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 00:16:38 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.738980198@unix2.tcd.ie>
Source record: 205114

In <1ugcr9INN3vq@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Is it possible to copy programs for ST from PC disks and where I can fi
>] such a program. I mean program that copies not only ASCII files
>] especially *.prg

>Format a disk on the PC you use.

>Copy the files from the ST onto it in the normal manner.

>Simple as that! The ST can happily read & write to PC disks without
>problems, and STE's and above format in a PC compatible mode.

I personally can format disks readable for a PC (I have an STE) But
Sometimes if I need a little more space on a disk (820k say -never have
problems with data at 82 x 10 disks) I use DCformat from a.a.u.e
and put a MS-DOS boot sector on it. (gives a 3.2 dos boot) I have even a
a format /q on it and retained the 820k with no problems.

Sean.

--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

37. Re: New! NVDI 2.5 for FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 00:25:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.280296@cix.compulink.co.uk>
Source record: 205125

In article <A52403@KI.maus.de>, Christian_Mittendorf@ki.maus.de (Christian Mittendorf) writes:
> without NVDI with NVDI
> 2 Colors, 640x400:
> TOS-Text 161% 552%
> TOS-String 167% 268%
> TOS-Scroll 214% 241%
> TOS-Dialog 197% 613%
>
[...]

QuickIndex results should not be taken too seriously. NVDI replaces the VDI, quick index tests gemdos and the bios and aes dialogues. NVDI in fact performs much better than these figures suggest.
Most ST users run GEM programs which do not use gemdos or bios text output.

The following results were obtained using my own benchmark program (GEMBench v2.5), comparing an F030+NVDI 640*480*2 to an ST with a blitter.

GEM Dialog Box: 1.720 328%
VDI Text: 0.430 1312% (v_gtext)
VDI Text effects: 1.015 1521% (v_gtext+vst_effects)
VDI Small Text: 1.140 553% (v_gtext+vst_point)
VDI graphics: 1.640 1126% (v_bar,v_ellipse)
GEM Window: 2.635 167%
Blitting: 0.955 192% (BASIC get and put)
VDI Scroll: 1.185 363% (vro_cpyfm+v_gtext)
Justified Text: 1.545 318% (v_justified)
VDI Enquire: 0.985 273% (all VDI enquire funcs)

Ofir ogal@cix.compulink.co.uk

38. Re: ICD HD power supply wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 00:25:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.280297@cix.compulink.co.uk>
Source record: 205126

In article <30MAY199303344563@rcinet>, jsa@rcinet (Jeff S. Andrews) writes:
>
> Just a note of caution. Some Seagate HD's are infamous for not being
>able to "spin-up" when they get old. I'm not knocking them - I have 2 Seagates,
[...]

Too true. Mine also overheats and makes lots of noise :-(

Ofir ogal@cix.compulink.co.uk

39. my entire ST setup ***FOR SALE***

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 00:43:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <C7yxwv.FBK@acsu.buffalo.edu>
Source record: 205115

I'm selling all of my ST equipment for the price listed at the bottom of this message. I've grduated from school, and due to work I've had to get an MS-Dos notebook instead (for what it's worth, I prefer the ST - more intuitive and fun to use...sigh). I am only interested in selling everything as a package, primarily because I do not have the time to start splitting everything up. On the off chance that you want a specific item, my price is listed w/ each. I will only consider changing the price for someone who is interested in buying the whole package. Here goes:

*** Mega ST2 $600 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2 channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch myself; it allows you to have complete compatability with any software by choosing the operating system it's most compatible with. 2.06 is extremely fast and has TONS of features - nicer to use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy, monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive $200

**SC1224 Color Monitor $200
- will accept either 60 or 50 Megahertz sinc

**SM124 Mono Monitor $125
- internally adjusted for maximum screen size

**2400 baud modem & software $50

**external DS/DD floppy $50

**Epson LQ-850 high speed 24 pin printer $200 (needs ribbon)

**Navarone Video Digitizer $40

**Monitor Master $40

**Mouse Master $30

**software: $600
|
- I have a ton of stuff, almost everything you could ever need/want
word processing, telecomm, dtp, programming, graphics, music, a *TON*
of games.

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost = $2,135
****
******
I will sell it all for $1,000 <---- (that's a good deal)
******

plus shipping (or will deliver within 1 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

40. Desktop Publisher ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 01:56:53 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1993Jun2.115653.1@uqvax.cc.uq.oz.au>
Source record: 205117

Greetings

Can somebody reading this please recommend a suitable quality or even PD DTP package that allows me to use many fonts, import graphics, and export or print to Postscript file (with graphics). A package that can also colour seperate would be be even better.

I am using a 1040fm.

ta...

DENNIS REMMER D.REMMER@cc.uq.edu.au
GEOGRAPHICAL SCIENCES
The University of Queensland Telephone +61 7 870 5710
Brisbane Qld 4072 AUSTRALIA Facsimile +61 7 832 4041

41. Help me with ANY multisync info! (please)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 01:58:26 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16BE0126F2.C556212@mizzou1.missouri.edu>
Source record: 205119

Please help me!
I need to buy a multisync monitor so I can have Mono-Color graphics modes!
so, can some on tell me if I need to buy a special switch-box, or can
I jst cut my monitor's cable (SC1224) up and connect a MultiSunc with
a DPDT switch. Any recommendations as to what monitor to buy? Or at
least some specifications? (like things to get and gthings NOT to get...)

Jeoff Hines c556212@mizzou1.missouri.edu

42. Re: Help me with ANY multisync info! (please)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:21:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7z5CL.11L@mailer.cc.fsu.edu>
Source record: 205121

Jeoff Hines (C556212@mizzou1.missouri.edu) wrote:
> Please help me!
> I need to buy a multisync monitor so I can have Mono-Color graphics modes!
> so, can some on tell me if I need to buy a special switch-box, or can
> I jst cut my monitor's cable (SC1224) up and connect a MultiSunc with
> a DPDT switch. Any recommendations as to what monitor to buy? Or at
> least some specifications? (like things to get and gthings NOT to get...)

You do need some sort of magic box. I know Toad Computers sells one
(1-800-448-TOAD), in addition to multisync monitors. Also, I seem to remember
that there is an info text file on atari.archive that describes how to
build one yourself (and specs on monitors). Let me know if you cannot find
it, as I may have a copy at home.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

43. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:36:46 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7z61A.E5D@netcom.com>
Source record: 205120

In article <1uegu7$kpn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In other words, you DO NEED ST RAM...
>
>That means that ST RAM will always hinder future faster Atari computers.
>
>Until, I guess, you don't run any ST software on your new computer.

Gee, guess not. That really ruins my day, too. Bummer... :-/ Pardon me, I
think I'll go drink myself into a drunken stupor now.

>>>That's good news. How about games? Do you think all of the Falcon030
>>>games will be able to run on a TT030 using fastram?
>>
>>No. I'm sure most of the Falcon030 games will be written with the extra
>>graphics modes, sound, blitter, and DSP capabilities of the Falcon, which
>>aren't found on the TT. Besides, I wouldn't buy a TT to play games.
>
>Let's say I want to buy a future FALCON030 at 32 MHz, but I have game
>software created for the Falcon030 at 16 MHz.
>
>Does this mean I will have to keep my Falcon030 at 16 MHz in order to run the
>game software? That's nuts.

Yeah, don't you hate it when that I happens? The one I hate is when I go
to the laudromat, climb into one of those huge tumbling dryers, and when I
get out, I'm really dizzy. Man, I hate it when that happens.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

44. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:48:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uh7ueINN595@golem.wcc.govt.nz>
Source record: 205122

```
] Why does TT030 need TT RAM?

ST-RAM is a lot slower than TT-RAM!

ST-RAM is 16-bit, TT-RAM is 32-bit! It can handle twice as much
data flow as ST-RAM! (Not the best explanation, but it works :)

] PC clones use the same type of memory from the first IBM PC until
] the 486 DX. Why can't the TT030 use ST RAM?

Hence the reason why PC's have such bad internal-architecture. The
basic internals has remained unmodified for ages whilst every otehr
other platform has the ability to use such things as Fast-RAM
without the famous 'cards'. (Good idea, as you don't pay for it
unless you want/need it, gets expensive eventually though!). The
TT can quite happily use 100% ST-RAM, but it will be slower than
one using TT-RAM!
```

45. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:50:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uh81uINN595@golem.wcc.govt.nz>
Source record: 205123

```
] problems with data at 82 x 10 disks) I use DCformat from a.a.u.e
] and put a MS-DOS boot sector on it. (gives a 3.2 dos boot) I have even a
] a format /q on it and retained the 820k with no problems.
```

You must have one of the few PC's with a disk-drive capable of handling 10-sector & 82-track formats! The majority (well, an awful lot), can't! Also, not all DOS versions can handle that size disks (unless it's a 1.44). Probably 3.3 onwards, which most folks have!

46. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:50:34 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7z6oA.FC8@netcom.com>
Source record: 205124

In article <1ugntq$iqn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>I am _really_ confused about something here.
>
>Why does TT030 need TT RAM?

Because TT RAM is much faster than ST RAM. That's where the TT gets its speed from. It all has to do with the way the TT accesses the different types (and unfortunately, I don't know the gory details). If you didn't have TT RAM and you only used ST RAM, your TT wouldn't be much faster than a Mega STE.

>Why can't it just use ST RAM?

You -can- have 10megs of ST RAM and no TT RAM, although your TT wouldn't be too fast.

>Some TT030 users that I've talked with have 4 megs of ST RAM and
>4 megs of TT RAM. Why?

4megs of ST RAM is adequate for most users, and 8megs total RAM is plenty for most users. Besides, RAM isn't -that- cheap. :-) I've heard about people who've had memory problems with only 2megs of ST RAM and 4megs of TT RAM, especially when they want to print to their SLM lasers, which requires ST RAM.

Hope this helps.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

47. Re: Help me with ANY multisync info! (please)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 03:58:15 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7z713.G1o@netcom.com>
Source record: 205127

In article <16BE0126F2.C556212@mizzou1.missouri.edu> C556212@mizzou1.missouri.edu (Jeoff Hines) writes:
> Please help me!
>I need to buy a multisync monitor so I can have Mono-Color graphics modes!
>so, can some on tell me if I need to buy a special switch-box, or can
>I jst cut my monitor's cable (SC1224) up and connect a MultiSunc with
>a DPDT switch. Any recommendations as to what monitor to buy? Or at
>least some specifications? (like things to get and gthings NOT to get...)

Yes, you do need a switchbox. Otherwise, you'll get only monochrome or only color on the monitor. You must fake the ST into thinking which kind of monitor you have connected.

Monitor recommendations: NEC 3D, Sony 1302, or Princeton Ultra 1440.
You're on your own with anything else. :-) I wouldn't necessarily hunt for specifications, even though they are available. Many people have the monitors I listed above and are very happy with them connected to their STs.
Search for the monitors, not the specs.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

48. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:01:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uh8n3INN5bi@golem.wcc.govt.nz>
Source record: 205132

] I was pleasantly surprised to see the mighty 486DX2-66 was
] only just over 13 times faster than the ole ST.

A 66Mhz chip compared to an 16Mhz chip? The Chip is only 4.125 times faster, but produced a 13-times faster calculation? I'd say that's not bad! (Although a 486 has rather faster data connections than the ST).

Anyone want to try this on a 32Mhz TT? 16Mhz Falcon? (Both 030, should be a laugh!). C-Source code should port really easilly to either for such a simple task!

(BTW, what's an ST doing with a 16Mhz 68000? Or was it a Mega-ST?)

49. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:02:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uh8p0INN5bi@golem.wcc.govt.nz>
Source record: 205133

] to the laudromat, climb into one of those huge tumbling dryers, and when
] get out, I'm really dizzy. Man, I hate it when that happens.

Er, Ed... Are you feeling okay? ;)

50. Re: Atari JPEG Viewers wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:23:11 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1uh9vf$m4q@msuinfo.cl.msu.edu>
Source record: 205128

bwwl@sun.rz.tu-clausthal.de (Wolfgang Ley) writes:

>The actual version is GemView 2.21. Available at atari.archive or
>ftp.tu-clausthal.de (139.174.2.10) or via email from
>'mail-server@ftp.tu-clausthal.de'

GEM View is now up to version 2.24 I'll see if I can get this put
up on a.a if it's not there already...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

51. Re: Atari JPEG Viewers wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:30:52 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993Jun2.043052.26902@liberty.uc.wlu.edu>
Source record: 205130

Vielen dank y'all (can I help it if my German prof. was from Alabama? :)

Thanks for the info. I'll snag GEMView just as soon as I can, and give it
a try.

Colin

>>>

52. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:30:59 UTC
From: humphrie@ni.umd.edu
Message-ID: <1uhae3$3uv@ni.umd.edu>
Source record: 205129

In reguard to how 680xx chips and 80x86 match up I would like to mention
the new "INTEL version of NeXTSTEP".

I've always been reasonable happy with basic performance on the 25mhz
68040 on the regular old NeXTs. I got to play with the beta version of
NeXTstep 3.1 on a 486DX2 66. I found the speed of the version for
the 486 unbearable! After 5 mins I quit playing with it! While this is
no "benchmark" (the NeXT's custom hardware and the INTEL bus have
something to do with it) it does, perhaps, offer some food for thought
in the "My 486 can beatup your 68000" war.

--
_____Jim_Humphries_____
|DISCLAIMER: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___|

53. Re: Desktop Publisher ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 04:38:59 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993Jun2.043859.27206@liberty.uc.wlu.edu>
Source record: 205131

DENNIS REMMER, GEOGRAPHICAL SCIENCES (mail_remmer@uqvax.cc.uq.oz.au) wrote:
> Greetings

> Can somebody reading this please recommend a suitable quality or even PD
> DTP package that allows me to use many fonts, import graphics, and export
> or print to Postscript file (with graphics). A package that can also colour
> seperate would be be even better.

> I am using a 1040fm.

Well, I don't know about colour separating, (or colour for that matter),
but TeX is outstanding, is PD, and the LaTeX format can use EPS files as
graphics...

It's in a.a.u.e in the (strangely enough) Tex directory. Oh, it *is* in
German, though.

CJW

>>
===== Colin J. Wynne E-Mail: cwynne@liberty.uc.wlu.edu =====
===== Washington & Lee Univ. NeXT-Mail: cwynne@sage.wlu.edu =====
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

54. Re: Snowman on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 05:10:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82547@cup.portal.com>
Source record: 205134

I don't know if anyone ever made a MOD file of the soundtrack from the Snowman demo, but the file is digitized from an award-winning short animated film called (you guessed it!), "The Snowman".

I've seen it for sale at well-stocked video stores...

BobR

55. Wanted: PC-Graphics to Atari (GEM, DEGAS) ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 06:46:35 UTC
From: lindig@ips.cs.tu-bs.de
Message-ID: <1993Jun2.064635.1334@ibr.cs.tu-bs.de>
Source record: 205137

Hello,
I am looking for software to convert PC-based graphics to formats
which can be read by atari software.
Especially vector graphics like CGM, WMF or something similar should
be converted to atari GEM or DEGAS.
I also need programs to convert pixel graphics to atari readable
files. It does not matter whether the filters run on the PC or the ST.
Any help would be appreciated. I would prefer PD or Shareware I can
get via ftp.
Please answer via email to klaus@mail.sz.etc.tu-bs.de

==
Klaus Troja Sprachenzentrum
Systembetreuer der TU Braunschweig
Pockelsstr. 4
D-38023 Braunschweig
Germany

E-Mail: Telefon:
++49 531 391-5084/5086
Internet: KLAUS@mail.sz.etc.tu-bs.de Fax: -4577
==

56. Re: Desktop Publisher ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 07:45:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uhlrgINN5q2@golem.wcc.govt.nz>
Source record: 205138

In article <1993Jun2.115653.1@uqvax.cc.uq.oz.au>, mail_remmer@uqvax.cc.uq.oz.au (DENNIS REMMER, GEOGRAPHICAL SCIENCES) writes:
>Greetings
>
>Can somebody reading this please recommend a suitable quality or even PD
>DTP package that allows me to use many fonts, import graphics, and export
>or print to Postscript file (with graphics). A package that can also colour
>seperate would be be even better.
>
>I am using a 1040fm.
>
>ta...

>DENNIS REMMER D.REMMER@cc.uq.edu.au

I think you will only find one program that can do all this,
its Pagestream 2.21, about $160us, does colour and Postcript output.

The only other DTP program is Calamus, but little support for Postscript,
there system is some 10 times faster than Postscript and will not break the
Bank..

The S/SL version of Calamus is not cheap, the mono 1.9n version is about
$100us...

I don't think yoy will ever find a PD program for this kind of work..

Roger..... sheppard_r@kosmos.wcc.govt.nz

57. How to decode/use binary sources

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 08:38:38 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jun02.083838.105955@zeus.calpoly.edu>
Source record: 205139

Forgive me for asking this real dumb question......

What in the heck are these binary sources that I see (usually in Europe?) They have like Part01.Z, Part02.Z, Part03.Z....etc...

How can I get the program up-and-running from these cryptic puzzle pieces????

Thanks in advance.

.....
. Chris L. Willison
. (cwilliso@tuba.calpoly.edu)
. "Chris is the name, and programming's the game"
.....

58. ** MasterBrowse 2.5a (uploaded to a.a)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 10:05:16 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.TdV79uvvXtE@elfhaven.ersys.edmonton.ab.ca>
Source record: 205146

There were some bugs in the last version of MasterBrowse that I uploaded to atari.archive a few days ago. I uploaded a new version which should soon appear under the name mb25abin.zoo (or MB25ABIN.ZOO). Here is a list of the changes to this version:

MasterBrowse 2.5a Changes Start Here:

-June 3: Using the key combination for "Write Block" would actually activate the "Print Block Function". This is fixed, now.

-June 3: Using the window slider (by clicking inside the white box) would not actually do anything. This is also fixed.

-June 3: The MegaDepack Interface is now more reliable. If there is an error, you are told exactly what it is. Also, MasterBrowse will no longer try to load the temporary file if the decompression fails.

-June 3: MasterBrowse now has a Quick Scroll Mode. By using the shift, control, and alternate keys to scroll (this is an option - you are not forced to do anything) you can move through a document (by lines or by pages) independant of the key repeat rate.

-Michel Forget
Electric Storm Software
June 3rd, 1993

--
Regards,

() - - -

59. Re: SCREEN SAVER S/C

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 11:01:26 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <739018885.10424@minster.york.ac.uk>
Source record: 205168

In article <1ubguo$hi0@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> I've written an accessory based screen saver that I'd like to make
>into a real screen saver. Anybody know where I can find some GFA source
>code, or machine code that I can import into GFA, to do it?

The assembler source to my screen blanker, ST Blank, is available for ftp from atari.archive and its various mirrors, as

Utilities/Screensavers/stblsrc.arc Source
Utilities/Screensavers/stblbin.arc Binaries

It's been there for a while, but hasn't made it into the index file yet (hint, hint)

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

60. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 11:01:30 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun2.120130@cs.bham.ac.uk>
Source record: 205140

> One other note, some people were writing about the lame
> performance specs of MultiTOS under Quick Index, I have very
> strong impressions that these benchmark programs will not
> produce valid results under a Multi-tasking env. I know Norton
> stuff doesn't produce valid results under windows.

Certainly progs which redraw windows many times don't work properly. GEM-Bench (note, Ofir!) redraws windows 50 odd times, but under MTOS everytime that happens the icons underneath get redrawn, and that must slow it down by masses. I can't see a solution to that though.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

61. Damaged Mega STe...

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 11:57:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <10915.723.uupcb@almac.co.uk>
Source record: 205044

> .@SUBJECT:Damaged Mega STe... N
> .#FROM :nino@vmars.tuwien.ac.at N
> .@MSGID :<1993May27.162911.29758@email.tuwien.ac.at> N
> Newsgroups: comp.sys.atari.st
> From: nino@vmars.tuwien.ac.at (Marinos Yannikos)
> Subject: Damaged Mega STe...
> Message-ID: <1993May27.162911.29758@email.tuwien.ac.at>
> Date: Thu, 27 May 1993 16:29:11 GMT
>
> My Mega STe broke down about 4 months ago, and I haven't managed to
> find anyone who could fix it. I live in Vienna, and have tried the

> The Mega STe does nothing when switched on,
> sometimes when it hasn't been switched on for a while it draws a screen
> full of bombs (horizontally). I wouldn't be asking for help here on
> Usenet, but it seems that Atari Austria are unable to provide any
> customer support, or even support for registered developers (I am one).
> I'd like to hear some Atari employee's opinions about that by the
> way...

When installing SIMMs in my 1040 ST, I had at the beginning the same problem. It was the power supply for the SIMMs. Check your SIMMs and your soldering point of the SIMM-sockets.

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

62. epson -> hpdeskjet

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:18:34 UTC
From: mmzaanen@cs.vu.nl
Message-ID: <C7zu6y.L57@cs.vu.nl>
Source record: 205166

Hi,

I just got a program, for editing and printing a family tree.
The problem is the program uses a standard epson driver, which is build
in the st (they say), but I`ve got a hp deskjet 500.
When I try to print a picture (text works fine) I get all trash, but no
picture.
They (the writers) say there are some PD programs, which will replace the
epson code with other code.
But they don`t say which program.

Can someone tell me which program I must use to print on a hp deskjet 500,
or help me with hints to write it
myself ?

Menno van Zaanen
mmzaanen@cs.vu.nl
--------------------------- Cut Here ----------------------------------

63. Re: How to decode/use binary sources

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:28:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1346@usdtsg.DaytonOH.NCR.COM>
Source record: 205183

In article <1993Jun02.083838.105955@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>Forgive me for asking this real dumb question......

No, I'm sorry, but we can't forgive you :-)

>What in the heck are these binary sources that I see (usually in
>Europe?) They have like Part01.Z, Part02.Z, Part03.Z....etc...

They're probably uuencoded pieces of a program, each piece being compressed (assuming the .Z is compressed, and not the infamous Gnu zip)...

>How can I get the program up-and-running from these cryptic puzzle
>pieces????

(1)

You first need to uncompress each piece. On the unix box here I just type "uncompress *.Z" and all those files are decompressed (uncompressing a file called Part01.Z will result in a file called Part01). There is an uncompress program for the ST that will do this as well...

(2)

You then need to combine the resulting files together into one file. "cat Part0? > Wholfile.uue" would concatenate all the Part0? files (Part01, Part02, etc) into the file Wholefile.uue on a unix box ("copy Part01 + Part02 ... + Part0n Wholfile.uue" would be the way to do so on a dos-type box). Or just pull them in to an editor in the right order.

(3)

The final step is to uudecode the one file (Wholfile.uue in this example). If your uudecoder is smart enough, then you would simply need to uudecode the file from this point. However, you may find it necessary to go back before step (2) and edit out the "header" information (the "mail message" info, like at the top of this post) before you combine the files Part0? together. In any case, on a unix box you type "uudecode Wholfile.uue" and the coded file will result (the filename of the resulting file is on the line that begins with "begin"). Again, there are a couple different uudecode (and uuencode) programs available for the ST.

And that's it!

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...sounds like you found something like the comp.binaries.atari.st
archived somewhere, huh? :-)

64. Escape control sequences?

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:31:41 UTC
From: joedal@dfi.aau.dk
Message-ID: <joedal.739024301@dfi.aau.dk>
Source record: 205145

Does anybody know where I can find a list of escape control sequences
for clearing screen, clearing rest of line, gotoxy on the screen,
setting underlining, etc?

Thank you in advance!

Lars J|dal
(joedal@dfi.aau.dk)

65. DeskTracker Questionnaire

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:32:32 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun2.133232@cs.bham.ac.uk>
Source record: 205142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi!

Now that DeskTracker has been on various FTP sites for quite a while, I wonder whether those of you who have tried it could just hit reply and stick some answers to the question below..?

Which FTP site did you use?

Which version of dtmt did you get?
[there have been 3]

When did you get it?

Did you keep it or delete it?

Either way, why?

Any suggestions for new versions?

In case you're wondering, a new version will be realeased in about a months time, with the following features:

o All-in-one ACCessory (no auto folder program)
o Changable Oscillo and Analysis window sizes
o Settings can be saved to the dtmt.inf file
o Automatically works on a Falcon!
o Total size of files down from 55K to 45K
o Several bug fixes

And possibly
? Drag icons to ACC window under MTOS
? STfm version

Thanks for your time!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

66. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:43:01 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ui78lINNoa5@life.ai.mit.edu>
Source record: 205144

In article <1993Jun1.190701.23471@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>Machine Compiler secs to primes under 1 000 000
>--
>i486DX2-66 MS Visual C++ 1.0 1.63
>16Mhz 68000 Gnu C++ 2.1 22.33
>
>I was pleasantly surprised to see the mighty 486DX2-66 was
>only just over 13 times faster than the ole ST.

13 times is a pretty hefty difference; the clock speed difference alone
would account for only a factor of 4. Keep in mind that the DX66's are
clock doubled, so they run at 33Mhz unless they get cache hits. That
gives you only a factor of two in some cases.

Also, you may be comparing the compilers more than anything else here.
Microsoft's stuff is comprehensive but not necessarily cutting edge.
I'm told that until recently they did the LALR tables for their
compilers *by hand*.

GCC, on the other hand, has been contunually refined over the past
several years, and now produces really good code.

Try GCC 2.4.1 on the PC (DJGPP) and GCC 2.4.1 on the ST. The numbers
may come out almost the same. Then again, you may find that Visual C++
is a piece of junk in terms of code generation. Suspect anything with
a "1.0" in the name... :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

67. Missing keystrokes

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 12:50:03 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Jun2.045003.1@max.u.washington.edu>
Source record: 205141

Has anyone else had problems with Freeze Dried Terminal (newest ver.)
"skipping" characters? I ask because it only seems to have done this since
I installed a 101key keyboard on my ST. I would blame my keyboard modification
if it weren't for the fact that no other software does this.

--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

68. Need help setting up MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 13:27:40 UTC
From: swwhatley@lescsse.jsc.nasa.gov
Message-ID: <swwhatley.739027660@node_ecdd>
Source record: 205147

I have a MEGA 4 ST with TOS 1.2. I am trying to install MiNT. The problem is that MiNT comes in many pieces. What do I need to install? I have the following pieces:

MiNT 9.5 binaries.
Ksh, sh, csh,
init binaries,
GNU file utilities,
VDImgr
mperl
(will be getting the MiNT version of gcc)
st_login binaries

I would like to more than just the bare minimum setup but I also don't have more than 70M of hard disk space. I also have the following questions about MiNT.

1. Can I run GEM programs like GFABASIC, Flash, the Cyber software (ie CYPAINT, CAD3D2, ...) while running MiNT?

2. Is VDImgr a X windows server? If not is there a X windows server for MiNT?

3. Is there a way to Minix type file names using MiNT but still have the disk partition usable by TOS?

Any help will be appreciated.

Thanks,
Steven Whatley
Email: swhatley@blkbox.COM

69. Re: MultiTos~

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 13:42:18 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun2.134218.25437@tdb.uu.se>
Source record: 205153

Robert Federle (Robert_Federle@k.maus.de) wrote:
: A 60 MHz version of the 68882 doesn't exist! The fastest available
: version is 50 MHz.

True, but the 68882RC50 is supposed to run just fine at 60MHz
according to Jim Allen @ Fast Tech.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

70. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 14:15:24 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739030427@rw8.urc.tue.nl>
Source record: 205152

warwick@cs.uq.oz.au (Warwick Allison) writes:

>It is my understanding (and Ed said so) that the video hardware can
>only read from ST RAM. Some programs Malloc memory then later ask
>the video memory to display that memory - such programs must have
>the ST-MALLOC (or whatever it's called) bit set in the program header
>(using the Fileinfo CPX, for example) in order to work correctly.

But you could of course use the extended Malloc call to request ST-ram
for video screens and fast ram for the programs data structures.

Erlend.

71. Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 14:16:31 UTC
From: swwhatley@lescsse.jsc.nasa.gov
Message-ID: <swwhatley.739030591@node_ecdd>
Source record: 205151

I have a 50M ICD Fast Drive (fast?) and ICDBOOT v4.4.2. I am having a
couple of problems with ICDBOOT.

1. Whenever I try to configure ICDBOOT and reboot, ICDBOOT bombs.

2. When ICDBOOT executes properly (?), no other program in my AUTO folder
is executed.

Is there a later version of ICDBOOT? If so, who do I contact to get it?
Any help will be appreciated.

Thanks,
Steven Whatley
Email: swhatley@blkbox.com

72. Re: Atari JPEG Viewers wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 14:23:29 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1uid51INNod8@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 205155

molin@ptb.cl.msu.edu (Michael Olin) writes:
> bwwl@sun.rz.tu-clausthal.de (Wolfgang Ley) writes:
> >The actual version is GemView 2.21. Available at atari.archive or
> >ftp.tu-clausthal.de (139.174.2.10) or via email from
> >'mail-server@ftp.tu-clausthal.de'
> GEM View is now up to version 2.24 I'll see if I can get this put
> up on a.a if it's not there already...

GEM-View 2.30 is nearly ready (the least version for a while) and JPEG
version 4.0 are included. Loading JPEG is 2-times faster in GEM-View 2.30

I hope to upload the new version to some ftp-servers in Germany in 2 or 3
weeks! Some other interesting changes and extentions are made (you can see
it in the LIESMICH or README-file).

So long
Dieter

| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) |
| 1. Juli 1993: D-45768 Marl (Germany) | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |

73. Wanted - Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 14:24:40 UTC
From: kenr@hpwin051.uksr.hp.com
Message-ID: <C80014.60A@hpwin052.uksr.hp.com>
Source record: 205150

I am looking for an Atari ST with one Meg RAM to use with a sequencer package (probably Cubase) to drive my synths. I have a suitable monitor, so I'm only looking for the computer itself.
If you have such a machine, and want to sell it, please mail me.

Thanks

****
Ken Radford Customer Response Centre
Email: kenr@hpwin051.uksr.hp.com Hewlett Packard Ltd
Cain Road
Bracknell
Berks, UK.
****

74. Re: epson -> hpdeskjet

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 14:51:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun2.145144.26733@newshost.lanl.gov>
Source record: 205154

In article L57@cs.vu.nl, mmzaanen@cs.vu.nl (Zaanen van MM) writes:
>Hi,
>
>I just got a program, for editing and printing a family tree.
>The problem is the program uses a standard epson driver, which is build
>in the st (they say), but I`ve got a hp deskjet 500.
>When I try to print a picture (text works fine) I get all trash, but no
>picture.
>They (the writers) say there are some PD programs, which will replace the
>epson code with other code.
>But they don`t say which program.

Yes, in order to print a screendump from your ST to your HPDJ, you need one
of two things:
1) a screendump printer driver designed for your HPDJ (these should be
available as PD or shareware);
2) an Epson emulator cartridge for your HPDJ.

The second option is the most desirable, albeit more costly. The Epson
cartridge is about $60-$70, I think, but eliminates all these kinds of hassles.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

75. Re: How to decode/use binary sources

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 15:07:37 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Jun2.100737.10055@gw.wmich.edu>
Source record: 205148

cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
> Forgive me for asking this real dumb question......
>
>
> What in the heck are these binary sources that I see (usually in
> Europe?) They have like Part01.Z, Part02.Z, Part03.Z....etc...
>
> How can I get the program up-and-running from these cryptic puzzle
> pieces????
>
> Thanks in advance.
>
> ....
> . Chris L. Willison
> . (cwilliso@tuba.calpoly.edu)
> . "Chris is the name, and programming's the game"
> ....
>
>
These files are "compressed" files and need to be decompressed after you
have transferred them. I believe that I dl'd a compress program off of a.a.
that takes care of the decompression.

Later,
Bernard Mikowski

76. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 15:14:02 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Jun2.101402.10056@gw.wmich.edu>
Source record: 205149

dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jun1.190701.23471@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul)
writes:
>>Machine Compiler secs to primes under 1 000 000
>>---
>>i486DX2-66 MS Visual C++ 1.0 1.63
>>16Mhz 68000 Gnu C++ 2.1 22.33
>>
>>I was pleasantly surprised to see the mighty 486DX2-66 was
>>only just over 13 times faster than the ole ST.
>
> 13 times is a pretty hefty difference; the clock speed difference alone
> would account for only a factor of 4. Keep in mind that the DX66's are
> clock doubled, so they run at 33Mhz unless they get cache hits. That
> gives you only a factor of two in some cases.
>
> Also, you may be comparing the compilers more than anything else here.
> Microsoft's stuff is comprehensive but not necessarily cutting edge.
> I'm told that until recently they did the LALR tables for their
> compilers *by hand*.
>
> GCC, on the other hand, has been contunually refined over the past
> several years, and now produces really good code.
>
> Try GCC 2.4.1 on the PC (DJGPP) and GCC 2.4.1 on the ST. The numbers
> may come out almost the same. Then again, you may find that Visual C++
> is a piece of junk in terms of code generation. Suspect anything with
> a "1.0" in the name... :)
>
> Dave Baggett
> --
> dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
> ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

Dave,
Correct me if I'm wrong, but doesn't the 68000 only have a 16 bit
bus? That should just about double your 4.125 to give you at least a factor
of 8.25, not even considering the data and instruction caches on the 486-66!

Later,
Bernard Mikowski

77. Nice News

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 16:27:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun2.162754.9488@newshost.lanl.gov>
Source record: 205158

Read on GEnie the other night that Atari has quietly changed the hard disk configured Falcon030 machines from a 65Mb internal drive to an 84Mb unit at no additional cost. Although it's always subject to change, the current units feature Conner drive mechs. It was probably due to a supplier problem. At any rate, a few additional Mb of storage space is quite welcome. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

78. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 16:39:03 UTC
From: ken@isgtec.com
Message-ID: <4847@isgtec.isgtec.com>
Source record: 205173

In article <1ud0ut$2tk@tricky.wft.stack.urc.tue.nl> jim@wft.stack.urc.tue.nl (Jim Rump) writes:
< I like the atari computers and I also like playing with lots of
< different software. The problem I'm facing now is a lack of diskspace.
< So I want to make a CD-ROM with al kind of atari-software, such as:
< ST, TT, Falcon etc...
< I can not make only one CD, because this would cost me too much.
< If someone else wants to have such a CD as described above, let me know so
< I can cut the costs to < $100,-.

Methinks it would be a pretty cool idea to put all of atari.archive on
one cd - only problem is just about nobody with an Atari has a cd-rom drive.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

79. Laser Printing and the ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 16:41:15 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.739039275@cwis>
Source record: 205157

I am considering buying either a laser printer or an ink jet printer for my 2.5meg ST. First of all, how is a laser printer hooked up? Do you use the parallel printer port? Also, how much memory does a laser printer require? Should I buy a program that can specifically use the fonts of my printer, or is that even realistic?

Say, for instance, that I buy a Hewlett Packard IV (I think that has built in fonts) will I be able to use the scalable/built in fonts with st software? or am I better off using programs that have fonts that the printer can download?

Also, what are the speed/quality comparisons between ink jet printers and laser printers? What are the prices of either ink jets or laser printers?

Mainly what I am looking for is a laser quality printout, not so much speed. I would like to get a good printer, but I do not have much money at all to spend. I seem to remember panasonic offering a HP II compatible printer for under $600.... is that right? How much are ink jets?

80. Re: Need help setting up MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 16:44:18 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun2.164418.14330@sol.ctr.columbia.edu>
Source record: 205156

In article <swwhatley.739027660@node_ecdd>, swwhatley@lescsse.jsc.nasa.gov (STEVEN WHATLEY) writes:
} I have a MEGA 4 ST with TOS 1.2. I am trying to install MiNT. The problem
} is that MiNT comes in many pieces. What do I need to install? I have the
} following pieces:
}
} MiNT 9.5 binaries.
} Ksh, sh, csh,
} init binaries,
} GNU file utilities,
} VDImgr
} mperl
} (will be getting the MiNT version of gcc)
} st_login binaries
}
} I would like to more than just the bare minimum setup but I also don't have
} more than 70M of hard disk space. I also have the following questions about
} MiNT.

I would suggest you use my MiNT Distribution Kit (available from a.a.u.e). It allows you to set up all of what you want above in a subset fashion, so you only install what *you* want, not what *I* think is necessary. The kit comes on 9 disks, with another 6/7 disks worth of upgrade files. You need to install the base kit, then choose your upgrades and install them as well.

The kit comes with 2 programs (SETUP and INSTALL) (*) which will make a partition of your disk (NOT C:, choose D: or something) into a unix-like partition with /usr, /bin etc. filestructure; (So, all gcc include files are in /usr/include, for example). In this partition, (which can be minixfs or TOS-fs) you create your customised environment.

mperl isn't yet in the kit, (can't remember why - I think I had some difficulties with it...). I assume by VDImgr you mean 'mgr', the Bellcore Windows mgr, which is available.

}
} 1. Can I run GEM programs like GFABASIC, Flash, the Cyber software (ie
} CYPAINT, CAD3D2, ...) while running MiNT?

Perhaps. Intrinsically, there is nothing stopping you. I don't think GFA likes MiNT - but then GFA basic is just about the most 'unclean' program I've come across (see (*) below). I generally boot up into MiNT and run all sorts of programs without problems, basically it depends on how close to the official guidelines the developer has stayed. GFA doesn't know the word.

}
} 2. Is VDImgr a X windows server? If not is there a X windows server for
} MiNT?
}

No and No. The one thing (that I can see) stopping an X server under MiNT is
the lack of sockets in the kernel. There was a group working on sockets some
time ago, but I've not heard anything since. Pity. I've gcc-ed the X11R5
distribution, and the non-ddx parts (device-dependent) worked fine apart from
the socket-like calls...)

mgr is a windows interface that used to be around on Sun workstations before
X came along. It's probably still used in places (In fact I've seen ports to
DECstations, but it's not as mainstream as X)

} 3. Is there a way to Minix type file names using MiNT but still have the
} disk partition usable by TOS?
}

Nope. The way minixfs works is to replace the TOS filesystem with a loadable
device driver (a .xfs file) which "kicks in" to replace the standard TOS
disk manipulations when you're accessing a minix-like partition. The only way
to have that sort of functionality is to run MiNT I'm afraid. TOS just isn't
up to it...

} Any help will be appreciated.
}
} Thanks,
} Steven Whatley
} Email: swhatley@blkbox.COM
}

SjG

(*)
The Kit's main programs (SETUP and INSTALL) are actually written in GFA basic
which has caused me no end of grief over the last 8 months. I'm in the process
of re-writing them in C++ using Warwicks gem++ library. This is my excuse for
whynothing has happened on the MDK scene for a while - it will (ed: is this
a promise or a threat ?)

--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

81. Problem with ckermit 5a

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 17:26:35 UTC
From: S_DORSCH@rzmain.rz.uni-ulm.de
Message-ID: <1993Jun2.172635.27644@wega.rz.uni-ulm.de>
Source record: 205161

Problem with ckermit.

Hi,
I've a problem with ckermit. I want to transfer files from an Atari ST to
Unix-machine. If I start the transfer (receive) an give the send-command on
the ST, then this appears:

N%N%N%N%N%N%N%N%N%N%E
?Too many retrys.

On both machines is running ckermit 5a.
Does anybody know what could be wrong?

Bye,
Rainer

encl: Please send answers directly to
S_DORSCH@RZMAIN.RZ.UNI-ULM.DE

82. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 17:37:15 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uiogb$4lp@usenet.INS.CWRU.Edu>
Source record: 205159

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>>
>Gee, guess not. That really ruins my day, too. Bummer... :-/ Pardon me, I
>think I'll go drink myself into a drunken stupor now.

Meaningless chatter... This is a prime example of someone wasting space
because they think they are cool...

>
>>Let's say I want to buy a future FALCON030 at 32 MHz, but I have game
>>software created for the Falcon030 at 16 MHz.
>>
>>Does this mean I will have to keep my Falcon030 at 16 MHz in order to run the
>>game software? That's nuts.
>
>Yeah, don't you hate it when that I happens? The one I hate is when I go
>to the laudromat, climb into one of those huge tumbling dryers, and when I
>get out, I'm really dizzy. Man, I hate it when that happens.

Again, Ed, I'd appreciate you not responding if you don't have an answer.
You waste my time and others...

>

--

83. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 17:41:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uionu$4vm@usenet.INS.CWRU.Edu>
Source record: 205160

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1ugntq$iqn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>
>4megs of ST RAM is adequate for most users, and 8megs total RAM is plenty
>for most users. Besides, RAM isn't -that- cheap. :-) I've heard about
>people who've had memory problems with only 2megs of ST RAM and 4megs of
>TT RAM, especially when they want to print to their SLM lasers, which
>requires ST RAM.
>
>Hope this helps.
>--
> Ed Krimen

THANKS ED! This is the kind of response I expect from you!

I really appreciate it.

Len
>

--

84. Re: BOMBS and ICD host adapter ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 17:48:27 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Jun2.134827.1@ulkyvx.louisville.edu>
Source record: 205162

In article <1ugoh6$eoc@sunaus.Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:

> Then I got a line of what looks like BOMBS across my screen and my ST hangs.
>
> Sometimes I can start to boot from floppy but I never get far - I get the BOMBS
> and the ST hangs.
>
> Does anybody know what the BOMBS mean ?
>
> What can I do to make my ST work again ?

It's a little hard to know what your exact problem is if we don't know what your system setup is like. How much memory do you have? It is best to have at least a 1 meg ST. I have a meg STfm with TOS 1.0, with a Seagate ST296N 85 meg hard drive, and it's never given me any trouble. How big is your hard drive? My BBS uses the ICD host adaptor as well, and uses a Micropolis 146 meg and Quantum 426 meg together, both being SCSI.

How many bombs march across your screen?

85. Need suggestions for Music Programs

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 18:29:28 UTC
From: jmellby@lluvatar.dseg.ti.com
Message-ID: <C80BD6.JDs@m2.dseg.ti.com>
Source record: 205164

A non-computer-literate friend asked me to find out what are the best Atart ST Music Writing programs. We wants the program to be able to capture music typed on the keyboard (a midi-keyboard I presume, not the typing keyboard). Then she wants to be able to edit it, adding words to the music, and finally print the result.

Can anyone suggest a good (and economical) program for these requirements? If you send me mail, I'll summarize for the net.

John R. Mellby Texas Instruments
jmellby@m2.dseg.ti.com P.O.Box 869305, MS 8513
Plano, Texas, 75266
(214)517-5370 (home) (214)575-6125

86. Re: binhex format?

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 19:03:39 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun2.190339.12542@ugle.unit.no>
Source record: 205165

```
Boyd@tait.Math.Fsu.Edu,
In a message on 1 June, wrote :

bR> Newsgroups: comp.sys.atari.st
bR> Path: ugle.unit.no!trane.uninett.no!sunic!uunet!gatech!mailer.cc.fsu.edu!
bR> d
bR> From: boyd@tait.math.fsu.edu (Mickey Boyd)
bR> Subject: Re: binhex format?
bR> References: <H.ea.TywfEf1diuw@nasim.sta.sub.org>
bR> Sender: usenet@mailer.cc.fsu.edu
bR> Organization: Florida State University Department of Mathematics
bR> Date: Tue, 1 Jun 1993 14:15:18 GMT
bR> X-Newsreader: TIN [version 1.1 PL9]
bR> Message-ID: <C7y4xJ.Fp7@mailer.cc.fsu.edu>
bR> Reply-To: boyd@math.fsu.edu
bR> Lines: 70
bR>
bR> Frank Bartels (knarf@nasim.sta.sub.org) wrote:
bR> > ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:
bR>
bR> > >Just out of curiosity, is there any utility out there that
bR> > >will encode and/or decode into/from the 'binhex' file format
bR> > >used on macs?
bR> > >--Gerry
bR> > >ggreenbe@rodan.acs.syr.edu
bR> >
bR> > I'm very interested in that, too!
bR> >
bR> > Maybe there's a MacBinary converter for the ST, too?

bR> There is a freeware program available for UNIX boxes that will perform ma
bR> Mac conversions. If you use a UNIX box as an intermediate stop in gettin
bR> files to your ST, you could use this. Here is the "help" info (gotten by
bR> running the program with no arguments):

This program compiles just fine with gcc and the mintlibs, so you
could also have it running on your ST.

bR> Hope this helps!

This too :-)

bR>
bR> --
bR> ******************************************************************************
bR> * Mickey Boyd
```

```
bR> * Systems Administrator
bR> * Florida State University Mathematics Department
bR> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6
bR> ************************************************************************
bR>
```

Erling

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

87. Nifty Mail

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 19:49:35 UTC
From: neurom@u.washington.edu
Message-ID: <1uj08fINNiu@news.u.washington.edu>
Source record: 205167

I know this has little (nothing?) to do with Atari computers, but since I do the majority of my posts here, I figure, Hey! Why not? So, I sent a message to a newbie on the net ;) and I got this reply:

Date: Wed, 2 Jun 93 15:41:26 -0400
From: postmaster@whitehouse.gov

Thank you for sending in your thoughts and comments to the President via electronic mail. We are pleased to introduce this new form of communication into the White House for the first time in history. I welcome your response and participation.

As we work to reinvent government and streamline our processes, this electronic mail experiment will help put us on the leading edge of progress. Please remember, though, this is still very much an experiment.

Your message has been read, and we are keeping careful track of all the mail we are receiving electronically. We will be trying out a number of response-based systems shortly, and I ask for your patience as we move forward to integrate electronic mail from the public into the White House.

Again, on behalf of the President, thank you for your message and for taking part in the White House electronic mail project.

Sincerely,

Marsha Scott, Deputy Assistant
to the President and Director
of Correspondence

Neat, hu? I know, sorry for wasting bandwidth, but I kinda like it!

--Neuromancer
neurom@u.washington.edu

88. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 20:25:26 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1uj2bmlNN9qj@life.ai.mit.edu>
Source record: 205169

In article <1993Jun2.101402.10056@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:
> Correct me if I'm wrong, but doesn't the 68000 only have a 16 bit
>bus? That should just about double your 4.125 to give you at least a factor
>of 8.25, not even considering the data and instruction caches on the 486-66!

I do know that 68000 operations on longs are faster than successive
operations on words. I think the 68000 is on both sides of the fence
in this regard. This has been said to be the reason for the "ST" name
-- "Sixteen/Thirty-Two".

But, again, it depends on the PC compiler environment. The PC version
of GCC will compile 32-bit code, and all int reads and writes will be
32 bits wide. But if Visual C++ is like most PC compilers, it will
produce 16-bit code, which will run slower. So it's really hard to
tell.

Unless you're running in protected mode (32 bit code), the memory model
you choose has a lot to do with the performance of PC code. Anything
that uses "far" pointers will lose compared to equivalent 32 bit code,
for example.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

89. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 20:50:36 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993Jun02.205036.120624@zeus.calpoly.edu>
Source record: 205170

In article <1uh81uINN595@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] problems with data at 82 x 10 disks) I use DCformat from a.a.u.e
>] and put a MS-DOS boot sector on it. (gives a 3.2 dos boot) I have even a
>] a format /q on it and retained the 820k with no problems.
>
>You must have one of the few PC's with a disk-drive capable of
>handling 10-sector & 82-track formats! The majority (well, an awful
>lot), can't! Also, not all DOS versions can handle that size disks
>(unless it's a 1.44). Probably 3.3 onwards, which most folks have!

Stick with 9x80 (or 20x80 via an ST HD Floppy upgrade). Saves many a
headache, I can tell you!

90. Re: Civilisation bugfix

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 20:54:52 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993Jun02.205452.121889@zeus.calpoly.edu>
Source record: 205171

In article <C7xqLJ.1ox@dcs.ed.ac.uk> arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:
>Since so many ppl seem to have lost their copy of this, why doesn't some kind
>soul upload the Civ bugfix to a.a ?
>
>A disinterested party who won't have Civ for a while yet and only has access to
>an a.a mirror in the uk
>

Also, whoever it was that contacted Microprose (UK?) and was told to
send in your disks, please post what happened (if anything) and let us
know the situation from Microprose's end...

Regards,
me

91. Re: Missing keystrokes

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 21:04:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uj4lbINN969@golem.wcc.govt.nz>
Source record: 205174

```
] Has anyone else had problems with Freeze Dried Terminal (newest ver.)
] "skipping" characters? I ask because it only seems to have done this sinc

2.2 has no such problem with me!
```

92. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 21:20:08 UTC
From: michael@mosaic
Message-ID: <1uj5i8INNngv@ymir.cs.umass.edu>
Source record: 205172

ekrimen@netcom.com (Ed Krimen) writes:
: If you're not in any hurry, wait a couple of months for AtariWorks. You'll
: love it. It's an integrated word processor, spreadsheet, and database
: program. For $129, you'll get that plus SpeedoGDOS and a dozen fonts, with
: many more only a phone call away.

Does SpeedoGDOS support PostScript output? If so, will AtariWorks come with an appropriate driver, or at least have one available for purchase? (By available for purchase, I mean without having to buy another word processing or DTP application just to get the driver.)

michael@cs.umass.edu

93. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 21:35:17 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <1O3DBY1P@heaven7.in-berlin.de>
Source record: 205192

In <1993Jun1.145111.19270@newshost.lanl.gov>, John Hutchinson (hutch@bellman.lanl.gov) writes:

: I'd say the main thing is to send the shareware author _something_, even if
: it is just a postcard saying "love your software." Recognition & respect go
: a long ways, ya know?

Um, as a shareware author, I just have to say that I really prefer to receive cash rather than postcards (if I wanted postcards, I would have said so in the first place :-) ... for shareware fees that are reasonable in amount, I recommend just stuffing cash dollars in an envelope. Bank transfers, checks and all that stuff are PROHIBITIVELY expensive. Don't forget that German banks charge fees as well, so you end up paying loads of money to two banks (more if you're unlucky; some banks use other banks as handling agents for international business transactions) and no money to the shareware author!
--
Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin (1B20)/martini@heaven7.in-berlin.de
---
| Jeder Popel fï¿½hrt 'nen Opel, jeder Affe fï¿½hrt 'nen Ford, o |
| Jeder Blï¿½dmann fï¿½hrt 'nen Porsche, jeder Arsch 'nen Audi Sport, ./\ |
| Jeder Spinner fï¿½hrt 'nen Manta, jeder Dï¿½del Jaguar, _//|_. |
| Nur Genieï¿½er fahren Fahrrad und sind immer schneller da -- SK/TK (_)`(_) |

94. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 21:39:05 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <5O3DBU3P@heaven7.in-berlin.de>
Source record: 205193

In <738692890.7436@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
: I some excellent US and German shareware that I want to register. What ios
: the best way of getting currency to the authors?

: Previously I have stuffed dollar bills left over from holidays into
: envelopes (it worked!) Obviously, this is not very safe and not feasible for
: those currencies that I do not possess (I want to avoid high bank commission
: rates)

Here in Germany, bank commission rates for money exchange (cash for cash) are
the lowest you can possibly expect to pay for any international money
transaction involving only a small amount of money. So buy German marks or
US dollars and stuff them into an envelope.
--
Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin (1B20)/martini@heaven7.in-berlin.de
----
| Jeder Popel fï¿½hrt 'nen Opel, jeder Affe fï¿½hrt 'nen Ford, o |
| Jeder Blï¿½dmann fï¿½hrt 'nen Porsche, jeder Arsch 'nen Audi Sport, ./\ |
| Jeder Spinner fï¿½hrt 'nen Manta, jeder Dï¿½del Jaguar, _//|_. |
| Nur Genieï¿½er fahren Fahrrad und sind immer schneller da -- SK/TK (_)`(_) |

95. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 21:45:08 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <AP3DBV5P@heaven7.in-berlin.de>
Source record: 205194

In <1993Jun1.120242.16892@ibr.cs.tu-bs.de>, Kielhorn (c0031098@ws.rz.tu-bs.de) writes:

: There will be no problem reading PC (MS-DOS) formatted disks
: on an Atari, as long as you are using the 720 KB format on 3.5"
: Don't use Atari-formatted disks, MS-DOS may not be able to read them.

The reason for this is that Ataris are smarter than PCs :-) , now really,
a lot of information about the disk format is in the first sector, but PCs
don't use that information, but look at a Media Description Byte instead.
While all that fancy info is correct on Atari formatted disks, the MDB is
not (sometimes), so a PC may choke on an Atari disk.

So just format your disks on the PC, and off you go! You can use any
720KB 3.5" PC disk in an Atari ST with zero hassle. You can read from it,
you can write to it. Just don't format it on the Atari.
--
Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin (1B20)/martini@heaven7.in-berlin.de
----
| Jeder Popel fï¿½hrt 'nen Opel, jeder Affe fï¿½hrt 'nen Ford, o |
| Jeder Blï¿½dmann fï¿½hrt 'nen Porsche, jeder Arsch 'nen Audi Sport, ./\ |
| Jeder Spinner fï¿½hrt 'nen Manta, jeder Dï¿½del Jaguar, _//|_. |
| Nur Genieï¿½er fahren Fahrrad und sind immer schneller da -- SK/TK (_)`(_) |

96. Re: MasterCAD from Microdeal..Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 22:23:58 UTC
From: alex@falcon.demon.co.uk
Message-ID: <739059838snz@falcon.demon.co.uk>
Source record: 205178

In article <jmcrmack.738958983@unix2.tcd.ie> jmcrmack@unix2.tcd.ie writes:

>I came across a copy of ST World (free with ST User) from July '91
>and in it was a review of MasterCAD. The Distributers were Microdeal
>and the number with it is out of date... It was priced at 29.95 pounds
>and I would like to purchase it .. any ideas?
>
>Sean.
>
>--
>====jmcrmack@unix2.tcd.ie ==
>++++++++++++++++++++++++++++++++++++Moria in Final Year++++++++++++++
>====AARRRGGGGHHHHHH!!!!!! ==
>++++++++++++++++++++++++++++++++++++NO HOPE NOW+++++++++++++++++++++
>

IIRC (0525) 713671, otherwise try (0726) 68020 and they'll give you the
right new number.

Alex Kiernan
akiernan@falcon.demon.co.uk

97. PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 22:25:29 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun2.222529.16661@ugle.unit.no>
Source record: 205175

Aa399@cleveland.Freenet.E,
In a message on 1 June, wrote :

am>
am> I would first like to thank everyone that has had patience with me,
am> but I have more questions.
am>
am> I am _really_ confused about something here.
am>
am> Why does TT030 need TT RAM?

It does not *need* TT ram. (look below)

am>
am> Why can't it just use ST RAM?

It can. (look below)

am>
am> Some TT030 users that I've talked with have 4 megs of ST RAM and
am> 4 megs of TT RAM. Why?

Well the two kinds of RAM is different in several ways. Because of the
68000 processor having only 24 bits of valid address-space, 24 bits (or
upto 16 Mbyte) is all this processor can make use of. The ST uses a
68000 processor, thus what is called ST-ram in a TT, is the address
range available with 24 bits. This same memory is also used by the
video-logic, and the ACSI dma-interface on the TT. The video logic,
ACSI and sound dma circuits have only 24 bit address range, and can
only access the ST-RAM. Because the video-logic accesses this
memory, it is not available all the time to the CPU, which make it not
very fast. In addition, it can not operate in burst mode.

TT-ram, is the RAM that is placed in addresses above 16 Mb. This ram
is not touched by the video-logic, and is therefor much faster. In
addition, it can also operate in burst mode (provided that the RAM
chips you have support it. The RAM that comes with the Atari TT-ram
cards support burst-mode). This sums upto that programs that are
running purely in TT-ram, often runs as much as 50% faster than if
they were run in ST-ram. That is why people *want* TT-ram. ST-ram is
needed, or you would not get any video-output.

am>
am> PC clones use the same type of memory from the first IBM PC until
am> the 486 DX. Why can't the TT030 use ST RAM?

486 have the same type of memory as the first IBM PC ???
That is a joke, right ???
expanded memory, high-memory, ... mucho fiddling in config.sys and
EMS-drivers puh....

Well there really is nothing to it with the TT.
At first I only had 4 megs of ST-ram. When I later bought 4 megs of
TT-ram, it was as easy as opening the machine, putting in the card,
and closing the machine. When I rebooted the machine, it instantly
"saw" the 4 megs of extra RAM and was able to use it. Just like that.
I assure you, the procedure of doing the same on an IBM-clown is
horrifying. You have to go through all kinds of setup programs and...
nah I don't even want to think about it...

am>
am> Thanks.
am>

You're welcome.

Erling
---

98. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 22:25:45 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun2.222545.16720@ugle.unit.no>
Source record: 205176

Ekrimen@netcom.Com,
In a message on 2 June, wrote :

eR> In article <1ugntq$iqn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (
eR>) writes:
eR> >I am _really_ confused about something here.
eR> >
eR> >Why does TT030 need TT RAM?
eR>
eR> Because TT RAM is much faster than ST RAM. That's where the TT gets its
eR> from. It all has to do with the way the TT accesses the different types
eR> unfortunately, I don't know the gory details). If you didn't have TT RAM
eR> you only used ST RAM, your TT wouldn't be much faster than a Mega
STE.

Not quite, even with only ST-ram, the TT is about 4 times as fast as a
normal ST. The STE is (at most) twice as fast as the standard ST.

eR> --
eR> Ed Krimen
eR> ekrimen@netcom.com
eR> AEO.5 (GEnie)
eR>

Erling

• ATP/Unix 1.40 • Hunt the whale

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

99. Re: Laser Printing and the ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 22:26:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun2.222629.15608@newshost.lanl.gov>
Source record: 205179

In article 739039275@cwis, lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:
>I am considering buying either a laser printer or an ink jet printer for
>my 2.5meg ST. First of all, how is a laser printer hooked up? Do you use
>the parallel printer port? Also, how much memory does a laser printer
>require? Should I buy a program that can specifically use the fonts of
>my printer, or is that even realistic?

Laser printers either have their own memory or rely on the computer's RAM
(as does the Atari SLM lasers). Lasers can connect via the DMA port on your
ST or the parallel port or the serial port... it depends on the printer.

>Also, what are the speed/quality comparisons between ink jet printers
>and laser printers? What are the prices of either ink jets or laser
>printers?

Ink jets are slower than laser printers, typically printing about 2 ppm vs
4, 6, 9 or more ppm. Of course, they are cheaper. The HP DeskJet 500 (and
the older Plus models) typically sell new for <$500 and can be purchased
used for $250 or less (as per ads here on the net). Lasers generally begin
at $800. Inkjet printers provide high quality, laser-like output but are
slower, are picky about paper type, and the ink tends to smudge when wet.
Inkjets provide an excellent value but it's worthwhile to consider a laser
now that prices are dropping rapidly.

Last bit of advice... examine the SOFTWARE you intend to use with your new
printer and make your printer choice based on what it works best with.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

100. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 23:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A63748@MS.maus.de>
Source record: 205186

In article 1uegu7$kpn@usenet.INS.CWRU.Edu, Len Stys
(aa399@cleveland.Freenet.Edu) wrote:
>>I think, if you want to print to your SLM laser printer, see what's on your
>>screen, and write stuff to your hard drive, then you need ST RAM. Otherwise,
>>you don't need it. :-) I would recommend at least 4megs though (of ST RAM).
>
>In other words, you DO NEED ST RAM...

Well. If you don't have an SLM printer, 2MB will be fine (it's better
to have more TT RAM...).

>That means that ST RAM will always hinder future faster Atari computers.

Wrong. ST RAM is generic I/O slow RAM. That's why there *IS* the faster
TT-RAM (don't tell my that the existance of ST RAM makes the TT RAM
slower). And, btw: future machines don't have ACSI, so SLM printing
isn't an issue. In addition, there's no reason why future machines
can't have a separate video RAM.

>Until, I guess, you don't run any ST software on your new computer.

If the software is doing things RIGHT, it would work fine.

>Let's say I want to buy a future FALCON030 at 32 MHz, but I have game
>software created for the Falcon030 at 16 MHz.
>
>Does this mean I will have to keep my Falcon030 at 16 MHz in order to run the
>game software? That's nuts.

And wrong. At least as long the game developers are intelligent enough
to use timers for timing (instead of CPU loops).

101. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-02 23:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A63749@MS.maus.de>
Source record: 205187

In article 13684@uqcspe.cs.uq.oz.au, Warwick Allison (warwick@cs.uq.oz.au)
wrote:
>It is my understanding (and Ed said so) that the video hardware can
>only read from ST RAM. Some programs Malloc memory then later ask
>the video memory to display that memory - such programs must have
>the ST-MALLOC (or whatever it's called) bit set in the program header
>(using the Fileinfo CPX, for example) in order to work correctly.
>
>Anyone who understands the differences, please add/correct.

Sure :-) Actually the bit works tha other was around. Then, 'new'
programs (written after the TT was launched (autumn '90)) can and
should use Mxalloc to explicitly specify which kind of RAM they need.

102. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 00:03:33 UTC
From: wabe@ukc.ac.uk
Message-ID: <4600@eagle.ukc.ac.uk>
Source record: 205177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
>MicroEmacs 3.12 has been out for about a month now (you can get the
>source all over the net as ue312dev.zip, for example from
>von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but
>I can't find a compiled version for the ST. Has somebody got one? If
>so, can you upload it someplace?
>
>This is a bit urgent, because the version of 3.11 available on
>atari.archive and elsewhere has a very bad bug: if you try to save a
>file onto a full disk, it bombs.
>
I have obtained this code and _TRIED_ to compile it for the ST
using Mark Williams C (the recommended compiler). All I can say is that
the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
file (st52.c) there is an identifier "mousehidden" which is completely
undefined. Now I guess this is the opposite of "mouseon", which is also
present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
submission? Does the author wish to waste people's time?

My conclusion is the source (as is) has never been compiled for
the ST and unless you have a great deal of time for "debugging" I would
not advice people to "have a go" at this.

Now the author, Daniel Lawrence (Funny, I had always thought of
David Conroy as the author of Micro-Emacs??) appears to wish that users
register with him if they use Micro-Emacs. Below is a part of his
"readme" file:-

!! If you like MicroEMACS, and want to see more work, new versions
!! and other shareware software to go along with it, show your support by
!! registering your copy. Send your registration of $25 US and I will place
!! you on the registration list. You will recieve information on new
!! releases and preferential support. If you have recieved MicroEMACS
!! through a software library, a CDROM collection, or a user's group, none
!! of those fees are passed along to the software author. Register with me
!! and get the latest versions, info and have a voice into future
!! directions.

May I suggest that anyone who badly needs Micro-Emacs 3.12 (I don't!)
CONTACT him and send the $25. Then perhaps he might bother to compile it for
the ST and send you the binary on (two) floppies as is stated elsewhere in
his documentation.

W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S.: I'd better add his contact details:-

!!
!! ********* Contact Information *************
!! To contact me: (MicroEMACS)
!! USMAIL: Daniel Lawrence
!! 617 New York St
!! Lafayette, IN 47901 USA
!!
!! Internet: mdbs!dan@dynamo.ecn.purdue.edu
!!
!! American Online: bardor
!!
!! BBS: The Programmer's Room
!! (317) 742-5533
!! Fido 1:201/10
!!
!! voice: (317) 742-5153 evenings and weekends

103. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 02:31:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13732@uqcspe.cs.uq.oz.au>
Source record: 205180

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>>Gee, guess not. That really ruins my day, too. Bummer... :-/ Pardon me, I
>>think I'll go drink myself into a drunken stupor now.
>> ...
>>Yeah, don't you hate it when that I happens? The one I hate is when I go
>>to the laudromat, climb into one of those huge tumbling dryers, and when I
>>get out, I'm really dizzy. Man, I hate it when that happens.

>Meaningless chatter... This is a prime example of someone wasting space
>because they think they are cool...

Actually, I thought Ed's comments were about the best possible reply to
the guesswork mumbo-jumbo made-up trash that he was replying to.
Humor is never a waste of time.

(In fact, the original post looked more like a parody of Intel
"Backward Compatibility" than a serious guess at the Falcon)
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

104. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 02:49:05 UTC
From: rrice@netnews.upenn.edu
Message-ID: <129310@netnews.upenn.edu>
Source record: 205184

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: In article 7436@minster.york.ac.uk, mjl-b@minster.york.ac.uk () writes:
: >I some excellent US and German shareware that I want to register. What ios
: >the best way of getting currency to the authors?

: Best is a bank checque or money order made out in US funds given the fee for
: the cheque/order does not outweigh the shareware fee requested.

: One way is to pay the shareware fee using International Postage Coupons (or
: whatever it is they are called) available from most any postal office. It's
: not cash, but at least it's usable.

: I'd say the main thing is to send the shareware author _something_, even if
: it is just a postcard saying "love your software." Recognition & respect go
: a long ways, ya know?

: ---

: _____ John "HUTCH" Hutchinson _____
: _____ Fair Dinkum Technologies Member - IAAD _____
: _____ "No worries, mate... it's from Fair Dinkum!" _____
: _____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

105. Re: Need suggestions for Music Programs

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 02:53:32 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <XJsJ5B1w164w@ham.almanac.bc.ca>
Source record: 204994

jmellby@Iluvatar.dseg.ti.com (John R. Mellby) writes:

> A non-computer-literate friend asked me to find out what are the
> best Atart ST Music Writing programs. We wants the program to be
> able to capture music typed on the keyboard (a midi-keyboard I
> presume, not the typing keyboard). Then she wants to be able to
> edit it, adding words to the music, and finally print the
> result.

I'm a fan of C-Lab Notator myself. I have owned and used it for two years now. It sports a very complete sequencer and notation packgae which interact very nicely (to easily edit what you have recorded from your keyboard, you can literally drag notes around the staff with your mouse and adapt the notes a thousand different ways - as you do so, you immediately hear the changes thru your keyboard or sound module!). However, as a commercial product, all this power doesn't come cheap... it will cost around $700.00 - $800.00. Bye the way, the notation output looks very professional, especially printed on a DeskJet or Laser.

Cubase is another commercial offering that is every bit as good as Notator, and costs about the same. I am unfamiliar with this software, though, so can't really comment on it.

Another cheaper alternative is EZ Score Plus, from Hybrid Arts (now Barefoot Software I believe). It is far more limited than the above mentioned packages, but only costs around the $100.00 mark.

I do not believe there are any PD or Shareware offerings in the MIDI notation world for the Atari :-(Someone please correct me if I'm wrong.

>
> Can anyone suggest a good (and economical) program for these
> requirements? If you send me mail, I'll summarize for the net.

Like everything else, you'll only get what you pay for. If professional looking final output is what's important, be prepared to part with some serious $$. If quick and dirty is all that's needed, it could be had for probably around $100.00

>
> John R. Mellby Texas Instruments
> jmellby@m2.dseg.ti.com P.O.Box 869305, MS 8513
> Plano, Texas, 75266
> (214)517-5370 (home) (214)575-6125
>

Cheers!
<< Bruce >>

bhawker@ham.almanac.bc.ca Ladysmith B.C. 604-245-5531

In the first place God made idiots; this was for practice;
then he made school boards - Mark Twain

106. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 02:55:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13734@uqcspe.cs.uq.oz.au>
Source record: 205181

swwhatley@lescsse.jsc.nasa.gov (STEVEN WHATLEY) writes:

>I have a 50M ICD Fast Drive (fast?) and ICDBOOT v4.4.2. I am having a
>couple of problems with ICDBOOT.

>1. Whenever I try to configure ICDBOOT and reboot, ICDBOOT bombs.

>2. When ICDBOOT executes properly (?), no other program in my AUTO folder
> is executed.

AUTO folder????!!!! ICDBOOT should NEVER be placed in your autofolder!

Use HDUTIL.PRG to install a bootable driver on your drive. (HDUTIL
will actually yell at you if it finds "/AUTO/ICDBOOT.PRG" on your boot
drive)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

107. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 02:57:42 UTC
From: rrice@netnews.upenn.edu
Message-ID: <129313@netnews.upenn.edu>
Source record: 205185

[No readable article body recovered]

108. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 03:01:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13735@uqcspe.cs.uq.oz.au>
Source record: 205182

ken@isgtec.com (Ken Newman) writes:

>Methinks it would be a pretty cool idea to put all of atari.archive on
>one cd - only problem is just about nobody with an Atari has a cd-rom drive.

Checken and egg. People buy CD-ROM drives to read CD-ROMs. I'm suprised
ICD haven't whipped up a few discs.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

109. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 03:03:07 UTC
From: rrice@netnews.upenn.edu
Message-ID: <129315@netnews.upenn.edu>
Source record: 205188

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

AND OUR DRATTED NEWS SERVER ATE MY THIRD CONSECUTIVE TRY TO POST!!!!!

All right--here we go again! John Hutchinson was talking about what
was the best way to send money to deserving shareware authors
overseas (I am such a slime I never even sent a postcard to that
Frenchman who did ZIP), and Dieter Fiebelkorn and GEMVIEW had come
up, and I said:

It's my gratitude to them all that prompts this post! The BEST
way to send any money overseas is to buy a newspaper and go to the Post Office
and ask for an International Money Order. They cost around $4 or so, but
you'll need your newspaper to figure out the day's rate of exchange for
whereever, since they Post Office will want that money too, for some
reason!

Then you buy one of those "stamp-cum-envelopes" they sell at the
Post office to mail the FORM (which is a mess) to St. Louis, from which
the Post Office will make out and mail a draft in the other fellow's
currency and mail it to the address on the form. You put the receipt in
an envelope and mail the developer his letter telling him what to expect,
along with your thanks. I WANT to send Dieter something very much (except
that he can't load Atari-compressed IFF files or DEGAS BL? files) but
(woe!) I'm a beta tester for a rival product! #$#@! I may do it anyway.At
any rate, to quote the Human Waffle, "that's your way, mah fellow
Amercans, ta make y'all contribution. So Pay UP!"

Rob S. Rice
The U. of Penn.

Greek on the ST! Greek on the ST! Greek on the ST!

110. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 03:27:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.dSPFnXs8hgU@semprini.tdkcs.waterloo.on.ca>
Source record: 204990

In <T1XDBRCC@heaven7.in-berlin.de>, Martin P. Ibert writes:
> In <1tqt9oINN7th@news.u.washington.edu>, Neuromancer (neurom@u.washington.edu) writes:
>
> : Not that I know of. Again, you'd either have to solder in the new chip or
> : solder in a socket. Either way, pull out the iron...
>
> Or don't, for that matter. TOS will choke on anything but a real 68k. It is
> NOT compatible with 680[1234]0 processors, at least the version installed in
> regular STs aren't. Of course, patched versions are available, but look out!

TOS 2.06 is apparently processor-independant, and will run on 680?0
CPUs. I'd imagine Falcon TOS would too, but it's probably full of
Falcon-specific code for the DSP and whatnot.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

111. Re: Escape control sequences?

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 04:29:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13737@uqcspe.cs.uq.oz.au>
Source record: 205189

joedal@dfi.aau.dk (Lars Joedal) writes:

>Does anybody know where I can find a list of escape control sequences
>for clearing screen, clearing rest of line, gotoxy on the screen,
>setting underlining, etc?

The termcap entry for vt52 is:

```
dw|vt52|dec vt52:\
:do=^J:le=^H:bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:\
:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:
```

"\E" is escape. ":" is delimiters.

Hope that helps a little. Read VT52.h for other details.

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

112. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 04:46:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ujvmj$7br@usenet.INS.CWRU.Edu>
Source record: 205190

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>>Meaningless chatter... This is a prime example of someone wasting space
>>because they think they are cool...
>
>Actually, I thought Ed's comments were about the best possible reply to
>the guesswork mumbo-jumbo made-up trash that he was replying to.
>Humor is never a waste of time.

Warwick, go back a few messages. Erling Henanger gave me a very intelligent
reply to the question I asked.

If you are clueless about the topic, don't pretend that you know! :)

Let someone reply that does!

>
>
>(In fact, the original post looked more like a parody of Intel
> "Backward Compatibility" than a serious guess at the Falcon)
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|
>

--

113. Re: Nice News

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 04:50:27 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ujvuj$7e1@usenet.INS.CWRU.Edu>
Source record: 205191

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>Read on GEnie the other night that Atari has quietly changed the hard disk
>configured Falcon030 machines from a 65Mb internal drive to an 84Mb unit at
>no additional cost. Although it's always subject to change, the current
>units feature Conner drive mechs. It was probably due to a supplier problem.
>At any rate, a few additional Mb of storage space is quite welcome. :)
>---
>

I heard about the 85 meg hard drive too! This is great news.

85 megs seems to be the right size for a computer like the Falcon030.
I'm glad to see Atari giving us nice surprises! :)

>
>
>

--

114. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 05:01:21 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun3.050121.16104@beaver.cs.washington.edu>
Source record: 205195

In article <4847@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1ud0ut$2tk@tricky.wft.stack.urc.tue.nl> jim@wft.stack.urc.tue.nl (Jim Rump) writes:
>< I like the atari computers and I also like playing with lots of
>< different software. The problem I'm facing now is a lack of diskspace.
>< So I want to make a CD-ROM with al kind of atari-software, such as:
>< ST, TT, Falcon etc...
>< I can not make only one CD, because this would cost me too much.
>< If someone else wants to have such a CD as described above, let me know so
>< I can cut the costs to < $100,-.
>
>Methinks it would be a pretty cool idea to put all of atari.archive on
>one cd - only problem is just about nobody with an Atari has a cd-rom drive.
>

I agree with what Warwick said though, it's the chicken (checken? :) and the egg problem. Even though no one with an Atari (ok, almost no one) has a CD-ROM drive, there is still stuff you can get for it. Someone mentioned clip art, a good example, also you can get disks with fonts on them, disks with several hundred (lots) high-quality GIF pictures on them, disks with MPEG animations, all sorts of cool stuff. Some of this can be used by Atari computers right now, other stuff will have to wait a bit longer for drivers to come out (like the MPEG stuff, for example). Having atari.archive on CD would be incredible! You'd never have to ftp again, except for the new stuff.

Anyway, I would love to get a CD-ROM for my Falcon, it should only cost about $300 or so and I can just plunk it into my HD case. Any CD < $50 seems to be a great buy to me since you're getting over 600 MB of stuff! Plus there are some nifty possibilities to control audio CDs and interface them with the Falcon too, what with the audio dimension being so important on the Falcon.

>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

115. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 05:02:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82599@cup.portal.com>
Source record: 205197

That's right... if someone doesn't already know enough to ask a question in a way that indicates they alredy know the answer, let's just make fun of them.. it's the "Atari Way"...

Let's not explain anything, or try to help anyone understand the way things work.. let's just call their questions "quesswork mumbo-jumbo made up trash"...

What do you think this newsgroup is for, anyway..? Helping people...? Answering questions..? Get real... this is the ATARI newsgroup..

BobR

116. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 05:30:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82603@cup.portal.com>
Source record: 205198

To further help clarify the answers to Len's original question about
the differences between "ST RAM" and "TT RAM"... there is no really
fundamental difference between the two.. they both use basically the
same kind of RAM chips.

The difference is how the memory is laid out and configured.

The TT can be thought of as almost a "dual-purpose" machine.

To maintain backwards compatibility to ST software, it essentially
"emulates" a regular ST, right down to the 24bit address bus and 16 bit
data bus. The "ST RAM" in a TT is configured to look and act just likt
the memory in a "real" ST.

In the ST, the video circuitry shares the bus with the CPU, which means that
the CPU runs at less than the ideal maximum speed. The TT maintains this
architecture to keep compatibility with ST software. Thus programs which
need to be run on an "ST" (programs which need to access the DMA port, the
ST sound circuits, the MIDI ports, and the ST video), have to be run in
"ST RAM". These programs DO run faster on a TT due to the improved
internal architecture of the 68030, and the faster clock speed, but not
as fast as the TT is capable of in its "native" mode.

In "TT" mode, the computer can make use of the full 32bit memory layout of
"TT RAM", and assuming there were any, it could use programs written
specifically for the 68030 CPU.

Just as "everyone knows" the 80486 is "crippled" because it has to be
backwards compatible to the 8088, the TT isn't the machine it could have
been if it wasn't backwards compatible to the ST. That isn't necessarially
a bad thing.. without ST software to run on it, the TT would be a rather
expensive paperweight.

(Oh.. and regarding memory expansion on a PC.. I went from 4 Megabytes to
8 Megabytes on my 386DX simply by plugging in 4 more standard SIMMs..
no expensive proprietary "daughter boards" that are available from only
one source, and difficult to obtain sometimes, no "designed in"
4 megabyte limit. I simply rebooted, and the system saw 8 megabytes of
memory. No messing with CONFIG or AUTOEXEC either.. of course, I'm
running OS/2, which eliminates most of the things Atari owners like to
use as "put downs" for PCs...)

BobR

117. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 05:46:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uk38a$bon@usenet.INS.CWRU.Edu>
Source record: 205196

In a previous article, Julian_Reschke@ms.maus.de (Julian Reschke) says:

>In article 1uegu7$kpn@usenet.INS.CWRU.Edu, Len Stys
>
>>That means that ST RAM will always hinder future faster Atari computers.
>
>Wrong. ST RAM is generic I/O slow RAM. That's why there *IS* the faster
>TT-RAM (don't tell my that the existance of ST RAM makes the TT RAM
>slower). And, btw: future machines don't have ACSI, so SLM printing
>isn't an issue. In addition, there's no reason why future machines
>can't have a separate video RAM.

THIS is getting VERY interesting. If what you say is true, we may only
see fast RAM in future Falcon computers. Separate video RAM does
seem to be a possibility, doesn't it?

It almost seems weird to have ST RAM and TT RAM in all new machines
if you are only going to use TT RAM for your software...

Keep ST RAM just for video? Doesn't seem right...
You hit on the head of where I'm trying to go with this thread. Thanks!

>>
>>Does this mean I will have to keep my Falcon030 at 16 MHz in order to run the
>>game software? That's nuts.
>
>And wrong. At least as long the game developers are intelligent enough
>to use timers for timing (instead of CPU loops).
>

You gave the reply I was looking for. Thanks.

Len

--

118. Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 06:11:07 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <9wyJ5B3w165w@sys6626.bison.mb.ca>
Source record: 205199

How does it go again? If I want to send a letter to J.DOE, I don't write J.DOE@GEIS.COM so is it JDOE@GEIS.COM or something else?

119. Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 06:40:02 UTC
From: phruby@ucrengr
Message-ID: <32107@galaxy.ucr.edu>
Source record: 204951

I saw this article in the current issue of ST-Report and though it would be interesting to discuss and maybe support.

> A FRESH OUTLOOK! STR Feature A few GOOD Ideas??
"""""""""""""""""""""""""""""

ATARIANS TRYING TO HELP ATARI
=============================

by Robert Dytmire

Since my article in STReport 9.20 I have received some very enthusiastic responses. Some questions were raised on how feasible the takeover of Atari really is. Well, if Atari goes to federal bankruptcy court and we, the users have bundled together a recovery plan AND some support from a major backer (Xerox is now a stockholder in Atari!). If Warner Communications could be convinced to support us, then the money issues take care of themselves. What these companies will want to see is a strong business plan and lots of support from the people involved. That means FIRM support of my general business plan, and ACTIVE participation from ALL the Atari users left. After all, several major companies have been bought out by their employees, why not a user group buying out Atari.

Some Details:

* Our purchasing power as a user group is, at the moment, rather limited. On the good side (for us) Atari's stock is now valued at $.88/share. That means $88 bucks will buy 100 shares! Now multiply that by 100,000 users we're talking 100,000,000 shares of stock (enough to control, maybe even buy outright-I'm having a broker check out the details) the company. Now, in my last article, I said you only needed to invest $15-$20 bucks apiece. I still stand by that for the following reasons:

1) If (when) Atari drives themselves into the ground the stock will be worth much less than $0.88/share. It could be bought for as little as $.10/share if Atari really screws up.

2) We only need to show that we are SERIOUS about this project and raise some REAL money and we'll be able to attract investors. Remember, it's Atari with the bad name, not us.

3) These big companies have no wish to lose money with Atari. If they see we're serious and think we can increase the value of their stock then they will be willing to take additional steps to secure their investment (namely, supporting us!).

EVERY USER COUNTS! I cannot stress this enough. Letters, organizers are NEEDED! If you have never done anything active in the Atari community, if you're reading this in a depressed Atari Community and you feel alone, and if your thinking of going Big Blue then HELP US and HELP YOURSELF! If you are a professional of some sort I NEED YOUR ADVICE! Please don't send any money until I can square away the legal aspects of this project. Organization is needed most RIGHT NOW, EVERY DAY COUNTS and I cannot continue this on my own.

If you know any investors have them contact one of the people on the list at the end of this article and they'll be happy to answer any questions they might have.

Some more details:

I think the best way to go will be for all of us to decide when and how much stock we will purchase. We then elect amongst ourselves a leader who will then be given proxy to vote with our shares. This will, in effect, allow us to control Atari through it's stock. You, the user, will form a block that effectively owns Atari corp. Later, when we've started to re-build, we can issue new stock and re-build the company.

Potential investors:

* Many professionals are always looking for a good deal, even if it involves some risk. Show my articles to your doctor/lawyer/boss and ask if they want to get involved. If they do, show them how to contact me and I'll be happy to work with them.

* Some large direct vendors of IBM clones are taking a beating in the current computer market. Our project may be just what they need to revive themselves. If our business plan is put together correctly, we stand a good chance of attracting a large, established, corporation as a partner in investment.

Additional comments:

* I have read Atari's dealer contract. This contract is probably one of the reasons Atari has such a hard time breaking into the market. I wouldn't sign the thing as written. I admire the current set of dealers all the more because of the risk of potential for loss they are taking (by Atari Corp itself!). One of the first things I would like Atari to do is hire a large customer support/tech staff and re-write that awful dealer agreement.

* The Falcon is an AWESOME machine, but I would like to tell you all a little story (and remember my last article):

In walked a couple looking to spend quite a chunk of money on a new system. They looked at the 386 system and then were shown the new Atari Falcon. The Falcon was shown very expertly to these folks. It's graphics, and built-in windowing features were displayed to perfection. Atari Works (which is the first piece of decent software out of Atari in years) drew their attention. The sale was all but made (I overheard the wife saying "I

WANT it!") UNTIL then husband asked the fatal question: "Can it run EXCEL?". After it was admitted the machine could not (at least not without an expensive emulator) they lost interest in the machine.

Why bring this up? Because it supports my argument that Atari MUST get the BIG TIME software houses supporting their platform AT ALL COSTS! Many users could care less if the machine preforms better than the box over there if the machine cannot run that nifty program that the box can (the old Beta/VHS story). Atari is rapidly painting itself into the BETA corner and can only get out my MASSIVE MASSIVE customer support and a re-tailoring of it's machines. Atari needs a customer support service that is second to none and a very liberal dealer agreement (they should go so far as to GIVE a demo unit to EVERY dealer). They NEED to get a contract with WAL-MART or K-Mart and most of all, they need to stop living in surreal world of their own design.

Contact points:

Robert Dytmire
633 Pony Farm Road.
Jacksonville, NC 28540
(919)-347-2202

G. Allan Mangam
50 Prince Drive
Maumelle, AR 72120

Note: I could use some more regional contact points (Duh!). If you are interested then contact me pronto!

Note: Dropix ST will be out within 30 days!!

Final note: This article may be published freely (PLEASE!) as long as it appears in it's entirety and the contents are not edited.

120. MasterBrowse 2.5b (* NOW _MultiTOS_ COMPATIBLE! *) (a.a)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 07:48:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.K7asVu4QrWA@elfhaven.ersys.edmonton.ab.ca>
Source record: 205010

Hi!

MasterBrowse 2.5b has been uploaded to atari.archive, and should appear soon under the name MB25BBIN.ZOO (or mb25bbin.zoo) in the appropriate area.

This version works with MultiTOS! There have been numerous requests for a MultiTOS friendly version of MasterBrowse, and now there is one. How is that for support?

Here is a list of changes to this version:

-June 4: MasterBrowse is now _MultiTOS Compatible_.

Everything works fine, but some options had to be removed (sorry):

1) MasterBrowse no longer uses flying dialogs.
2) MasterBrowse no longer centers dialogs on the mouse pointer.
3) MasterBrowse will not use progress displays with MultiTOS installed.
4) MasterBrowse will not use Popup menus with MultiTOS installed. Instead, an alert box is used.

-June 4: Jump -> Page was fixed (again).

-June 4: The Print Document function had a typing error in the source code which would cause MasterBrowse to bomb. This is now fixed.

-Michel Forget
Electric Storm Software
June 4th, 1993

--
Regards,

() - - -

121. PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 08:39:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ukdbtINNbbu@golem.wcc.govt.nz>
Source record: 205200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I contacted Softlogik on GEnie last Friday, well they got back to me
to-day..

Well the ATARI version is ONLY 2.2..??

I asked about the extra Fonts, I was told that the Plus Pack disks was $10us
there was no mention of these fonts being included with the latest version,
so it looks like there are NO EXTRA fonts with Pagestream..

Note: there are updates for versions 2.21 and 2.22 in there file system on
GEnie but they are for the Amiga, so I think that some one has confused
the extra fonts and version number with the Amiga version..

NOTE: this has nothing to do with the 10 Compugraphic Fonts that I was
on about befor...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

122. Re: Demos from Atari UK!

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 10:18:53 UTC
From: djs@jet.uk
Message-ID: <1993Jun3.101853.22044@jet.uk>
Source record: 204952

In <1ug1iaINN1u3@lily.csv.warwick.ac.uk> cstadbs@csv.warwick.ac.uk (Mr P M Donovan) writes:

>...
>Atari UK - 25th May 1993
>^^^^^^^^^^^
>--
>So it seems they may not have any Falcons to sell, but they do have
>demos for them at last :). Hopefully they will give them to dealers etc.
No Falcons? I saw some on sale last week. ABC Music in Slough.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

123. Re: Desktop Publisher ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 10:38:12 UTC
From: djs@jet.uk
Message-ID: <1993Jun3.103812.22136@jet.uk>
Source record: 204953

In <1993Jun2.043859.27206@liberty.uc.wlu.edu> cwynne@liberty.uc.wlu.edu (Colin J. Wynne) writes:

>DENNIS REMMER, GEOGRAPHICAL SCIENCES (mail_remmer@uqvax.cc.uq.oz.au) wrote:
>> Greetings

>> Can somebody reading this please recommend a suitable quality or even PD
>> DTP package that allows me to use many fonts, import graphics, and export
>> or print to Postscript file (with graphics). A package that can also colour
>> seperate would be be even better.

>> I am using a 1040fm.

>Well, I don't know about colour separating, (or colour for that matter),
>but TeX is outstanding, is PD, and the LaTeX format can use EPS files as
>graphics...

>It's in a.a.u.e in the (strangely enough) Tex directory. Oh, it *is* in
>German, though.
Someone asking for `DTP' is unlikely to want (La)TeX; they usually want wysiwyg (not TeX's wygiwyg, What You Get Is What You Get).

Timeworks Publisher 2 is cheapish, and has a reasonable PostScript driver.
You are, however, limited to the `standard' PostScript fonts. And no colour.

PageStream 2.2 supports PostScript, but its screen updates are very slow with PostScript Type 1 fonts (it's much better with the CompuGraphic fonts). It has colour support, and can print colour files to PostScript printers in several ways:
a) Directly to a colour printer.
b) Using dithered `greyscales' to a mono laser printer.
c) CMYK process colour separations.

Each colour can be specified as `separable' or `mechanical', so it's easy to use spot colour as well as process colour.

PageStream 2.2 is currently selling second hand for about 75 quid, I don't know the retail price.

--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

124. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 10:40:48 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun3.114048@cs.bham.ac.uk>
Source record: 204954

In article <5O3DBU3P@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
|> Here in Germany, bank commission rates for money exchange (cash for cash) are
|> the lowest you can possibly expect to pay for any international money
|> transaction involving only a small amount of money. So buy German marks or
|> US dollars and stuff them into an envelope.
|> --
|> Martin Ibert/F�rstenweg 11/D-13589 Berlin (1B20)/martini@heaven7.in-berlin.de

Hmm. Can you do registered post internationally? If so then real cash in one of them would guarentee that the money would get from A to B! Sending cash is as good as sending money orders etc. 'cause if the shareware bloke doesn't write back you then you've lost your money anyway.

Plus sticking dollars/sterling/DM's in an envelope is so easy you might even get around to doing it!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | dxo@cs.bham.ac.uk || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

125. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 11:12:46 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <C81LtB.DE@cbfsb.cb.att.com>
Source record: 204955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.emacs

In article <4600@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
> >MicroEmacs 3.12 has been out for about a month now (you can get the
> >source all over the net as ue312dev.zip, for example from
> >von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but
> >I can't find a compiled version for the ST. Has somebody got one? If
> >so, can you upload it someplace?
> >
> >This is a bit urgent, because the version of 3.11 available on
> >atari.archive and elsewhere has a very bad bug: if you try to save a
> >file onto a full disk, it bombs.
> >
> I have obtained this code and _TRIED_ to compile it for the ST
> using Mark Williams C (the recommended compiler). All I can say is that
> the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
> HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
> file (st52.c) there is an identifier "mousehidden" which is completely
> undefined. Now I guess this is the opposite of "mouseon", which is also
> present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
> submission? Does the author wish to waste people's time?
>
> My conclusion is the source (as is) has never been compiled for
> the ST and unless you have a great deal of time for "debugging" I would
> not advice people to "have a go" at this.
>

I have worked with Daniel Lawrence over the last couple of months to beta test
MicroEMACS 3.12. On my Atari 1040 STf I used Mark Williams C version 3.. and
have had no problem what so ever to compile the official released sources.

I find your remarks about "mousehidden" interesting and will look in to it.

In the mean time: I have a ue312.zoo file ready containing sources, cmd files
and an executable for the Atari ST. I intended to upload it to a.a.u.e but
could not find a directory where I could put it.

Point me to a system (domain name and IP address please) and a directory to
put it in and I will upload immediatly.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

126. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 11:23:29 UTC
From: rsl@aplpy.jhuapl.edu
Message-ID: <1993Jun3.112329.7844@aplcen.apl.jhu.edu>
Source record: 204956

I have the following for sale.

external I.B. 5.25" floppy drive
-all cables, manuals, boxes (xcept 5.25" box, maybe)
-everything works perfectly

Atari Software: (includes manuals)

ST Language Disk
Flash V1.5 (comms software for modem)
Word Writer V2.01 (word processor)
-includes dictionary/thesaurus
PC-Ditto V3.0 (IBM emulation software)
-includes utilities for 5.25" drive
MicroLeague Baseball
Empire
Barbarian
Hillsfar (AD&D)
Dungeon Master
Pirates
Silent Service
Phantasie II
Temple of Asphai
Knight Orc

IBM Software: (includes manuals)

DOS 3.3
PC View
Turbo Pascal V3.0
PC-Ditto utilities

I also have a 1040st and SC1224 color monitor,
but I have an offer for those from someone
not interested in the rest of this.

Make me an offer.

Scott Laderer

127. Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 11:37:04 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1993Jun3.113704.19380@seri.philips.nl>
Source record: 204959

Recently I installed the MINIX filesystem on my TT running
MultiTos. I am using GNU file-utilities ported by Hildo
Biersma and the shareble TCSH as shell.
I installed a MINIX fs on a floppy put some file and dirs
on it and did a 'ls -l'. Within 1 sec I got the listing.

I was SURPRISED: using a TOS-floppy the same action takes
about 10 seconds !! Using the MINIX floppy again and doing
the action for the second time the lising comes immediately !

My first reaction: Now I know the reason why MultiTos sometimes
is so slow !
My conclusion: MINIX is *much* faster filesystem than
the TOS fs. It support lower/uppercase
filenames up to 14 chars long.
'links' are supported, etc.

Why not make it the default fs for MultiTos ?

What is 'the worlds' opinion ?

Hope for many, many reactions

Luc Castermans
Internet: castermn@sce.philips.nl

128. GUCK

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 11:47:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ukod4INNc4p@golem.wcc.govt.nz>
Source record: 204958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

******** GUCK.. **********

Some time back I asked here about the New none PD version of GUCK 1.9..

I have since found a advert for it in a last years ST-User U.K. (April 92)
the advert is for GUCK 2.0..

It by a company called TITAN Designs Ltd, of Birmingham, U.K.

Is this firm still around..??

Thanks...........

Give GUCK a try I think its great, there are PD versions 1.8 on
many sites...

It can Auto read Text, Graphics and Fonts all from the desktop,
as a replacement to the desktop text reader...(show/print)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

129. MultiTOS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 12:22:34 UTC
From: v892127@vries.si.hhs.nl
Message-ID: <1993Jun3.122234.7100@si.hhs.nl>
Source record: 204967

Can anybody e-mail me his or her experience with MultiTOS ?
I'm going to write an article about the pros and cons of MultiTOS.

C.W. Lai
E-mail: v892127@si.hhs.nl

130. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 12:31:46 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739110625@rw8.urc.tue.nl>
Source record: 204961

dmb@case.ai.mit.edu (David Baggett) writes:

>In article <1993Jun1.190701.23471@cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul)
writes:
>>Machine Compiler secs to primes under 1 000 000

>13 times is a pretty hefty difference; the clock speed difference alone
>would account for only a factor of 4. Keep in mind that the DX66's are
>clock doubled, so they run at 33Mhz unless they get cache hits. That
>gives you only a factor of two in some cases.

For a program that computes all the primes under 1000000 at least the
program instructions would get about 100% hit ratio in the cache.

Erlend.

131. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 12:36:05 UTC
From: wabe@ukc.ac.uk
Message-ID: <4605@eagle.ukc.ac.uk>
Source record: 204957

In article <13734@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>swwhatley@lescsse.jsc.nasa.gov (STEVEN WHATLEY) writes:
>
>>I have a 50M ICD Fast Drive (fast?) and ICDBOOT v4.4.2. I am having a
>>couple of problems with ICDBOOT.
>
>>1. Whenever I try to configure ICDBOOT and reboot, ICDBOOT bombs.
>
>>2. When ICDBOOT executes properly (?), no other program in my AUTO folder
>> is executed.
>
>
>AUTO folder????!!!! ICDBOOT should NEVER be placed in your autofolder!
>
This is not true!! ICD do allow for drives other than C:\ to be
the booting drive. If there is no driver on C:\ then you must have ICDBOOT
in the autofolder of your booting volume - be it A:\ or maybe a ramdisk.
Alternatively, you can execute ICDBOOT (from A:\ say) after boot-up and
it will link up any hard-disks you may have OK. This is the normal
procedure if you have a corrupt ACC or similar on C:\ which you want to
de-activate - otherwise, if the corruption causes a warm-boot as is common,
you are caught in an endless loop.

I've been booting up my ICD hard-disk from the autofolder of
"booting" RDE/RDY-ramdisks in this manner for a couple of years. In fact
you _MUST_ work this way if you wish to wake up your ramdisks AND your hard
disks - to my knowledge. The same applies to Atari's AHDI.
>
>Use HDUTIL.PRG to install a bootable driver on your drive. (HDUTIL
>will actually yell at you if it finds "/AUTO/ICDBOOT.PRG" on your boot
>drive)
>
Of course it will!! If you are installing a bootable driver on
C:\ - it does not want to wake-up the hard-drives TWICE!!

Cheers,
W. Alan B. Evans

132. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 12:45:27 UTC
From: glens@natinst.com
Message-ID: <1ukrp7$et@falcon.natinst.com>
Source record: 204960

In article <13735@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>Methinks it would be a pretty cool idea to put all of atari.archive on
>>one cd - only problem is just about nobody with an Atari has a cd-rom drive.
>
>
>Checken and egg. People buy CD-ROM drives to read CD-ROMs. I'm suprised
>ICD haven't whipped up a few discs.

Aren't there CD's out there already that just have data on them?
Like 'Gifs Galore' and PhotoCD etc. Shouldn't any computer with a standard
SCSI CD-ROM drive be able to use these CDs? Well, I guess even those aren't
enough to make an Atari user want to buy a drive. But if they did, they
could use those CDs until some Atari specific ones were available.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

133. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 13:04:33 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C81qzn.HC0@dcs.glasgow.ac.uk>
Source record: 204964

I certainly agree that any filesystem which provides more than
8.3 char filenames is an improvement, I also think that mixed case
is 100% essential !

So how about it ATARI Corp: Make minix fs (or something betterstill) the
default filesystem for MultiTos, Why should we suffer for compatability with
MSDog

--
Darren J Moffat
(moffatd@dcs.glasgow.ac.uk)

NIKE VIRUS - Just Does It !

134. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 13:04:41 UTC
From: glens@natinst.com
Message-ID: <1ukst9$gv@falcon.natinst.com>
Source record: 204962

In article <1uk38a$bon@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Keep ST RAM just for video? Doesn't seem right...
>You hit on the head of where I'm trying to go with this thread. Thanks!

What is the difference between ST RAM and seperate video RAM?
Never mind, I'll go ahead and tell you - NONE! ZERO! ZILTCH! ABSOLUTLY
NOTHING! A TT with ST RAM and TT RAM is not much different architecturally
than a PC (vomit) with Video RAM and System RAM (except of course, the TT
will easily be able to access all of its RAM without special 'driver
software' and configuration nightmares as somebody else previously mentioned).
A driver is needed for memory? That is obsurd! (on the PC that is, I don't
want you to start a whole new thread saying that a driver is needed for memory
on the TT based on what you read in my article).
This whole thing is getting utterly ridiculous. If you had started
this on comp.sys.atari.st.tech (where it would have belonged way before it
got really repetitive) you would have been flamed off the net by now for
not being able to even comprehend the topic that you started.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

135. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 13:12:48 UTC
From: glens@natinst.com
Message-ID: <1uktcg$il@falcon.natinst.com>
Source record: 204963

In article <82603@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

> I simply rebooted, and the system saw 8 megabytes of
>memory. No messing with CONFIG or AUTOEXEC either.. of course, I'm
>running OS/2, which eliminates most of the things Atari owners like to
>use as "put downs" for PCs...)

Hmmm, isn't you main "put down" for Ataris that you can't get any software
for them? And your running OS/2? As the DiceMan would say 'teh heh'.
Before you jump on here and say 'But I can run any DOS, Windows, or OS/2
application' I had better just say that I think it is silly to buy OS/2 to
run Windows apps.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com
---

136. Re: Escape control sequences?

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 13:24:41 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1uku2p$cro@binkley.cs.mcgill.ca>
Source record: 204965

```
In article <13737@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>The termcap entry for vt52 is:
>
>
>dw|vt52|dec vt52:\
> :do=^J:le=^H:bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:\
> :nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:
>
>"\E" is escape. ":" is delimiters.
>
>Hope that helps a little. Read VT52.h for other details.
>

Well, unfortunately the vt52 termcap entry in UNIX is not up to the ST's
capabilities. If you look closely, it's missing things like reverse video,
or even line deletion. This is an improved termcap entry for the ST :

am|vt52a|decvt52a|atarist|atari|Atari ST vt52 emulator (monochrome or colour):\
:do=^J:le=^H:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:li#25:\
:nd=\EC:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:kb=^H:\
:me=\Eq:sc=\Ej:ve=\Ee:vi=\Ef:al=\EL:dl=\EM:ho=\EH:cb=\Ed:\
:mr=\Ep:so=\Ep:se=\Eq:is=\Ev\Ee\Eb3\Eq\Ec0:am:pt:

Spiffed up by Charles Savoie (chuckies@binkley) and myself.
So those of you who are using VT100 emulation because VT52 on those UNIX
boxes sucks, you have no more excuses. I find that using this VT52 on the
UNIX machine is faster than having the ST do VT100 emulation. Of course,
things may have to be changed according to your needs (Like the 25 lines.
Some terminal programs use one as information line, so you should put in 24
instead. Other things may be for colour support)

Oh, and since the post was for help on this, here is the meaning of the
various entries :

do : moving the cursor down one line.
le : moving the cursor left one char.
bs : terminal can backspace
cd : clear till end of screen
ce : clear till end of line
cl : clear screen
cm : locate cursor. Add ' ' to the coordinates.
nd : non-destructive backspace
pt : terminal has hardware tabs.
sr : Up one line, scroll down if at top.
up : Up one line
```

```
ku : string sent by up-arrow
kd : " " " " " " " down-arrow
kr : " " " " " " " right-arrow
kl : " " " " " " " left-arrow
kb : backspace
me : set mode to normal
sc : save cursor position (doesn't work !)
ve : make cursor normal
vi : make cursor invisible
al : insert line
dl : delete line
ho : home cursor (position 0,0)
cb : clear from (0,0) till cursor
mr : reverse video
so : standout mode (None on the ST, so set to the same)
se : standout off (Same reason as for so)
is : terminal initial setup sequence. (Sent by UNIX when setting the
terminal type. This ensures you have a blank screen and no weird
modes.)
am : terminal has automatic margins (set to 0 and 79, but ... ;-)

For those who want to know more, read section 5 of the termcap man pages.
(man 5 termcap)

Enjoy !
Patrick.
```

137. Frank Ridderbusch Please Reply

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 13:53:38 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun3.135338.18364@cs.ruu.nl>
Source record: 204966

Sorry for wasting bandwith but I lost Frank Ridderbusch's address.
Could he or anyone who knows the address e-mail it to me? I've got
some more or less private stuff for him to read so I cannot just
post it here.

Thanks
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

138. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 14:27:13 UTC
From: saj@chinet.chinet.com
Message-ID: <C81utE.16M@chinet.chinet.com>
Source record: 204974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a few words about the MicroEmacs situation. Daniel Lawrence has, in fact, been the guardian of MicroEmacs for at least 5 years now, maybe more. His interests appear to be more slanted to gee-whiz features than work-a-day ones. In general, people who care about a particular machine will take over and do a revision for it, passing diffs back to Lawrence. He tries to merge them rationally. Last I heard, his ST was broken, so he was trying to coordinate ST upgrades by eyeball, which can have its problems.

I got in the middle of things a bit on release 3.11. There were at least 3 really sharp people with firm ideas of where to take that one, in addition to some people who had contributed important code and then gone on to other things. At one point kbad was offering to clean things up for a base version everyone could work from, but 'other things came up.'

So yeah, the code is a bit mixed up. Lots of it is very good, though, and anyone who wants to get a stable base version (preferably compilable with GNU C) together, and distribute it widely enough so those people with firm ideas can try to work from it, is liable to make a lot of friends.

Steve

139. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 14:39:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun3.143925.10577@newshost.lanl.gov>
Source record: 204968

In article 1O3DBY1P@heaven7.in-berlin.de, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>In <1993Jun1.145111.19270@newshost.lanl.gov>, John Hutchinson (hutch@bellman.lanl.gov) writes:
>
>: I'd say the main thing is to send the shareware author _something_, even if
>: it is just a postcard saying "love your software." Recognition & respect go
>: a long ways, ya know?
>
>Um, as a shareware author, I just have to say that I really prefer to receive
>cash rather than postcards (if I wanted postcards, I would have said so in the
>first place :-) ...

That's all very true, Martin, and I certainly did not mean to imply that users should not attempt to send the requested payment to shareware authors.

BUT... let's be honest here, it is the responsibility of the shareware author to advise his/her users of how to pay the requested shareware fee. If the author just says "send me $10" (or DM, or Francs, or whatever his native currency is) without _any_ advise to overseas users as to how they should pay then I have little sympathy for his lack of overseas registrations.

If you want overseas users to register (pay) for your shareware, you had best make it as easy as possible for them to do so. Let's face it... it's hard enough to get a user to part with his money in the first place!

Just my $0.02 <kindly adjust this amount based on the current exchange rate> :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

140. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 14:51:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun3.145153.12663@newshost.lanl.gov>
Source record: 204969

In article 82603@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>
> ...
>
>(Oh.. and regarding memory expansion on a PC.. I went from 4 Megabytes to
>8 Megabytes on my 386DX simply by plugging in 4 more standard SIMMs..
>no expensive proprietary "daughter boards" that are available from only
>one source, and difficult to obtain sometimes, no "designed in"
>4 megabyte limit. I simply rebooted, and the system saw 8 megabytes of
>memory. ...

Hmmmm, I'd wager that from DOS your system didn't automatically "see" 8Mb of _conventional_ memory, Bob. Sure, OS/2 and Windoze helps isolate the user from memory partitions, but it's still there in full fiery force under DOS. Like you, I appreciate the use of standard SIMMs and the ability to easily expand my system to 32, 64 or more Mb but as long as this 640K conventional memory barrier exists, it's still a pain in the bum for real world use!

There _are_ benefits to a flat memory architecture like the Atari's.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

141. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:01:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun3.150126.14821@newshost.lanl.gov>
Source record: 204972

In article 9wyJ5B3w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>How does it go again? If I want to send a letter to J.DOE, I don't write
>J.DOE@GEIS.COM so is it JDOE@GEIS.COM or something else?

If the user's GEnie mail address is J.DOE, then you would send your email to
J.DOE@GENIE.GEIS.COM . But remember, this will _only_ work if the user has
signed up on GEnie for the extra-cost Internet access. And it's just one
way... there is no email path from GEnie to the Internet for regular users.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

142. New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:11:11 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <3JUN93.11111116@cc4.crl.aecl.ca>
Source record: 204970

Yesterday I received a copy of the new Atari dealer agreement. Have not yet decided if I'll fill it out. Basically, the document formalizes Atari's inability to supply products on time or at all. The application is filled with phrases that basically amount to (i) you the dealer must bear all risk and (ii) if anything goes wrong - even if it's Atari's fault - it's the dealer's fault.

Never have I seen a dealer agreement for any supplier that focuses so much on absolving the supplier of any responsibility for anything. With its history of hanging dealers out to dry in the wind, this new dealer agreement is, in effect, one big statement for the buyer (dealer) to beware.

Not exacly what I expected from an organization that's only a hair away from folding.

Lately, supppiers that have sold me Atari peripherals have forwarded exclusively information on Amiga peripherals. I do not feel like singing any agreement that promises to abandon me as a dealer should anything go wrong (and with Atari it usually does) especially when other organizations that have made money supporting Atari do not even mention Atari anymore in their promotions.

Maybe it's time for a rewrite of the agreement (I suspect it's the brainchild of Bob Brodie; the king of customer satisfaction!)

143. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:14:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C81x6t.BxA@news2.cis.umn.edu>
Source record: 204971

In article <82603@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>(Oh.. and regarding memory expansion on a PC.. I went from 4 Megabytes to
>8 Megabytes on my 386DX simply by plugging in 4 more standard SIMMs..

See Jerry Pournelle's recent (err, last 4 months?) article on the 'ease' of memory expansion on a PC. It pays to read the technical manual that comes with your machine, so you can order the right 'type' of SIMMs... there is no 'standard SIMM' in the PC-clone world.

Note: Start saving your pennies now folks, the next level of computer gaming in the PC world is here, and it requires a fast SVGA card/monitor, a good sound card, a FAST CD-ROM drive, at least 8 megs of memory, a 486 running at better than 25 mhz, a (probably) faster I/O bus, and is called "The 7th Guest".

-- David Paschall-Zimbel

144. Re: Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:26:09 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C81xqy.C9n@news2.cis.umn.edu>
Source record: 204973

In article <32107@galaxy.ucr.edu>, phruby@ucrengr (paul hruby) writes:
>I saw this article in the current issue of ST-Report and though it would
>be interesting to discuss and maybe support.

Problem #1: With the cash-on-hand, Atari is more likely to cease business while they're ahead than to declare Chapter 11 (or Chapter 13).

Problem #2: The Tramiel family owns more than 51% of current stock. This makes any stock purchase by user groups in order to influence company policy futile.

Problem #3: The major software houses are not interested in branching out to the non-Macintosh, non-PC market. You don't see EXCEL for the Amiga either.

Of course, some enterprising folk out there might want to contact a major software house to arrange a royalty agreement for their favorite Mac/PC software to be ported to the Atari/Amiga platforms, provide the programmers to port the software, and provide for the production, distribution and sales of the ported software. I suspect this would be a major undertaking.

-- David Paschall-Zimbel

145. Play MIDI files -- info wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:34:31 UTC
From: jules@cs.ruu.nl
Message-ID: <1993Jun3.153431.19570@cs.ruu.nl>
Source record: 204975

Hi there,

I remember last week there was a discussion going on programs to play
a MIDI file through the sound chip. Now a friend of mine would like
to have this, as he has no MIDI playback equipment. Could somebody
refer to any programs?

Thanks in advance.
--
Jules Vleugels, Department of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-(0)30-53-3922
Telefax: +31-(0)30-51-3791 Email: jules@cs.ruu.nl

146. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 15:45:02 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c0e1d7e@p12.f202.n281.z2.fidonet>
Source record: 204987

In a message of <Wed 2 Jun 93 00:15>, Len Stys (2:281/202.0) writes:

LS> I am _really_ confused about something here.
LS>
LS> Why does TT030 need TT RAM?

It does not. You can use a TT with ST Ram only. (but you can't use it with TT Ram only, since screen memory and some OS data blocks have to reside in ST Ram in order to ensure compatibility)

LS> Why can't it just use ST RAM?

It can.

LS> Some TT030 users that I've talked with have 4 megs of ST RAM and
LS> 4 megs of TT RAM. Why?

Well, if you want to get the most out of your TT it is better to have something like 2 or 4 Mb ST Ram and fill up the rest of Ram memory with TT Ram, (eg. 4Mb ST Ram/4 Mb TT Ram) since the TT can access TT Ram faster than ST Ram. The TT accesses TT Ram in `burst mode] which is 20% faster than ST Ram access, which translates to programs running much faster in TT Ram than in ST Ram. That's why TT users prefer TT Ram.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.20
* Origin: She crucified my heart in the depths of a satin grave (2:281/202.12)

147. Re: Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 16:06:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ul7in$et0@usenet.INS.CWRU.Edu>
Source record: 204976

In a previous article, davidli@simvax.labmed.umn.edu () says:

>In article <32107@galaxy.ucr.edu>, phruby@ucrengr (paul hruby) writes:
>>I saw this article in the current issue of ST-Report and though it would
>>be interesting to discuss and maybe support.
>
>Problem #2: The Tramiel family owns more than 51% of current stock. This
>makes any stock purchase by user groups in order to influence company
>policy futile.

I agree. The effort is a waste of time. If Atari does go bankrupt,
the best thing everyone can do is write several companies asking them
to buy the company out.

>
>Problem #3: The major software houses are not interested in branching out to
>the non-Macintosh, non-PC market. You don't see EXCEL for the Amiga either.

Oh, I think they would. The problem is that Atari's management is
only interested in themselves. Atari Corporation needs to believe in
"I'll scratch your back if you scratch my back."

Just imagine if Atari Corporation started scratching Atari Dealerships,
Atari Developers, Atari Users, and Atari Publications. Do you think they
will scratch Atari's back as well, yes!

>-- David Paschall-Zimbel
>

--

148. Re: Loosing hope

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 17:04:31 UTC
From: grosland@taliesin.emi.u-bordeaux.fr
Message-ID: <1993Jun3.170431.19227@greco-prog.fr>
Source record: 204985

```
paul hruby (phruby@ucrengr) wrote:
: >> Otherwise, I'll just get a PC and join the herd.
:
: >Don't join the MS heard, get OS/2... 2.1 is due June 14th, and RULEZ,
: >D00D. If you don't like it for some reason, at least you'll have a real
: >nice machine for running Windoze.
: >--
: >-------------------============================================------------------
: > .--. cherborth@semprini.tdkcs.waterloo.on.ca
: >(OS/2) The choice of a New Generation. Chris Herborth
: > `--'
:
: No, don't join the OS/2 heard, get Linex w/x-windows... it's FREE!!!!
:

What are you doing here. This is comp.sys.atari.st, not comp.pc.shit !!!!
So leave this group NOW !!!

S. G.
--
/=====================================================================\
| Sebastien GROSLAND | LICENCE INFORMATIQUE |
| grosland@taliesin.emi.u-bordeaux.fr | Bat E Chambre 215 |
| | Village Universitaire I |
| | 33400 Talence (France) |
| "Elen sila lumenn omentielvo" | |
| J.R.R Tolkien | |
| (the fellowship of the ring) | |
\=====================================================================/
```

149. Pagestream 2.2 and Opus - they don't agree !

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 17:12:18 UTC
From: lsrbd@csv.warwick.ac.uk
Message-ID: <1ulbdilNNl7v@violet.csv.warwick.ac.uk>
Source record: 204977

Greetings Atari users, my first post to this newgroup, even though I've been following for many years now.

Someone will be able to solve this I am sure.

I obtained GDOS and meta.sys files and font files from the ST Club in the UK last year. Despite the lack of instructions, I was able to configure my GDOS font directory correctly and by getting the Opus spreadsheet (which is excellent !) program to redefine a width table (several attempts and angry cries later though !) for my Epson printer I finally got the spreadsheet to run without complaining that fonts were not loaded (even though other GDOS packages recognised that they could be loaded !).

So after nearly two years of believing metafiles were some dream, I got Opus to output one of the example charts to both my printer and .GEO and .GEM metafiles - not that I know the difference. I was ecstatic.

I ran Pagestream 2.2, imported these metafiles and was very unhappy to find that the X and Y axis (1, 2, 3, 4, etc, JAN, FEB , MAR) numbers or labels were on top of the axes lines. I thought perhaps at first that this was because of the default font which Pagescream (intentional) uses for anything that's imported (this is impossible to change, just try typing something in one font, then starting a new text box, change the font from the list and import an ASCII file - it's always in CS Triumvariate !).

Other problems with the charts I've imported are, title in the middle of nowhere near where it should be, legend text overruns the legend box.

Changing the size of imported text did not work, so I suspected that the co-ordinates for text generated in the Opus-derived metafile were incorrect. I went back to opus and altered the font size, distance from the axes (I've had it up to 10 cm away !) and always when I import resulting metafiles to pagestream the numbers on the axes overlay the axes.

SO why does this happen ? Which program is at fault ?
Is there a way around it - at present I have to ungroup the GEM/GEO metafile in Pagescream, laboriously pick the numbers on an axes holding shift, then group them, move them into the correct-by-eye position, reduce the text size in the legend box, do the same with the title, draw a band around the entire graph and then save the thing - actually I do this after I move *anything* because Pagescream is apt to decide that "hey - I don't run on an Atari ST do I so I'll just hang up for no reason whatsoever" nice course of action.

I'll bet there's a simple answer to all of this, somebody make my day !

Chris

C.M. Hodgson
University Of Warwick
Coventry (yes really!)
United Kingdom -soon to be republic-

"Believing is seeing, the bizzarre is generally invisible, fish aren't "

150. Extra MIDI port for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 17:37:20 UTC
From: phammond@cs.tcd.ie
Message-ID: <1993Jun3.173720.26135@cs.tcd.ie>
Source record: 204978
Cross-posted to: rec.music.makers.synth,rec.music.synth,comp.music,comp.sys.atari.st,comp.sys.atari.st.tech

I have heard from a friend that there is a device out that enables you to convert the modem port on an Atari to a Midi port thus giving you two Midi OUTs and a total of thirty two channels. Does anybody know about such a device. Apparently he read it in some magazine, music or Atari, but cannot remember which or where. It costs only about 30 pounds stg. I would be very grateful to anyone that could give me the proper name and where to get it by mail order.

He thinks it's called Modem Midi or something to that effect.

Paul

151. Math co-processor

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 18:06:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A449@K.maus.de>
Source record: 204949

-A59033@K

>I recently installed a math co-processor in my Mega STE. However, when I
>tried to assemble a little routine with the math co-processor option on, the
>assembler answered that there was no math processor. I examined the _FPU
>cookie and there is 0.
>Do I have to run any program or something to initiate the math processor, or
>do I have to change a dip switch, or something else?

Two more things:
1) Remove the jumper sitting close to the FPU slot. If there is none, ask your
local Atari dealer which resistor is to be removed.

2) Place the PAL chip you got with your 68881 into the empty socket close to
the FPU's.

If you didn't buy the 68881 from an Atari dealer, bad luck for you. You MUST
have the additional PAL to get the FPU to work.

bye, Peter

152. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 18:12:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64426@K.maus.de>
Source record: 204921

>I am _really_ confused about something here.
>Why does TT030 need TT RAM?
>Why can't it just use ST RAM?
>Some TT030 users that I've talked with have 4 megs of ST RAM and 4 megs of
>TT RAM. Why?
>
>PC clones use the same type of memory from the first IBM PC until the 486 DX.
> Why can't the TT030 use ST RAM?

Simple answer:

The so-called ST-RAM is multi-purpose RAM, used for video display, stereo sound, ACSI output and, at last, for programs and data.

TT-RAM (Atari calls it alternate RAM) is CPU-only RAM, and is MUCH MUCH faster. TT-RAM is a great enhancement.

So, everybody will have his TT expanded with TT-RAM, because this will add memory AND speed to the system.

Finally, max. ST RAM size is 10 MB. TT RAM expansions are available up to 128 MB (in the original TT housing) and 256 MB (for tower cases).

bye, Peter

153. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 18:16:30 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun3.181630.2978@ugle.unit.no>
Source record: 204979

```
Bob_bobr_retelle@cup.Port,
In a message on 2 June, wrote :

BP> (Oh.. and regarding memory expansion on a PC.. I went from 4 Megabytes t
BP> 8 Megabytes on my 386DX simply by plugging in 4 more standard SIMMs..
BP> no expensive proprietary "daughter boards" that are available from only
BP> one source, and difficult to obtain sometimes, no "designed in"
BP> 4 megabyte limit. I simply rebooted, and the system saw 8 megabytes of
BP> memory. No messing with CONFIG or AUTOEXEC either.. of course, I'm
BP> running OS/2, which eliminates most of the things Atari owners like to
BP> use as "put downs" for PCs...)
BP>

Oh now, that was strange... Last summer I upgraded an IBM PS/2 from 4
to 8 Mb. The chip installation was - as you say - straight forward.
However, the machine would *not* boot from the HD afterwards, it had
to be reconfigured with some kind of setup-floppy disk.
Note, this machine was running OS/2 2.0. Ah well, just had to say this to
defend my previous claim...

BP> BobR
BP>
```

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

154. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 18:49:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun3.184930.24725@newshost.lanl.gov>
Source record: 204981

In article 11111116@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>
> ...
>
>Maybe it's time for a rewrite of the agreement (I suspect it's the
>brainchild of Bob Brodie; the king of customer satisfaction!)

I've noticed your derogatory comments (at least I think they were yours) directed against Bob Brodie in the past. While he _has_ done and said some things which irritated me (who hasn't?), my overall experience with Bob has been a positive one. To my knowledge, he has never knowingly lied to the public about anything "Atari" and has stuck his neck out for the user on more than one occasion. I don't know what his current involvement is with dealer arrangements, so perhaps I'm operating on incomplete info. If that's the case, why don't you enlighten us (or at least me via email) about Bob?

I've always considered Bob one of the good guys at Atari. There are others at that organization who are much more deserving of our displeasure, IMHO.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

155. Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 19:24:18 UTC
From: heidelj@alleg.edu
Message-ID: <1993Jun3.192418.12072@alleg.edu>
Source record: 204980

For sale:

* Mega STe with 4 megs of RAM and 65 meg HD
* SM124 Monochrome Monitor
* SC1224 Color Monitor
* Spectre GCR with ROMs
* PageStream 2.1
* WordPerfect

GREAT SHAPE!! Basically used for an expensive dumb terminal!

Willing to sell separately! Make offers!

Thanks,
Jason Heideloff
heidelj@alleg.edu

156. Re: Help me with ANY multisync info! (please)

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 19:49:37 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun3124937@hpbbrn.bbn.hp.com>
Source record: 204992

Here's an article from two years ago. Hope this helps.

```
---8<-----------------------------------------------------------------------8<---
From gatech!emory!att!ucbvax!IFI.UIO.NO!larserio Fri Jun 21 13:26:05 EDT 1991
Article: 40874 of comp.sys.atari.st
Path: gatech!emory!att!ucbvax!IFI.UIO.NO!larserio
From: larserio@IFI.UIO.NO (LarsErikOsterud)
Newsgroups: comp.sys.atari.st
Subject: ST and Multisync
Message-ID: <CMM.0.90.2.677508705.larserio@kvart.ifi.uio.no>
Date: 21 Jun 91 12:51:45 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: larserio@ifi.uio.no
Lines: 47
Status: OR

Multisync monitor switchbox and cabel (this is tested and works)
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

If you want monochrome your monitor must handle 71 Hz frequency
NOT all monitors do this - To be sure - Test before you buy it!

Multisync side (no pin number - they depend on your monitor outlet)

Red Green Blue HorSync VertSync Ground
| | | | | |
| | | | | |
SW1---SW2---SW3-------. | | |---SW4---.
| | | | | | | |
| | | | | | | |
Red Green Blue Monochrome HorSync VertSync Ground MonoDetect
7 6 10 11 9 12 13 4

Atari ST, STE or MEGA STE side (number as in operating manual)

The switch you need must be of the type with 4 pins in that can be
switched between 2 x 4 pins out (two choices) and works like this:

Switches 1,2,3: When in color red, green and blue passes straight
--------------- through without contact with each other or mono.
When in monochrome they are all disconnected from
ST RGB and instead all connected to ST monochrome

-------- ST RGB (in color mode)
Monitor --------- SW
-------- ST Mono (in mono mode)
```

Switch 4: Open in color, monochrome detect not connected.
--------- When in monochrome monochrome detect is connected
to ground (this tells the ST it's in monochrome).

Monitor GND --------------- ST GND (always connected)
SW ------ ST Mono Detect (in mono)

Don't worry, the worst bit isn't making this - it's getting the
13-pin Atari monitor connector for the ST side and solder it !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

---8<---8<---

I never tried this out myself - refer to the original author for questions.

Greetings,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

157. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 20:21:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ulmgbINNf0a@golem.wcc.govt.nz>
Source record: 204983

Bob Retelle:/

If you are so obviously against Atari, why are you in this group?

158. Overscan

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 20:22:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ulmi8INNf0a@golem.wcc.govt.nz>
Source record: 204982

To the person I was talking to concerning Overscan on my STFM, I've lost your address (both). (One was via fidonet)... Could you please contact me at this address!

159. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 20:44:05 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <C82C9H.AM2@cbfsb.cb.att.com>
Source record: 204991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.emacs

In article <C81LtB.DE@cbfsb.cb.att.com>, evgaster@cbnewsf.cb.att.com (e.m.vangasteren) writes:
> In article <4600@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> > In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
> > I have obtained this code and _TRIED_ to compile it for the ST
> > using Mark Williams C (the recommended compiler). All I can say is that
> > the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
> > HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
> > file (st52.c) there is an identifier "mousehidden" which is completely
> > undefined. Now I guess this is the opposite of "mouseon", which is also
> > present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
> > submission? Does the author wish to waste people's time?
> >
>
> I find your remarks about "mousehidden" interesting and will look in to it.
>

I have done so and found that with version 3.0.5 it is defined in linea.h as:

```
/*
* The mouse hidden flag/counter is at an undocumented negative offset
* from the structure pointed to by a0 after a linea0 (init) call.
* It is 0 when the mouse is shown.
* This is true in 11/20/85 USA rom and later, and appears to be
* true for all ROM versions of TOS.
*/
#define mousehidden *((int *)((long)la_init.li_a0-598))
```

> In the mean time: I have a ue312.zoo file ready containing sources, cmd files
> and an executable for the Atari ST. I intended to upload it to a.a.u.e but
> could not find a directory where I could put it.
>
> Point me to a system (domain name and IP address please) and a directory to
> put it in and I will upload immediatly.
>

Got a few replies on this. I will try to put it on:

ftp.cs.tu-berlin.d in pub/atari/incoming
(already tried it but my ftp session got aborted)

atari.archive.umich.edu in atari/New
(once I can get in)

So look for it there, or wait for it to be moved to a more appropriate place.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

160. Atari HW/SW/Books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 21:19:46 UTC
From: valentin@netcom.com
Message-ID: <valentinC82Dwz.H0t@netcom.com>
Source record: 204984

ATARI ST stuff for sale

!!!
POSTING FOR FRIEND WHO CAN'T POST FROM HIS ACCOUNT
PLEASE do not reply to valentin@netcom.com
REPLY TO dart@canal.org or call (215)430-7040
MORE INFO AT END OF ARTICLE
!!!

====================== HARDWARE ==
- 1040 STf, TOS 1.0, flaky floppy and power connector (good for parts)... [$50]
- GVP 17" Standard SCSI Ribbon Cable for internal drive connection (still in
shrinkwrapped box) ...[$9]

====================== MEDIUM ==
- SyQuest SQ400 40 meg removable cartdridge, very low usage
(used twice to copy stuff) ... [$50]

====================== DOCUMENTATION =======================================
Programmer's manuals ($9 each)
- Abacus Atari ST Tricks and Tips
- Abacus Atari ST Internals
- Abacus Atari ST GEM Programmer's Reference

Manuals ONLY (NO software!)
- Dr. T's Tiger Cub ... [$9]

==================== SOFTWARE ==
MIDI software
- Steinberg Synthworks M1, box, manual, disks, dongle ... [$90]
- Steinberg Synthworks MT-32,D-5/10/20/110, manual, disks, dongle ...[$90]

Free with any purchase ST Basic and manual

NOTE: I really prefer to sell this locally! If I ship, I ask you to take
care of shipping and packaging charges.

Thank you,

Darius (dart@canal.org or call (215)430-7040)

161. Atari's Jagster...

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 22:06:16 UTC
From: gcl0@ns1.cc.lehigh.edu
Message-ID: <1993Jun3.220616.406188@ns1.cc.lehigh.edu>
Source record: 204986

This sounds too good to be true, both pricing and performance!
I could be a biased Amiga/Mac/IBM/UNIX box user though... :)

Sorry for the weird formatted text.

George

founder of the video game industry and the creative force behind some
of the
world's best-known titles, has announced the launch of a
revolutionary new
multi-media entertainment system, the Atari Jaguar. The launch will be
supported by aggressive advertising, promotion and marketing efforts
to be
centered in the New York market in the fall, with a national roll-out
of the
product within one year.
The Atari Jaguar, housed in a futuristic casing, is an interactive
multi-media system based on an Atari-designed proprietary 64-bit
RISC
processor. The 64-bit system is four times the technology
currently seen in
the market today. The Atari Jaguar features over 16 million colors
in 24-bit
true-color graphics and produces shaded 3-D polygons to be
manipulated in a
"real" world in real time. The Atari Jaguar also has real-time
texture
mapping and creates spectacular video effects.
The sound system is based on Atari's proprietary, high-speed,
Digital Signal

Processor dedicated to audio. The audio is 16-bit stereo CD quality and
processes simultaneous sources of audio data, allowing for very realistic
sounds, as well as human voices, which are essential for future multi-media
applications.

The Atari Jaguar is truly expandable and will include a 32-bit expansion
port which allows for future connection into cable and telephone networks, as
well as a digital signal processing port for modem use and connection to
digital audio peripherals such as DAT players.
The unit will also have a compact disc peripheral, which will be
double-speed and will play regular CD audio, CD + G (Karaoke) and Kodak's
new Photo-CD(R).
Currently, there are multiple software titles in development, which will
be available on MegaCart(TM). Atari, known for such groundbreaking 3-D

titles as
"Battlezone 2000(R)" and "Tempest 2000(R)," will issue spectacular new versions for the Atari Jaguar. New 3-D game titles will include "Cybermorph(R)," "Alien vs. Predator(R)," "Jaguar Formula One Racing(TM)" and
many more. Atari will license third-party publishers to join the Jaguar family.

"The Atari Jaguar system will revolutionize the state of home entertainment as we see it today," said Sam Tramiel, president of Atari. "The idea of a 64-bit system is earth shattering and kids and adults will be amazed at both the imagery and manipulative capabilities. And we are proud that our entry into the multi-media entertainment category will be fully made in America." The Atari Jaguar will retail for approximately $200 and will be available nationwide next year. The Atari Jaguar packaged unit will include one software experience and a Power Pad(R) Controller with a ten-key pad and other special features.

NOTE: Atari Corp. manufactures and markets personal computers and video games for the home, office and educational marketplaces throughout the world.
Atari headquarters are located at 1196 Borregas Ave., Sunnyvale, CA 94089.

162. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 22:10:30 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun3.221030.18439@mnemosyne.cs.du.edu>
Source record: 204989

In article <1993Jun3.113704.19380@seri.philips.nl> castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:
>Recently I installed the MINIX filesystem on my TT running
>MultiTos. I am using GNU file-utilities ported by Hildo
>Biersma and the shareble TCSH as shell.
>I installed a MINIX fs on a floppy put some file and dirs
>on it and did a 'ls -l'. Within 1 sec I got the listing.
>
>I was SURPRISED: using a TOS-floppy the same action takes
>about 10 seconds !! Using the MINIX floppy again and doing
>the action for the second time the lising comes immediately !
>
>My first reaction: Now I know the reason why MultiTos sometimes
> is so slow !
>My conclusion: MINIX is *much* faster filesystem than
> the TOS fs. It support lower/uppercase
> filenames up to 14 chars long.
> 'links' are supported, etc.
Well actually you can do better than that. See the docs. 30 or even 62 character filenames are possible with the directory increment option.

>
>Why not make it the default fs for MultiTos ?
>
>What is 'the worlds' opinion ?
>
>Hope for many, many reactions
>
>Luc Castermans
>Internet: castermn@sce.philips.nl
>
>
An excellent idea.

Ugh I'm not going to get away with this am I? OK I own up, I wrote the damn thing. I was planning on sending 100,000 copies of this out :-)

Several points could be made here. I'd be delighted to have it officially adopted for several reasons. Not least of which is I don't get any money for it and I'm rather short of the stuff ... In actual fact it's strictly speaking loss making if you count my phone bill.

Another reason is with the aid of developer docs and perhaps a bit of cooperation from hard disk software writers I could improve it's performance considerably by making it multi-thread.

I take it this is a reference to 0.55. I've done a lot since then
but not released much. However an interim binary of 0.60 pl2 and friends
is on atari.archive in Mint/Filesystems . The more adventurous might like
to try compiling the pl4 sources there which have a few more features.

Oh by the way theres an implementation of fsck in there too, which
does all manner of things like a lost+found directory.

Bear in mind these are pre-alpha utilities which might be buggy,
if they trash your hard disk don't say I didn't warn you (having said
that they haven't trashed mine). Bear in mind also that all I have to try
it on personally is my STE with various versions of HD software I've pulled
from the net (ICD/AHDI), the only way I can make it work with other things
is by user feedback and testing.

A binary configuration program is 'under construction'. I'm also
writing some better docs. As for future possibilities well I'm thinking
about doing a defragger and a V3 filesystem with BSD like directories; but
I'll get 0.60 out first. That is unless someone is silly/clever enough to
employ me, which might delay/cancel things.

Note: I prefer email for feedback, filtering through Usenet takes
longer than I would like. My email address has changed to:
shenson@nyx.cs.du.edu
The old address forwards there for now.

Regards all and have fun,

Steve.

163. Re: Extra MIDI port for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 22:13:21 UTC
From: alex@falcon.demon.co.uk
Message-ID: <739145601snz@falcon.demon.co.uk>
Source record: 204907

In article <1993Jun3.173720.26135@cs.tcd.ie> phammond@cs.tcd.ie writes:

>I have heard from a friend that there is a device out that enables you
>to convert the modem port on an Atari to a Midi port thus giving you
>two Midi OUTs and a total of thirty two channels. Does anybody know
>about such a device.

I gather that we have such a device (HiSoft/AVR)... I was grubbing around
in one of the AVR guys offices today and saw just such a device (only
reason I know is cos I asked :-). Mail me if you need/want a contact
address/number.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

164. Game Demo

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 22:47:43 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C82I0C.K8s@sunlab1.bath.ac.uk>
Source record: 204988

For over a year I have been writing a Dungeon Master/Captive type game for the ST to be released as shareware.It is now been on Atari Archive for a while .It runs at 17 frames per sec and has over 100k of sampled sound.If anyone downloads it I would appreciate any comments you have.(Be patient when it loads it takes a while to unpack!).Its called hazzard.tos - I look forward to hearing from you ....

```
+--------------------+-----------------+
|ma2ljg@ss1.bath.ac.uk|Life's a journey |
| Les Greenhalgh |not a destination|
| | Aerosmith |
+--------------------+-----------------+
```

165. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-06-03 22:56:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Zz3HLcblsM6@semprini.tdkcs.waterloo.on.ca>
Source record: 205013

In <1993May31.062418.14848@rchland.ibm.com>, Ricardo Hernandez Muchado writes:
> This is why when I look at multimedia in the PC area, it still seems
> to suck big time. Now, something like NeXTSTEP OS might change that
> if their 'NeXTTIME' is as good as I hear, but that won't take place
> 'till quite a while (1 more year or more).

IBM's Ultimedia format under OS/2 can do 24-30 frames/second of
320x200x256 animation without hardware assist. I think you're just
looking at the wrong OS/GUI combination...

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

166. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 00:49:50 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg._u02TW6S&f6@harvee.billerica.ma.us>
Source record: 204993

In <1O3DBY1P@heaven7.in-berlin.de>, Martin P. Ibert writes:
>In <1993Jun1.145111.19270@newshost.lanl.gov>, John Hutchinson (hutch@bellman.lanl.gov)
writes:
>
>: I'd say the main thing is to send the shareware author _something_, even if
>: it is just a postcard saying "love your software." Recognition & respect go
>: a long ways, ya know?
>
>Um, as a shareware author, I just have to say that I really prefer to receive
>cash rather than postcards (if I wanted postcards, I would have said so in the
>first place :-) ... for shareware fees that are reasonable in amount, I
>recommend just stuffing cash dollars in an envelope. Bank transfers, checks
>and all that stuff are PROHIBITIVELY expensive. Don't forget that German banks
>charge fees as well, so you end up paying loads of money to two banks (more
>if you're unlucky; some banks use other banks as handling agents for
>international business transactions) and no money to the shareware author!

Please correct me if I am wrong but, when I sent you money, (a bank check
in US$) it worked out ok with me paying extra for the fees the german bank
charged.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

167. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 03:14:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1umendINNgg2@golem.wcc.govt.nz>
Source record: 204995

```
] things which irritated me (who hasn't?), my overall experience with Bob h
] been a positive one. To my knowledge, he has never knowingly lied to the
] public about anything "Atari" and has stuck his neck out for the user on
```

Maybe he hasn't, but he certainly relayed the from-Atari lies pretty
well! (Falcon will be ready next week for the last half-year!)

168. Re: Game Demo

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 03:16:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1umeq4INNgg2@golem.wcc.govt.nz>
Source record: 204996

```
] For over a year I have been writing a Dungeon Master/Captive type game fo
] the ST to be released as shareware.It is now been on Atari Archive for a
] while .It runs at 17 frames per sec and has over 100k of sampled sound.If
] anyone downloads it I would appreciate any comments you have.(Be patient
] when it loads it takes a while to unpack!).Its called hazzard.tos - I loo
] forward to hearing from you ........
```

I downloaded Bio-Hazzard a while ago. And for something written in STOS, I was VERY impressed! This is a commercial-quality game! Very well written, fast, nice graphics, good sounds. Worth a look for any Dungeon-Master clone fans!

169. Re: PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 03:38:47 UTC
From: saj@chinet.chinet.com
Message-ID: <C82vGo.EAC@chinet.chinet.com>
Source record: 204997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oddly enough, a new Soft Logik newsletter just arrived. Much bragging about Amiga goodies. A new deal on fonts (1000 of 'em for $500 or so) and clipart. The promise they're getting tired of repeating online in print: they WILL continue to support the Atari line. They haven't decided what to do about Atari upgrades, and WILL NOT DECIDE until after PageStream 3.0 is released for the Amiga. A couple of new (relatively) printer drivers, including DJ550C and HPLJ4.
Steve

170. Wanted to buy: Pagestream 2.2 (was: Desktop Publisher ???)

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 04:30:23 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1993Jun4.143023.1@uqvax.cc.uq.oz.au>
Source record: 204998

Firstly, let me thank all those who responded to myoriginal post.
I seems that Pagestream 2.2 (or 2.2x...) is the way to go for me.

Now: Iam interested in purchasing said Pagestream 2.2 second-hand,
so if any of you are in a position where you'd like to sell
a legitimate copy to me, please contact my via email with your price.

Somebody suggested that the going price is '75 quid' 2nd hand. I'll
use this as a guide, but I am reasonably flexible.

AdvTHANKSance

_____
DENNIS REMMER D.REMMER@cc.uq.edu.au
GEOGRAPHICAL SCIENCES
The University of Queensland Telephone +61 7 870 5710
Brisbane Qld 4072 AUSTRALIA Facsimile +61 7 832 4041

171. Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 05:19:07 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.739171147@tasman>
Source record: 204999

Hi,

I know there's been a lot of discussion about monitors & Falcons recently, so I'll apologise for not having taken more notice then. Can anyone tell me if a VGA monitor can handle the three 'standard' ST resolutions when connected to a Falcon?

Man thanks,

--
John M. Williams ----------> ^ _ Email: J.M.Williams@med.utas.edu.au
School of Health Sciences, / `---' \ Phone: +61 02 354751
University of Tasmania, \ / Fax: +61 02 354816
GPO Box 252C, Hobart \|^--^ Tasmania, AUSTRALIA 7001

172. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 05:49:14 UTC
From: mgm@world.std.com
Message-ID: <C831I3.AnC@world.std.com>
Source record: 205000

hutch@bellman.lanl.gov (John Hutchinson) writes:

>If the user's GEnie mail address is J.DOE, then you would send your email to
>J.DOE@GENIE.GEIS.COM . But remember, this will _only_ work if the user has
>signed up on GEnie for the extra-cost Internet access. And it's just one
>way... there is no email path from GEnie to the Internet for regular users.

As of July 1st, GEnie will no longer have an extra cost for Internet
service. I presume this means that you will be able to send mail to
anyone there regardless. Also, I believe outgoing internet mail will
be available to everyone, but I'm not entirely sure of that. This is
in conjunction with their new pricing policy.
--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"I am no more humble than my talents require." -- Oscar Levant

173. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 07:18:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.289254@cix.compulink.co.uk>
Source record: 205001

In article <1993Jun3.113704.19380@seri.philips.nl>, castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:
>Recently I installed the MINIX filesystem on my TT running
>MultiTos. I am using GNU file-utilities ported by Hildo
>Biersma and the shareble TCSH as shell.
>I installed a MINIX fs on a floppy put some file and dirs
>on it and did a 'ls -l'. Within 1 sec I got the listing.
>
>I was SURPRISED: using a TOS-floppy the same action takes
>about 10 seconds !! Using the MINIX floppy again and doing
>the action for the second time the lising comes immediately !
>
>My first reaction: Now I know the reason why MultiTos sometimes
> is so slow !
>My conclusion: MINIX is *much* faster filesystem than
> the TOS fs. It support lower/uppercase
> filenames up to 14 chars long.
> 'links' are supported, etc.
>
>Why not make it the default fs for MultiTos ?
>
>What is 'the worlds' opinion ?
>
>Hope for many, many reactions
>
>Luc Castermans
>Internet: castermn@sce.philips.nl
>
>
>
>

The sheer fact that it is not built into TOS will make it difficult to
standardise anything. The same applies to NVDI which is much faster and
less buggy than TOS, yet only a minority of users have it.
MINIX does sound interesting though.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

174. Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 08:18:08 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun4081808@hal.cerfacs.fr>
Source record: 205020
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks!

I see that things on a.a are now often zipped and not zoo'ed,
or otherwise. What is a good zip/unzip to use on the ST?
I've tried stzip 2.2, but that fails for me.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

175. Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 08:19:22 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.126.739181962@dhhalden.no>
Source record: 205002

Lew Eggebrecht recently gave some more concrete information on the
DSP upgrade.

* It is a Zorro III card
* It is partly A3000 compatible
* It uses a 66 MHz 3210 DSP- future versions will use the 3207
* The separate design dramatically improves performance
* With the A4000, the DSP can share Amiga memory
* The card comes with 2Mb of memory, exp. to 16Mb
* AT+T have worked very closely with C= to port VCOS
* CBM will provide basic applications such as recording and playback
of 16 bit CD-quality sound
* Blue Ribbon are writing a version of Bars + Pipes to use the DSP
* Applications include MPEG, audio decompression, modem, speech recognition

Motorola and Atari will certainly have a hard
time beating these specs.

176. Re: Extra MIDI port for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 08:59:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.289500@cix.compulink.co.uk>
Source record: 205003

In article <1993Jun3.173720.26135@cs.tcd.ie>, phammond@cs.tcd.ie (Paul Hammond) writes:
>I have heard from a friend that there is a device out that enables you
>to convert the modem port on an Atari to a Midi port thus giving you
>two Midi OUTs and a total of thirty two channels. Does anybody know
>about such a device. Apparently he read it in some magazine, music or
>Atari, but cannot remember which or where. It costs only about 30
>pounds stg. I would be very grateful to anyone that could give me the
>proper name and where to get it by mail order.
>
>He thinks it's called Modem Midi or something to that effect.
>
>Paul
>

It's called ModemMIDI and it's available from the UKMA tel: +44 81 368
2245.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

177. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 09:46:40 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jun4.094640.18019@rhrk.uni-kl.de>
Source record: 205006

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>THIS is getting VERY interesting. If what you say is true, we may only
>see fast RAM in future Falcon computers. Separate video RAM does
>seem to be a possibility, doesn't it?

A remark for those who still think writing directly into the
screen buffer is ok: With machines that have separate video RAM there might
be no such buffer at all.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

178. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 09:59:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.289685@cix.compulink.co.uk>
Source record: 205004

In article <jmw.739171147@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>Hi,
>
>I know there's been a lot of discussion about monitors & Falcons recently,
>so I'll apologise for not having taken more notice then. Can anyone tell me
>if a VGA monitor can handle the three 'standard' ST resolutions when
>connected to a Falcon?
>

YES.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

179. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 10:28:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun4.102837.20228@cs.ruu.nl>
Source record: 205005

In <hanscs.126.739181962@dhhalden.no> hanscs@dhhalden.no (HANS CHRISTIAN SANDER) writes:

>Lew Eggebrecht recently gave some more concrete information on the
>DSP upgrade.
>
>* Applications include MPEG, audio decompression, modem, speech recognition

>Motorola and Atari will certainly have a hard
>time beating these specs.

Well it is quite easy to beat vapourware with vapourware, if you see what I
mean: Atari says the OS includes a dsp call that decompresses JPEG files.
Turns out that was I little hard so they didn't include it in the end.
Commodore now want to look better and *claim* they can even do MPEG.
Do *you* actually *believe* them?

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

180. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 10:41:45 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jun4.104145.7838@solace.hsh.se>
Source record: 205007

In <hanscs.126.739181962@dhhalden.no> hanscs@dhhalden.no (HANS CHRISTIAN SANDER) writes:

>Lew Eggebrecht recently gave some more concrete information on the
>DSP upgrade.

>* It is a Zorro III card
>* It is partly A3000 compatible
>* It uses a 66 MHz 3210 DSP- future versions will use the 3207
>* The separate design dramatically improves performance
>* With the A4000, the DSP can share Amiga memory
>* The card comes with 2Mb of memory, exp. to 16Mb
>* AT+T have worked very closely with C= to port VCOS
>* CBM will provide basic applications such as recording and playback
> of 16 bit CD-quality sound
>* Blue Ribbon are writing a version of Bars + Pipes to use the DSP
>* Applications include MPEG, audio decompression, modem, speech recognition

If the 3210 has about the same data as the 320E15 or C25 it's not very much
to talk about. The 320C25 (40MHz) has a cycletime of 100ns which would imply
about 10 MIPS (which is not true in reality). I would suspect that the 3210
is a bit better than that, and since it is running on 66MHz it has to do
at least 16 MIPS.

>Motorola and Atari will certainly have a hard
>time beating these specs.

You can't compare a DSP-card for a highend computer (A4000) with something
that is mounted in a homecomputer. And btw, the card doesn't work on a
A1200....

A nice thing about the card though is that it shares memory with the main-cpu.

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

181. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 11:44:21 UTC
From: dja_gow@peanut.uwe.ac.uk
Message-ID: <1993Jun4.114421.22437@pat.uwe.ac.uk>
Source record: 205034

In article <1993Jun3.113704.19380@seri.philips.nl>, castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:
|> Recently I installed the MINIX filesystem on my TT running
|> MultiTos. I am using GNU file-utilities ported by Hildo
|> Biersma and the shareble TCSH as shell.
|> I installed a MINIX fs on a floppy put some file and dirs
|> on it and did a 'ls -l'. Within 1 sec I got the listing.
|>
|> I was SURPRISED: using a TOS-floppy the same action takes
|> about 10 seconds !! Using the MINIX floppy again and doing
|> the action for the second time the lising comes immediately !
|>
|> My first reaction: Now I know the reason why MultiTos sometimes
|> is so slow !
|> My conclusion: MINIX is *much* faster filesystem than
|> the TOS fs. It support lower/uppercase
|> filenames up to 14 chars long.
|> 'links' are supported, etc.
|>
|> Why not make it the default fs for MultiTos ?
|>
|> What is 'the worlds' opinion ?
|>
|> Hope for many, many reactions
|>
|> Luc Castermans
|> Internet: castermn@sce.philips.nl
|>
|>

I ran Minix 1.5.10 for a while. I was quite impressed with the filesystem.
I was going to take my version of Minix upto 1.6 but I have other interest
areas at the moment.

What I would like to point out that it would be nice to see Minix Fs
run which out Mint and MultiTos. I would like to beable to run a
different FS without a heavy support layer such as Mint or MultiTos.
And I am sure it is quite feasible to do this.

---
dja_gow@uk.ac.uwe-bristol.pat (JANET)
dja_gow@pat.uwe-bristol.ac.uk (INTERNET)

182. GUITAR (musicians)

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 12:20:16 UTC
From: gthorbur@rye.mcs.dundee.ac.uk
Message-ID: <1unem0$4lg@dux.dundee.ac.uk>
Source record: 205009

I am thinking about buying a computer and am wondering if
the falcon (or any computer) is able to have an electric guitar
plugged through it so that it can be used as an effects box ,and then
leads from the computer to amp or stereo output. If this is possible
is there any software which performs the effects processing ,i am not really
interested in doing it myself.

Just for fun if any one can think of reasons why i should buy an atari
mail me ,i am looking for opinions.

I would be doing
word processing (latex)
postscript viewer (ghostscript etc)
C,C++ compiling
Fax capability

and being realistic playing games

anything else i might want to be doing ?

any replies will be acknowledged

--
==========

We tend to scoff at the beliefs of the ancients. But we
can't scoff at them personally, to their faces, and this
is what annoys me.

==========
Snail Mail: e-mail:

Gareth Thorburn gthorbur@uk.dundee.mcs
Top Left Flat,
57 Cleghorn Street,
Dundee,
DD2 2PF,
Scotland Tel: 0382-69588
==========

183. speech recognition

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 12:24:50 UTC
From: avsec@westminster.ac.uk
Message-ID: <1993Jun4.122450.8347@westminster.ac.uk>
Source record: 205012

I am about to start work on my third year project :-
A program to recognise similar sound samples.(For speech recognition).

After reading through the FAQ for comp.speech I noticed there were no
references to Atari computers. Is there any source code or information
available to me specific to the Atari ST(e) or Falcon to do with the
above program ?

I got no response after posting this to comp.speech . Can anyone else help ?

Cheers for any help - Phil.

184. REQ: MIDI PORTS

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 12:36:42 UTC
From: kormo@fuw.edu.pl
Message-ID: <KORMO.93Jun4133642@fizyk2.fuw.edu.pl>
Source record: 205008

Hi !
I've found some C-programs for IBM PC for my Kawai K4.
I don't know how to use them on my Atari-ST.
These are programs for uploading and downloading K4 patches.
C programs need MPU-401 card and I want to run them no my ST.
I'd like to find some information of ST MIDI ports !

Thanks in advance !
Kormo.

185. Re: GUITAR (musicians)

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 13:14:36 UTC
From: glens@natinst.com
Message-ID: <1unhrs$ctn@falcon.natinst.com>
Source record: 205011

In article <1unem0$4lg@dux.dundee.ac.uk> gthorbur@rye.mcs.dundee.ac.uk (Gareth Thorburn) writes:

> I am thinking about buying a computer and am wondering if
>the falcon (or any computer) is able to have an electric guitar
>plugged through it so that it can be used as an effects box ,and then
>leads from the computer to amp or stereo output. If this is possible
>is there any software which performs the effects processing ,i am not really
>interested in doing it myself.

Check out page 58 of the February '93 issue of Byte magazine. There is a little review of the Falcon and the guy that did the review did just that. He plugged a guitar into it and did various things without any additional hardware (besides the guitar, cord, and pick). I think he also was using Audio Fun Machine (software, comes bundled with the Falcon).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

186. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 13:19:48 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun4.131948.13622@iplmail.orl.mmc.com>
Source record: 205014

Unlike the Amiga, ALL of the Falcons will have a DSP. Falcon software will be written to assume that the DSP exists in the machine, allowing all Falcon users to take advantage of the benefits of the DSP (not just the few who decided to buy a DSP card).

Larry Richardson
richards@elmer.orl.mmc.com

187. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 13:58:19 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1unkdrEits@uni-erlangen.de>
Source record: 205015

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <1993May31.062418.14848@rchland.ibm.com>, Ricardo Hernandez Muchado writes:
>> This is why when I look at multimedia in the PC area, it still seems
>> to suck big time. Now, something like NeXTSTEP OS might change that
>> if their 'NeXTTIME' is as good as I hear, but that won't take place
>> 'till quite a while (1 more year or more).

>IBM's Ultimedia format under OS/2 can do 24-30 frames/second of
>320x200x256 animation without hardware assist. I think you're just
>looking at the wrong OS/GUI combination...

Strange... Video for windows only makes 15 frames/second at 160x128x256 on
a 50MHz 486. Why the difference? These values very found by a real
test - not what the distributors say. Until now I never have seen that
OS2 is that much faster than windows.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

188. Re: Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:09:32 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun4.140932.10268@email.tuwien.ac.at>
Source record: 205016

In <32107@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:

[...]

> $.88/share. That means $88 bucks will buy 100 shares! Now multiply that by
> 100,000 users we're talking 100,000,000 shares of stock (enough to control,

Really? Since when? :-) I thought 100,000 * 100 was 10,000,000...

[...]

> 1) If (when) Atari drives themselves into the ground the stock will be
> worth much less than $0.88/share. It could be bought for as little as
> $.10/share if Atari really screws up.

If that happens, there won't be much left of Atari to buy...

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

189. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:30:04 UTC
From: rainer@wmax61.mathematik.uni-wuerzburg.de
Message-ID: <1993Jun04.143004.3388@informatik.uni-wuerzburg.de>
Source record: 205017

In article <1uj2bmINN9qj@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jun2.101402.10056@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:
> > Correct me if I'm wrong, but doesn't the 68000 only have a 16 bit
> >bus? That should just about double your 4.125 to give you at least a factor
> >of 8.25, not even considering the data and instruction caches on the >
> 486-66!
>
[Some stuff deleted]

> Unless you're running in protected mode (32 bit code), the memory model
> you choose has a lot to do with the performance of PC code. Anything
> that uses "far" pointers will lose compared to equivalent 32 bit code,
> for example.
>
> Dave Baggett
> __
> dmb@ai.mit.edu Boot up, log in, drop out. MIT AI
> Lab
> ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0,
> 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: > > ADVENTIONS

Hmmm,
you have to take into account the CPI - rate, too. I heard that the 68020 takes 6 cycles per instruction (average). The 68000 performs probaly worse. The 80486 is reported to reach an integer CPI-rate between 1 and 2 - therefore getting into RISC-levels (Intel claims to have build a "RISC core"). Regarding this and the clock rate, CPU power is obviously lost somewhere in the 486 machine.

"The decline of western civilisation has two letters:
... Bill Gates, Garth Brooks ... "

Rainer Frohnhoefer at UNIWUE
rainer@wmax60.mathematik.uni-wuerzburg.de > NeXTMail Welcome! <

190. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:31:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun4.143118.23032@newshost.lanl.gov>
Source record: 205018

In article AnC@world.std.com, mgm@world.std.com (michael moncur) writes:
>
> As of July 1st, GEnie will no longer have an extra cost for Internet
>service. I presume this means that you will be able to send mail to
>anyone there regardless. Also, I believe outgoing internet mail will
>be available to everyone, but I'm not entirely sure of that. This is
>in conjunction with their new pricing policy.

Hmmmm... yeh, I knew about the new rates ($3/hr) but I thought one still had to sign up to accept the Internet access and that it would still be just one way (Internet->GEnie). I've sent mail to Darlah and asked for some clarification and will post her reply here.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

191. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:40:15 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1unmsflNN7fi@mojo.eng.umd.edu>
Source record: 205021

In article <1umendINNgg2@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] things which irritated me (who hasn't?), my overall experience with Bob h
>] been a positive one. To my knowledge, he has never knowingly lied to the
>] public about anything "Atari" and has stuck his neck out for the user on
>
>Maybe he hasn't, but he certainly relayed the from-Atari lies pretty
>well! (Falcon will be ready next week for the last half-year!)

Then you should be mad at Atari, not Bob Brodie. He is just doing his
job. He is a spokesman for Atari. It's his job to relay what his
bosses tell him to tell to the public.

Personally, I'm a little tired of seeing hard working Atari employees
get blamed for things that are beyond their control. For example, in
the past, I've seen Atari engineers get flamed for Atari's lack of
advertising. Like they have anything to do with that...

--Gerry

192. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:44:55 UTC
From: marks@castle.ed.ac.uk
Message-ID: <36820@castle.ed.ac.uk>
Source record: 205026

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>Well it is quite easy to beat vapourware with vapourware, if you see what I
>mean: Atari says the OS includes a dsp call that decompresses JPEG files.
>Turns out that was I little hard so they didn't include it in the end.
>Commodore now want to look better and *claim* they can even do MPEG.
>Do *you* actually *believe* them?

Well given the C= has publicly demostrated the MPEG card at several shows,
yes I do believe them :-)

Raw Shark

--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

193. Programming tools uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 14:58:21 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <739205900@amazon.cs.duke.edu>
Source record: 205019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The HSC MiNTlibs are progressing nicely, and may well be ready for release by tomorrow [if I can keep the compiler stable long enough to build them -- ah, the joys of beta-testing ;)]. In the meantime, I've uploaded to atari.archive some tools I've built and/or accumulated and have been meaning to make available:

cdecl.zoo
A straightforward port of Unix cdecl, an amazingly useful tool for deciphering cryptic C declarations to readable English, or vice versa. For instance, you can ask it to:

explain void *(*fred[5])(int, const char *)

and it will reply:

declare fred as array 5 of pointer to function (int, pointer to const char) returning pointer to void

cpp.zoo
A stand-alone C preprocessor, handy for compilers like HSC which don't allow direct access to output from the preprocessor stage. To the extent of my ability to make it so, it is entirely standard-conformant, including the concatenation and stringizing operators.

mit2mot.zoo
A bit more esoteric, this program translates assembly code in MIT syntax (as produced by GCC) into the more common Motorola syntax expected by most other assemblers. This is a simplified version of the gods-awful asm_pp hack I included with pl25 of the HSC MiNTlibs; all the functionality of the latter and more is now provided with the former in combination with cpp.

Enjoy. With luck, I'll be back soon with the HSC MiNTlibs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

194. Re: GUITAR (musicians)

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 15:32:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.290657@cix.compulink.co.uk>
Source record: 205022

In article <1unem0$4lg@dux.dundee.ac.uk>, gthorbur@rye.mcs.dundee.ac.uk (Gareth Thorburn) writes:
>I am thinking about buying a computer and am wondering if
>the falcon (or any computer) is able to have an electric guitar
>plugged through it so that it can be used as an effects box ,and then
>leads from the computer to amp or stereo output. If this is possible
>is there any software which performs the effects processing ,i am not really
>interested in doing it myself.

Yes, Musicom (Compo) does it and Cubase Audio will do it soon. I am sure
that some stuff will appear in the PD as well. Bare in mind though that
none can do more than one effect at a time at present.

>
>Just for fun if any one can think of reasons why i should buy an atari
>mail me ,i am looking for opinions.
>
>I would be doing
>word processing (latex)
>postscript viewer (ghostscript etc)
>C,C++ compiling
>Fax capability

For FAX I recommend STraight FAX which is very fast and MTOS compatible.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

195. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 15:32:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.290656@cix.compulink.co.uk>
Source record: 205023

In article <1993Jun4.102837.20228@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>Well it is quite easy to beat vapourware with vapourware, if you see what I
>mean: Atari says the OS includes a dsp call that decompresses JPEG files.
>Turns out that was I little hard so they didn't include it in the end.
>Commodore now want to look better and *claim* they can even do MPEG.
>Do *you* actually *believe* them?
>

Has anyone managed to do JPEG decompression with the DSP?

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

196. Microprose UK/US

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 16:31:26 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <1untcu$iqn@irz401.inf.tu-dresden.de>
Source record: 205024

Couldn't tell somebody Microprose Uk to get an e-mail account by themself?
It seems that Microprose Us hasn't any idea which things Microprose Uk
publishs/sells/...
And they haven't even seen Civilisation for the Atari. They have no idea
which games they (MPS) produce for the atari.
A real bad joke!
Any help?

Matthias


```
+------------------------+--------------------------------------+
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.sax.de |
| | IRC:st-guru |
| | |
+------------------------+--------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| 'Only a dead GIF is a good GIF!' |
| God bless True Color! |
`-------------------------------------------------------------'
```

197. Re: MasterCAD from Microdeal..Avai

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 16:51:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A24310@KR.maus.de>
Source record: 204925

```
J>I came across a copy of ST World (free with ST User) from July '91 and in
J>it was a review of MasterCAD. The Distributers were Microdeal and the
J>number with it is out of date... It was priced at 29.95 pounds and I would
J>like to purchase it .. any ideas?

The number is still the same and I know MasterCAD is available since I
talked to John about it only recently.

Tel: +44 726 68020
Fax: +44 726 69692

Don

P.S. The number is indeed out of date (68020) but still valid
nevertheless ;-)
```

198. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 16:54:20 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C83wI0.9p5@news2.cis.umn.edu>
Source record: 205025

In article <1993Jun3.150126.14821@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>...But remember, this will _only_ work if the user has
>signed up on GEnie for the extra-cost Internet access. And it's just one
>way... there is no email path from GEnie to the Internet for regular users.

This will be changing. The latest announcement from the folks at GEnie indicates a monthly rate change (including up to 4 hours connect time each month) , lower hourly fees and e-mail connection to the Internet for all users. The changes are scheduled for 1 July 1993.

-- David Paschall-Zimbel

199. Re: Best way to pay for sharew

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 17:11:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A24311@KR.maus.de>
Source record: 204924

M>Here in Germany, bank commission rates for money exchange (cash for cash)
M>are the lowest you can possibly expect to pay for any international money
M>transaction

Surely you meant to say THE HIGHEST!!! Deutsche Bank charges me 15 DM
each time someone transfers money TO ME! I do not receive any shareware
contributions but if someone sends 60 DM for shareware 1/4 (ONE QUARTER!!!) is
eaten up by a useless bank which ONLY deposits the money! In case of
30 DM 50%!!!!!!!

Don

200. Re: IMG ---> GEM/PS/EPS

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 17:45:26 UTC
From: oliver@oktagon.rd.sub.org
Message-ID: <H.ea._91jcg_4NWo@oktagon.rd.sub.org>
Source record: 204901

In <13698@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>The PBMplus tools include an IMG converter and a PS converter.
^^^^
?

>For example, to convert foo.img to foo.ps, us:
>
> gemtopbm foo.img | pbmtops >foo.ps

After reading that I ftp'd pbm-bin.zoo from ftp.uni-kl.de, but found that there was gemtopbm but no pbmtops in the package! Where to get pbmPLUS (if it makes a difference) or pbmtops (if it's available separate)? (Germany or Europe prefered)

Ciao,
Oliver

--
Oliver Klink, Pommernweg 8 # eMail: oliver@oktagon.rd.sub.org
D 24782 Buedelsdorf, FRG # Don't like my postings? Dial 555-EAT-SHIT.

201. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 19:28:45 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uo7pd$pai@cville-srv.wam.umd.edu>
Source record: 205027

In article <36820@castle.ed.ac.uk> marks@castle.ed.ac.uk (Raw Shark) writes:
>avgroeni@cs.ruu.nl (Annius Groenink) writes:
>>Commodore now want to look better and *claim* they can even do MPEG.
>>Do *you* actually *believe* them?
>
>Well given the C= has publicly demostrated the MPEG card at several shows,
>yes I do believe them :-)

I remember everyone believed NeXT when they said they were putting JPEG in
their NeXTDimension cards, and what happened to them? :)

202. Re: Snowman on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 19:30:26 UTC
From: jonc@status.gen.nz
Message-ID: <70226.1549311729@status.gen.nz>
Source record: 205030

Bob_BobR_Retelle@cup.portal.com writes:
: I don't know if anyone ever made a MOD file of the soundtrack from the
: Snowman demo, but the file is digitized from an award-winning short
: animated film called (you guessed it!), "The Snowman".
:
: I've seen it for sale at well-stocked video stores...

Bob, in about 1987 there was a disk done with Replay and Video Grabber
called "The Snowman Demo".

It is a real tear jerker this one and the kids loved it, so did I.

The disk must have made it to the USA by now and is well worth a look.

_ Jon Clarke (jonc@status.gen.nz) * Public Access Unix *
( )o The home of Z*NET on the World Nets (Z*NET Free ASCII Zines)
/\ \ HEXAGON: HSBC NZ EBD GEM: Jon Clarke PH : (+649) 358-5589

203. re: Bob Brodie, I posted an extract from a FAX he sent to me a month or

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 19:59:07 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4JUN93.15590738@cc4.crl.aecl.ca>
Source record: 205029

to earlier on the BBS. He

204. re: comments about Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 20:11:23 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4JUN93.16112393@cc4.crl.aecl.ca>
Source record: 205028

A month or two earlier, I posted extracts of a FAX Brodie sent to me. As a dealer, I had complained about Atari failing to fill an order I had placed. I asked him, as director of communications to PLEASE look into the fact that no one at Atari was responding to my requests for information about the status of the order. Brodie replied that my request was arrogant and insulting (remember, I asked him to PLEASE look into the matter) and that I could expect to be put on the bottom of his priority list if I made another "arrogant" request.

Since I posted the info about my exchange with Brodie, I have made approximately a dozen requests for information about my status as a dealer. I asked for info from Shirley Taylor, Bob Brodie and even Sam Tramiel. After a dozen or so FAXes, not ONCE have I received any reply from Atari. So you see, because I had the nerve to ask for the status of my order and because I had the nerve to take offence to Brodie's threats to stonewall me because I was harassing Atari (I guess he's not used to seeing the use of PLEASE and thought I was being sarcastic), Atari appears to have blacklisted me. They absolutely refuse to communicate with me at all. I have had to advise clients to go elsewhere.

One client has come back asking for my help. I told them Atari would not deal with me and to contact them directly about a Portfolio bus connector. After a week of run arounds by Atari, the client asked me to intervene on his behalf. So, we have a case of a client begging for product info and getting no where with Atari. As for me, I am apparently black listed (seemingly by good old Brodie) and as such I posted that little shot about him and customer satisfaction. Therefore, John Hutchinson, you have your justification for my "derogatory" comment - I think it is well deserved. if Brodie worked for me as director of communications and sent a dealer a FAX like the one he sent me he would have been out on the street immediately. Nuff said!

205. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 21:01:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1uod6hINNkgt@golem.wcc.govt.nz>
Source record: 205032

] Then you should be mad at Atari, not Bob Brodie. He is just doing his
] job. He is a spokesman for Atari. It's his job to relay what his
] bosses tell him to tell to the public.

True, but some of the info must be really blindly-relayed as some it is
ludicrus!

] Personally, I'm a little tired of seeing hard working Atari employees
] get blamed for things that are beyond their control. For example, in
] the past, I've seen Atari engineers get flamed for Atari's lack of
] advertising. Like they have anything to do with that...

What they do, they do well!

Some of the ideas are pretty mindless however. Where was their marketing
division trained? Siberia? I'm surprised that most dealers don't just
point-blank refuse to deal with Atari with that kind of dealer agreement,
(as mentioned, before "If it's Atari's fault, it's the dealers fault
anyway...) Their not packaging promised goodies with the machines, and/or
giving people grotty photocopied manuals instead of proper ones, better
than nothing, but this *is* a commercial company!)

I've just about had it with this machine, I can't get software for it,
the bugs in the OS are REALLY getting annoying (I've even found a
good way of locking up the desktop, even without TSR's!). Those
STUPIDLY placed Mouse/Joystick ports. Low-resolution graphics mode
(surely, even in '86 they could have gotten something better!), Single-
Tasking OS (which still requires around 150k of my RAM),
I like using the machine, (Great software like FreeZe-Dried terminal,
LDW-Power, First-Word+ (Old but good, none of this stupid variable
font crap that really stuffs up tabulations etc.) But unless this
Falcon opens up a local dealer for me to get some ST software, I'll
have to try and find a machine with some support.... (Heck, even
an amoeba would be better, although they are heading the same way
as Atari over here, and that A1200 has flicker lines almost half-a
centimetre out. It's terrible! (Worse Hardware flicker than the ST's
software flickering to get those 4096 colors!)

The only thing that's kept me in the Atari-world, is the brilliant
Shareware and Public Domain software that people write. Some of it
really is brilliant!

206. New TOSes

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 21:57:48 UTC
From: niemidc@oasis.gtefsd.com
Message-ID: <1uoggs$osa@europa.eng.gtefsd.com>
Source record: 205031

I have a couple o' 1985 Atari STs with 2.5 Megs O' RAM each, and my wife insists on keeping them because M$ Windows is so inferior to NeoDesk. Is there any easy way to replace the ROMs with something newer? They both have the 6-chip version, one is 1.0 and one is 1.4.

I am also amazed by the amount of traffic the Atari ST newsgroups get. Judging by that, you'd think there are more Atari STs than PCs out there, or perhaps it's because virtually no PC owners are net.aware...

Thanks,

DCN

David C. Niemi: David.Niemi@oasis.gtegsc.com

207. 1-for-10 reverse stock split (Atari)!

Newsgroup: comp.sys.atari.st
Date: 1993-06-04 22:48:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uojfv$4f1@usenet.INS.CWRU.Edu>
Source record: 205033

I'd like to know what the hell is going on??

ATari is asking stockholders to vote on a 1-for-10 stock split.

That means if you have 1000 shares, you will only have 100 after this split.

The value will remain the same, but if you only have 100 shares and each share goes up .25 cents, you only make so much. If you have 1000 shares and each share goes up .25 cents, you make a hell of a lot!

Atari claims that people and company don't want stock that low and they think if they force it to go up, it will be different.

Unforunately, Atari's management made it go that low in the first place and who is going to be paying for it now? Investors.

No, a 1-for-10 reverse stock spit will not work.

Len

--

208. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 00:00:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Nna9Hmw0Jls@semprini.tdkcs.waterloo.on.ca>
Source record: 204911

In <1993Jun1.190701.23471@cs.mun.ca>, Anthony Paul writes:
> Just an interesting little speed note..
>
> I had to write a prime number finding program for a course,
> anyway, I wrote it on a PC at work (cause boy do I love those
> great debuggers) and after I got it working, I compiled it and
> ran it at home also.
>
> Machine Compiler secs to primes under 1 000 000
> --
> i486DX2-66 MS Visual C++ 1.0 1.63
> 16Mhz 68000 Gnu C++ 2.1 22.33

I was running Dhrystones on my PC today to see what the various memory models and 80?86 code options would do. Using GCC, with -mshort -O on my ST, I got 677 dhrystones/second. That was the best result I managed to get.

On the '486/33 I got anywhere from 12500-50000 dhrystones/second (18x-74x faster than the ST) depending on OS/memory model/CPU-specific (the best results came from "Tiny" model with 80286 code under plain DOS; Micro$oft C won't create 80[34]86 code).

I'll be taking the dhrystone code I used on my ST in to work on Monday for more accurate results; I'll even try it on a heavily loaded unix system ('486/33 I think).
--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

209. Re: New! NVDI 2.5 for FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 01:05:40 UTC
From: darekm@microsoft.com
Message-ID: <1993Jun05.010540.13609@microsoft.com>
Source record: 205050

In article <memo.280296@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>QuickIndex results should not be taken too seriously. NVDI replaces the
>VDI, quick index tests gemdos and the bios and aes dialogues. NVDI in
>fact performs much better than these figures suggest.
>Most ST users run GEM programs which do not use gemdos or bios text
>output.
>
>The following results were obtained using my own benchmark program
>(GEMBench v2.5), comparing an F030+NVDI 640*480*2 to an ST with a
>blitter.
>
[garbage deleted]

Ofir, I first ran across your GemBench program about two months ago.
I tried to email you to compliment you on a fine program and offer some
suggestions for future version of GemBench. I last updated Quick Index
several years ago and have no plans to update it in the future, so it
doesn't hurt to have someone else add features to their benchmarker.
However the mail bounced back and I forgot about the matter until I saw
your rather insulting posting here on the net.

First of all, your accusations in your GemBench docs are completely false.
I don't know about the benchmarking software included with Turbo ST since
I was not involved with it, but I can certainly tell you that Quick Index
IS NOT and NEVER WAS IN ANY WAY modified to give Quick ST or any other
accelerator any sort of preferential treatment in order to give higher
benchmark figures. You make that claim in your documentation without
a shred of proof and obviously you never made the effort to check your
accusation.

First of all, check your history bozo. Quick Index was release in early
1988, over 5 years ago. The subsequent updates to Quick Index added
additional benchmark references, such as the STE and the TT. The benchmarks
themselves were not modified and that was documented.

Secondly, Quick ST, or the Mega ST, or the blitter, or the Falcon, or
NVDI, or the TT didn't exist at the time Quick Index was first released.
So there is no way that the benchmarks could have been "fixed" considering
that in 1988 I hadn't even written Quick ST or even knew about the various
accelerators that were to come over the next 5 years. The main reason I
wrote Quick Index at that time was to benchmark the difference between the
8 Mhz Atari ST and the rumored 16 Mhz accelerators boards which also did
not exist at the time.

Third, if you don't give a rats ass about the VT52 benchmarks, then don't
use them! Duh! You are correct to say that more GEM software does not use

VT52 output routines. No shit Sherlock! That's why I have separate benchmarks for VT52 and GEM. Scrolling is also separate, because while you may not care about it, it does give a good indication of the computer's memory blitting (copying) speed. The program Turbo ST originally only gave big speed increases in VT52 output and not GEM output. The benchmark program provided with it only tested VT52 and ignored GEM. When I got Turbo ST and ran it through my Quick Index I saw that GEM speedups were almost non-existant, thus one motivation to write a program like Quick ST and blow Turbo ST out of the water. I'll continue this point in a few paragraphs.

Four, GemBench is equally guilty of benchmarking some things that are never or rarely ever used by GEM programs. Inquire functions are something that get called maybe one at initialization time and then probably don't get called again during the execution of a GEM program. So how fast an inquire function executes is totally irrelevant to how fast a program repsonds to a user.

Five, and this is the most important point and the reason why I'm flaming you at all, the benchmarks in GemBench are for the most part totally useless and inviting abuse. Let me explain.

If I'm writing a screen accelerator such as Quick ST or NVDI, it is in my best interest to get as high benchmark numbers as possible on a program such as Quick Index or GemBench. Now if the benchmark program does something only test a small number of screen operations (such as only VT52 text or only a certain type of graphics operation) then I am going to optimize my accelerator to only speed up those things and thus achieve incredible speed benchmarks. Turbo ST did this to string output, suddenly getting speeds of like 1200% for string operations. I played along and did the same thing in Quick ST with similar numbers. So if you argue that the Quick Index number for string operations is somewhat meaningless you are correct because the screen accelerators can "cheat". However in all fairness the string output code in TOS is quite brain dead and a benchmark of 500% without cheating is quite doable.

I anticipated that people might try this (after all, it is done all the time with VGA boards and VGA benchmarks, just look at some of the outrageous claims). So for the VT52 benchmarks I made them so that they continually change the screen output, such as changing the character being printed or the string being printed. For the GEM Dialog benchmark you may notice that the dialog box is shifted to the right by several pixels each time it is redawn. This forces the graphics output routines to handle not only byte aligned text but also byte unaligned text.

Another utility I included with Quick ST was BMVGTEXT.PRG, which benchmarks v_gtext in much the same way that GemBench does. However, BMVGTEXT shifts the text continually for the same reasons I mentioned above.

Now, we get to GemBench. I don't disagree with your choice of benchmarks. It is a good mix and again I compliment you on the design of the user interface. However, each one of your benchmarks does pretty well the same thing: draw something, erase it, draw it again in the exact same screen

position, and repeat that a bunch of times. HOW STUPID!!!! If I wanted to, I could write a screen accelerator that is optimized for your particular benchmarks and get amazing numbers while in real life the accelator could be pretty useless. Your v_gtext benchmark draws the exact same text in the exact same position over and over again. WIDE OPEN FOR CHEATING. It is done all the time with VGA cards and people are finally catching on to it.

So, my advice to you Ofir, is that before you go around accusing someone of wrongdoing, check your facts first. And secondly, change your benchmarks to _REALLY_ test the screen routines.

Finally, the reason I was looking at your program at all is that for my Gemulator program I include Quick Index to allow people to benchmark Atari ST emulation on the PC versus the real ST. I was told about your program by one of my users and I tried it out with the belief that maybe your program would offer a wider array of benchmarks. It does, but as I've spent 10 pages telling you, they're bogus. Go fix them and I'll be glad to include your program with Gemulator.

- Darek

--

/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

210. ICDBOOT & MiNT: thanks

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 03:27:30 UTC
From: swhatley@blkbox.COM
Message-ID: <C84pLv.JHt@NeoSoft.com>
Source record: 204902

I wish to thank all of the people which answered my questions about ICDBOOT and MiNT. The Atari users community is a *great* bunch of people.

Later,
Steven Whatley

211. Atari announced Jaguar! Read this!

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 03:27:53 UTC
From: ninja@halcyon.com
Message-ID: <1up3rp$lo2@nwfocus.wa.com>
Source record: 205037
Cross-posted to: comp.sys.atari.st,rec.games.video

Atari-ST RoundTable
Category 18, Topic 5
Message 183 Thu Jun 03, 1993
TOWNS [John] at 19:39 EDT

Well, folks.. Your wishes have been answered:

OTC 06/03 1552 ATARI LAUNCHES THE JAGUAR, A 64-BIT MULTI-MEDIA GAME SYSTEM

SUNNYVALE, CA (JUNE 3) PR NEWSWIRE - Atari Corp. (AMEX: ATC), the founder of the video game industry and the creative force behind some of the world's best- known titles, has announced the launch of a revolutionary new multi-media entertainment system, the Atari Jaguar. The launch will be supported by aggressive advertising, promotion and marketing efforts to be centered in the New York market in the fall, with a national roll-out of the product within one year.

The Atari Jaguar, housed in a futuristic casing, is an interactive multi-media system based on an Atari-designed proprietary 64-bit RISC processor.

The 64-bit system is four times the technology currently seen in the
market today. The Atari Jaguar features over 16 million colors in 24-bit true-color graphics and produces shaded 3-D polygons to be manipulated in a "real" world in real time. The Atari Jaguar also has
real-time texture mapping and creates spectacular video effects. The sound system is based on Atari's proprietary, high-speed, Digital Signal Processor dedicated to audio. The audio is 16-bit stereo CD quality and processes simultaneous sources of audio data, allowing for
very realistic sounds, as well as human voices, which are essential for
future multi-media applications.

The Atari Jaguar is truly expandable and will include a 32-bit expansion port which allows for future connection into cable and telephone networks, as well as a digital signal processing port for modem use and connection to digital audio peripherals such as DAT players.

The unit will also have a compact disc peripheral, which will be double- speed and will play regular CD audio, CD + G (Karaoke) and

Kodak's new Photo-CD(R).

Currently, there are multiple software titles in development, which
will be available on MegaCart(TM). Atari, known for such groundbreaking
3-D titles as "Battlezone 2000(R)" and "Tempest 2000(R)," will issue
spectacular new versions for the Atari Jaguar. New 3-D game titles will
include "Cybermorph(R)," "Alien vs. Predator(R)," "Jaguar Formula One
Racing(TM)" and many more. Atari will license third-party publishers to
join the Jaguar family.

"The Atari Jaguar system will revolutionize the state of home
entertainment as we see it today," said Sam Tramiel, president of Atari.
"The idea of a 64- bit system is earth shattering and kids and adults
will be amazed at both the imagery and manipulative capabilities. And
we are proud that our entry into the multi-media entertainment category
will be fully made in America."

The Atari Jaguar will retail for approximately $200 and will be
available nationwide next year. The Atari Jaguar packaged unit will
include one software experience and a Power Pad(R) Controller with a
ten-key pad and other special features.

Atari Corp. manufactures and markets personal computers and video
games for the home, office and educational marketplaces throughout the
world. Atari headquarters are located at 1196 Borregas Ave., Sunnyvale,
CA 94089.

CONTACT: August J. Liguori of Atari Corp., 408-745-2069

(All formatting error are my own. Sorry. -Jon)

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

212. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 04:08:11 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1up67b$muq@terminator.rs.itd.umich.edu>
Source record: 205035

```
drwxrwxr-x root 4096 May 29 19:36 .
drwxrwxr-x root 6144 May 29 17:17 ./Diskutils
-rw-rw-r-- entropy 7083 May 29 17:15 ./Diskutils/0index
-rw-r--r-- weiner 3118 May 29 22:38 ./0help
drwxrwxr-x root 4096 May 30 00:07 .
drwxrwxr-x root 4096 May 31 21:53 .
drwxrwxr-x root 6144 May 31 21:37 ./8bit
drwxrwxr-x weiner 2048 May 31 16:32 ./8bit/Sound
-rw-r--r-- lenn 37864 May 31 16:32 ./8bit/Sound/amsf2.arc
-rw-r--r-- lenn 29187 May 31 16:32 ./8bit/Sound/amsf3.arc
-rw-r--r-- lenn 28440 May 31 16:32 ./8bit/Sound/amsg.arc
-rw-r----- lenn 35914 May 31 21:37 ./8bit/0index
drwxr-xr-x lenn 2048 May 31 03:37 ./8bit/Games
-rw-r--r-- lenn 41926 May 31 03:37 ./8bit/Games/thello.arc
-rw-r--r-- lenn 6229 May 31 03:37 ./8bit/Games/thello.txt
-rw-rw-r-- weiner 4726 May 31 11:54 ./Applications/0index
drwxrwxr-x weiner 2048 May 31 11:55 ./Applications/Dtp/Fonts/Pagestream
drwxrwxr-x root 4096 May 31 22:41 ./Music
-rw-r--r-- molin 100387 May 17 09:07 ./Music/musedt.arc
-rw-rw-r-- weiner 2791 May 31 22:44 ./Music/0index
drwxrwxr-x root 6144 May 31 22:20 ./Telecomm
-rw-r--r-- molin 412244 May 28 11:05 ./Telecomm/stkeep.lzh
-rw-r--r-- weiner 5288 May 31 22:30 ./Telecomm/0index
drwxrwxr-x root 4096 Jun 1 16:44 .
drwxrwxr-x root 6144 Jun 1 03:27 ./8bit
drwxrwxr-x weiner 2048 Jun 1 03:23 ./8bit/Sound
-rw-r--r-- lenn 29025 Jun 1 03:23 ./8bit/Sound/amsf1.arc
-rw-r--r-- lenn 27670 Jun 1 03:23 ./8bit/Sound/amsh1.arc
-rw-r--r-- lenn 27850 Jun 1 03:23 ./8bit/Sound/amsh2.arc
-rw-r--r-- lenn 29171 Jun 1 03:23 ./8bit/Sound/amsh3i1.arc
-rw-r--r-- lenn 21305 Jun 1 03:23 ./8bit/Sound/amsi2.arc
-rw-r----- lenn 36191 Jun 1 03:27 ./8bit/0index
drwxr-xr-x lenn 2048 Jun 1 03:26 ./8bit/Games
-rw-r--r-- lenn 2155 Jun 1 03:26 ./8bit/Games/madlibs.arc
drwxrwxr-x root 4096 Jun 1 16:32 ./Programming
-rw-r--r-- weiner 210410 Jun 1 16:31 ./Programming/pbug1_12.tos
-rw-r--r-- weiner 3785 Jun 1 16:32 ./Programming/0index
-rw-r--r-- weiner 73747 Jun 1 16:41 ./0ls-lR.Z
-rw-r--r-- weiner 186495 Jun 1 16:37 ./0index
-rw-r--r-- weiner 73985 Jun 1 16:44 ./0ls-lRc.Z
-rw-r--r-- weiner 87829 Jun 1 16:38 ./0compind.Z
drwxrwxr-x root 4096 Jun 2 10:19 .
drwxrwxr-x root 6144 Jun 2 22:00 ./8bit
drwxrwxr-x weiner 2048 Jun 2 20:58 ./8bit/Sound
```

```
-rw-r--r-- lenn 30513 Jun 2 18:32 ./8bit/Sound/amskl1.arc
-rw-r--r-- lenn 17630 Jun 2 18:32 ./8bit/Sound/amsl3.arc
-rw-r--r-- lenn 27939 Jun 2 18:32 ./8bit/Sound/amsm1.arc
-rw-r--r-- lenn 39784 Jun 2 18:32 ./8bit/Sound/amsn.arc
-rw-r--r-- lenn 24135 Jun 2 18:34 ./8bit/Sound/amso.arc
-rw-r--r-- lenn 29625 Jun 2 20:07 ./8bit/Sound/amsj.arc
-rw-r--r-- lenn 30262 Jun 2 20:07 ./8bit/Sound/amsl2.arc
-rw-r--r-- lenn 42485 Jun 2 20:07 ./8bit/Sound/amsp2.arc
-rw-r--r-- lenn 29089 Jun 2 20:07 ./8bit/Sound/amsr1.arc
-rw-r--r-- lenn 32816 Jun 2 20:55 ./8bit/Sound/amsp1.arc
-rw-r--r-- lenn 27693 Jun 2 20:55 ./8bit/Sound/amsr2.arc
-rw-r--r-- lenn 24172 Jun 2 20:55 ./8bit/Sound/amsr3.arc
-rw-r----- lenn 36850 Jun 2 22:00 ./8bit/0index
drwxrwxr-x weiner 2048 Jun 2 10:11 ./Gnustuff/Tos/Futils/Futils-jgj/Bin
drwxrwxr-x root 2048 Jun 2 16:04 ./Gnustuff/Tos/Gcc
-rw-r--r-- dpz 1095390 May 29 17:36 ./Gnustuff/Tos/Gcc/gcc-241b.zoo
-rw-r--r-- dpz 70389 May 29 17:36 ./Gnustuff/Tos/Gcc/gcc-241s.zoo
-rw-rw-r-- weiner 98 Jun 2 16:02 ./Gnustuff/Tos/Gcc/aa.gnu.gcc
-rw-rw-r-- weiner 1521 Jun 2 16:04 ./Gnustuff/Tos/Gcc/contents
-rw-r--r-- hyc 12082 Jun 2 10:12 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Jun 2 02:18 ./Graphics
-rw-r--r-- entropy 11021 Jun 2 02:21 ./Graphics/0index
-rw-r--r-- molin 292480 Jun 2 02:17 ./Graphics/gview224.zip
-rw-rw-r-- entropy 5842 Jun 2 16:10 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 2 16:07 ./Mint/Filesystems
-rw-r--r-- dpz 59555 Jun 2 15:11 ./Mint/Filesystems/mfs602b.zoo
drwxrwxr-x hyc 2048 Jun 2 16:13 ./Mint/Gcc
-rw-r--r-- dpz 473820 May 29 14:02 ./Mint/Gcc/mgcc240b.zoo
-rw-r--r-- dpz 149751 May 29 14:06 ./Mint/Gcc/mgutil36.zoo
drwxrwxr-x root 4096 Jun 2 16:17 ./Programming
-rw-r--r-- weiner 3785 Jun 2 16:17 ./Programming/0index
-rw-r--r-- weiner 73517 Jun 2 10:16 ./0ls-lR.Z
drwxrwxr-x root 2048 Jun 2 10:07 ./Magazines
drwxr-xr-x dpz 2048 Jun 2 15:55 ./Magazines/Str
-rw-r--r-- dpz 58199 May 29 09:10 ./Magazines/Str/str922.lzh
-rw-r--r-- weiner 73793 Jun 2 10:18 ./0ls-lRc.Z
-rw-r--r-- weiner 186525 Jun 2 10:14 ./0index
-rw-r--r-- weiner 87877 Jun 2 10:14 ./0compind.Z
drwxrwxr-x root 6144 Jun 3 09:30 ./8bit
drwxrwxr-x weiner 2048 Jun 3 09:22 ./8bit/Sound
-rw-r--r-- lenn 27598 Jun 3 09:22 ./8bit/Sound/amss1.arc
-rw-r--r-- lenn 27316 Jun 3 09:22 ./8bit/Sound/amss2.arc
-rw-r--r-- lenn 29554 Jun 3 09:22 ./8bit/Sound/amss5.arc
-rw-r--r-- lenn 30767 Jun 3 09:22 ./8bit/Sound/amst2.arc
drwxrwxr-x weiner 8192 Jun 3 09:28 ./8bit/Zmag
-rw-r--r-- lenn 13473 Jun 3 09:28 ./8bit/Zmag/z860702.arc
-rw-r--r-- lenn 11931 Jun 3 09:28 ./8bit/Zmag/z860711.arc
-rw-r--r-- lenn 13466 Jun 3 09:28 ./8bit/Zmag/z861011.arc
-rw-r----- lenn 37241 Jun 3 09:30 ./8bit/0index
drwxrwxr-x root 8192 Jun 3 01:19 ./Graphics
```

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-rw-r--r-- entropy 10872 Jun 3 01:20 ./Graphics/0index
drwxrwxr-x root 10240 Jun 3 00:25 ./Utilities
-rw-r--r-- molin 33920 May 28 15:15 ./Utilities/lgsel18d.lzh
-rw-rw-r-- entropy 16851 Jun 3 00:30 ./Utilities/0index
drwxrwxr-x root 6144 Jun 3 00:59 ./Telecomm
drwxrwxr-x weiner 2048 Jun 3 00:42 ./Lynx
-rw-r--r-- weiner 672 Jun 3 00:46 ./Lynx/0index
drwxrwxr-x weiner 2048 Jun 3 00:56 ./Tt
lrwxr-xr-x molin 22 Jun 3 00:56 ./Tt/oxydfalc.zoo -> ../Falcon/oxydfalc.zoo
-rw-rw-r-- entropy 1123 Jun 3 01:00 ./Tt/0index
drwxrwxr-x weiner 2048 Jun 3 00:55 ./Falcon
-rw-rw-r-- weiner 1508 Jun 3 00:58 ./Falcon/0index
drwxrwxr-x root 6144 Jun 4 23:14 ./8bit
drwxrwxr-x weiner 4096 Jun 4 23:11 ./8bit/Sound
-rw-r--r-- lenn 31613 Jun 4 17:46 ./8bit/Sound/amsc1.arc
-rw-r--r-- lenn 28946 Jun 4 17:46 ./8bit/Sound/amsc4.arc
-rw-r--r-- lenn 30000 Jun 4 17:46 ./8bit/Sound/amsm2.arc
-rw-r--r-- lenn 37541 Jun 4 17:46 ./8bit/Sound/amsm3.arc
-rw-r--r-- lenn 36802 Jun 4 17:46 ./8bit/Sound/amss4.arc
-rw-r--r-- lenn 32786 Jun 4 17:46 ./8bit/Sound/amsuw.arc
-rw-r--r-- lenn 30123 Jun 4 17:46 ./8bit/Sound/amsw2.arc
-rw-r--r-- lenn 25503 Jun 4 17:46 ./8bit/Sound/amsw3.arc
-rw-r--r-- lenn 21005 Jun 4 17:46 ./8bit/Sound/amsxyz.arc
-rw-r--r-- lenn 31152 Jun 4 23:11 ./8bit/Sound/amst1.arc
-rw-r----- lenn 37792 Jun 4 23:14 ./8bit/0index
drwxrwxr-x root 6144 Jun 4 23:28 ./Demos
-rw-r--r-- molin 384369 Jun 3 06:11 ./Demos/pigs.lzh
-rw-r--r-- molin 545235 Jun 3 06:08 ./Demos/sotart.lzh
-rw-rw-r-- weiner 7464 Jun 4 23:30 ./Demos/0index
-rw-rw-r-- entropy 5791 Jun 4 16:03 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 4 16:02 ./Mint/Filesystems
drwxrwxr-x root 6144 Jun 4 23:35 ./Telecomm
-rw-r--r-- weiner 5351 Jun 4 23:38 ./Telecomm/0index
-rw-r--r-- molin 88189 Jun 4 14:29 ./Telecomm/hckfax10.lzh
drwxrwxr-x weiner 2048 Jun 4 23:17 ./Tt
-rw-r--r-- molin 27333 Jun 3 03:29 ./Tt/ttart132.zip
-rw-rw-r-- entropy 1112 Jun 4 23:17 ./Tt/0index
drwxrwxr-x root 4096 Jun 4 10:09 ./Programming
-rw-r--r-- weiner 45877 Jun 4 10:09 ./Programming/cdecl.zoo
-rw-r--r-- weiner 19432 Jun 4 10:07 ./Programming/mit2mot.zoo
-rw-r--r-- weiner 3958 Jun 4 10:10 ./Programming/0index
-rw-r--r-- weiner 54082 Jun 4 10:07 ./Programming/cpp.zoo
drwxrwxr-x weiner 2048 Jun 4 23:57 ./Falcon
-rw-r--r-- molin 17482 May 29 06:32 ./Falcon/1600x600.zip
-rw-rw-r-- weiner 1603 Jun 5 00:01 ./Falcon/0index
-rw-r--r-- molin 5504 Jun 4 23:58 ./Falcon/in_tel.zip
drwxrwxr-x root 2048 Jun 4 23:10 ./Magazines
-rw-rw-r-- weiner 444 Jun 4 23:05 ./Magazines/0index
drwxr-xr-x dpz 2048 Jun 4 23:10 ./Magazines/Znet
-rw-r--r-- molin 54656 Jun 3 09:59 ./Magazines/Znet/znet9317.lzh
```

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drwxr-xr-x dpz 2048 Jun 4 23:09 ./Magazines/Diskmags
-rw-r--r-- molin 748063 Jun 3 06:32 ./Magazines/Diskmags/pb22a.lzh
-rw-r--r-- molin 641933 May 28 12:05 ./Magazines/Diskmags/pb22b.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

213. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 05:03:10 UTC
From: mgm@world.std.com
Message-ID: <C84u1B.5C3@world.std.com>
Source record: 205036

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Hmmmm... yeh, I knew about the new rates ($3/hr) but I thought one still
>had to sign up to accept the Internet access and that it would still be just
>one way (Internet->GEnie). I've sent mail to Darlah and asked for some
>clarification and will post her reply here.

Even now, it isn't just one way. This is from the "about internet
mail" selection in the Internet RT on GEnie:

>If you are acquainted with the GE Mail system, GEnie's Internet Mail Service
>should be easy for you to use. Messages may be sent either through the TTY
>front-end provided on page 207 or from the GE Mail Command Mode. For
>instructions on sending a message via GEnie's Internet Mail Service, select
>item #3, "Internet Mail Instructions," on page 207.

And the next bit is from the announcement of the new pricing:

> 1. There will no longer be additional charges or registration fees for
> Internet mail gateway use.

I think that makes it reasonably clear.
--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"England and America are two countries seperated by the same language."
-- George Bernard Shaw

214. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 06:08:32 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1upd90$ti3@msuinfo.cl.msu.edu>
Source record: 205038

jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:

>I know there's been a lot of discussion about monitors & Falcons recently,
>so I'll apologise for not having taken more notice then. Can anyone tell me
>if a VGA monitor can handle the three 'standard' ST resolutions when
>connected to a Falcon?

Yes.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

215. Spelling and context checkers compatible with ST Writer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 06:25:02 UTC
From: jamesl@cie-2.uoregon.edu
Message-ID: <1upe7u$t73@pith.uoregon.edu>
Source record: 205039

The title pretty much says it all. Does anyone know of any PD spelling checkers or context check programs that are either compatible with ST writer files or at least can work with ASCII files on the 1040 ST?

Thanks...

--James

```
_____________________________________________________________________
/ James Charles Lynn -o- jamesl@cie-2.uoregon.edu \
|_____________________________________________________________________|
| "No, she's absolutely right," said Zeb, patting the enormous pistol |
| at his hip. "This _is_ a penis substitute. After all, if I could |
| kill at a range of thirty meters with my penis, I wouldn't need to |
| carry this thing around, now would I?" |
\_____________________________________________________________________/
```

216. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 07:07:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82750@cup.portal.com>
Source record: 205041

Ah yes.. if you would have started this where it really belonged, you would have been flamed off the net for not already knowing the answers to the questions you asked..

What a truly Atari attitude to take...

BobR

217. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 07:23:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82751@cup.portal.com>
Source record: 205040

Sorry, Glen.. you lose..

Buying OS/2 to "run Windows aps" buys you a lot more than just Windows 3.1

If you want to know just what it buys you, there are plenty of OS/2 newsgroups that can teach you...

If all you want to do is go "teh heh I'm too superior to want to learn anything" then you're in the right place.

There are far more OS/2 applications than there will ever be for the STe or the Falcon, and with IBM's enlightened posture towards developers, there will be far more than that to come.

My "main putdown" about Ataris is that the people who make them have far less concern for them than we have.

BobR

218. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 07:36:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82753@cup.portal.com>
Source record: 205043

John, the "conventional memory" problem only exists for DOS programs.. and OS/2 helps manage the available memory a lot more effectively than most other solutions.

This particular session of DOS under OS/2 sees 604,304 bytes of "conventional memory" free, and that's including the overhead of QModem Professional after Exiting to DOS to run MEM. This session shows 2 megabytes of Extended memory and 2.5 megabytes of Expanded memory available, but only because those are the recommended defaults per each DOS session. EACH sessioon...

I can run multiple DOS sessions concurrently, and multitask all of them with both multiple Windows 3.1 sessions AND native 32 bit OS/2 sessions.

My actual virtual memory is only limited by the size of my hard drive.

The point is, harking back to the old "640K" limits of the original IBM PC is a little like saying the Atari 8 bit computer is crippled because it can't execute a program bigger than 48K...

That was true then.. but this is now..

BobR

219. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 07:54:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82754@cup.portal.com>
Source record: 205042

Ah.. I *knew* I could count on you, David..!

The machine you described won't cost much more (if more at all) than an Atari Falcon... and is available NOW..! at computer stores EVERYWHERE..!

"The 7th Guest" is *Today's* software... not RSN.. whenever the rag-tag few remaining Atari developers can manage to come up with something on "spec"... hoping that they might sell a dozen or so copies to pay for the beer it took to develop the program..

Before you get too apoplectic, please do me the courtesy of remembering that all I posted was how easy it was to expand the memory of my PC to 8 megabytes...

(While you're foaming, why not post the names of a few.. well, maybe just a couple.. or .. ok... how about just one... Falcon game that comes close to "The 7th Guest"... OK.. well, something easier.. how about a Falcon game that's better than "X-Wing, The Star Wars Flight Simulator".. oh.. well, OK... then how about a Falcon.. or heck.. even an ST game that's better than "Eye of the Beholder III"... come on, I know you can do it..)

BobR

220. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 08:02:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82755@cup.portal.com>
Source record: 205046

Erling, you're right.. the PS/2 models have to have a configuration file for every option you want to add..

I like to think of them as the "TT" of the "pc" world..

The PS/2 was IBM Corp's attempt to control their market, much like Atari Corp. has tried to control their own market.

Luckily for the PC world, that attempt was not successful.

There are far more "easy to expand and configure" clones in the PC world than there are "True Blue" crippled (er.. much like Atari's line) computers.

BobR

221. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 08:08:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82757@cup.portal.com>
Source record: 205045

Sorry, Steve... even though I know you're not, you sound like a totally naive newbie..

I guess you've never actually read anything I've written here...

I hope you'll forgive me if I don't try to recap a decade or more of being involved in the Atari world here, and now...

Try to pay more attention in the future, OK..?

BobR

222. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 08:24:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82758@cup.portal.com>
Source record: 205047

>I've just about had it with this machine, I can't get software for it,
>the bugs in the OS are REALLY getting annoying...

Steve, if you are so obviously against Atari, why are you in this group?

BobR

223. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 09:43:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1upps0INNIvp@golem.wcc.govt.nz>
Source record: 205048

```
] Sorry, Steve... even though I know you're not, you sound like a totally
] naive newbie..
]
] I guess you've never actually read anything I've written here...

No, I've read all of it, 90% of it has been slinging abuse at people
merely for stating their views of what was correct. A simple
'No, that's not right', rather than a 'don't be an idiot etc.' attitude
might be a lot easier to read!
```

224. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 09:44:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1upptelNNlvp@golem.wcc.govt.nz>
Source record: 205049

] >I've just about had it with this machine, I can't get software for it,
] >the bugs in the OS are REALLY getting annoying...
]
] Steve, if you are so obviously against Atari, why are you in this group?

Wow, the guy has a sense of humor....

Not against Atari - against their marketing & NZ's support! (or lack
thereof!)

225. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 14:27:09 UTC
From: ritz@ritz.mordor.com
Message-ID: <9306051902@ritz.mordor.com>
Source record: 204905

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: In article 82603@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
: >
: > ...
: >
: >(Oh.. and regarding memory expansion on a PC.. I went from 4 Megabytes to
: >8 Megabytes on my 386DX simply by plugging in 4 more standard SIMMs..
: >no expensive proprietary "daughter boards" that are available from only
: >one source, and difficult to obtain sometimes, no "designed in"
: >4 megabyte limit. I simply rebooted, and the system saw 8 megabytes of
: >memory. ...

: Hmmmm, I'd wager that from DOS your system didn't automatically "see" 8Mb of
: _conventional_ memory, Bob. Sure, OS/2 and Windoze helps isolate the user
: from memory partitions, but it's still there in full fiery force under DOS.
: Like you, I appreciate the use of standard SIMMs and the ability to easily
: expand my system to 32, 64 or more Mb but as long as this 640K conventional
: memory barrier exists, it's still a pain in the bum for real world use!

Um...how many people do you know who use DOS very much anymore? Personally,
I run unix and OS/2 on my 486 machine at home. When I upgraded to 8 megs
and then to 16 megs, it was just a matter of cycling the power and VOILA,
the new memory was recognized and ready to use.

You are essentially ragging on the PC world because of limitations on
their 1st and 2nd generation machines/software. Well, I hate to break
it to you, but the majority of PC users have left the 8086/286 (and
even the 386) behind. Now that unix, OS/2, NT, NexStep, and other more
sensible operating systems are available for the pc, I think you will
see people DEMAND that the farce known as DOS+Windows toe the line
or lose market share.

What exactly am I getting at here? :) While many pc architecture people
are currently bitten by the 640k limit, they can easily make it go
away by purchasing any number of other OS's that don't have this
limit. I currently have OS/2 up on my machine, and I am playing
Xwing in full-screen DOS mode, downloading a file from a VAX using
kermit in an OS/2 window, and have AMI Pro 3.0 running with my
girlfriend's term paper up in a Win-OS/2 window.

The silly limits which you keep espousing as evil pc-isms will
probably linger on for those who don't want to get a real OS,
but to lump all intel boxes into that mold seems rather silly,
at best, and intellectually dishonest, at worst.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

226. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 14:34:06 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jun5.143406.8624@prime.mdata.fi>
Source record: 204903

In article <memo.289685@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <jmw.739171147@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>>Hi,
>>
>>I know there's been a lot of discussion about monitors & Falcons recently,
>>so I'll apologise for not having taken more notice then. Can anyone tell me
>>if a VGA monitor can handle the three 'standard' ST resolutions when
>>connected to a Falcon?
>>
>
>YES.

It can? I always thought you needed a Multisync to do that, and even
then a Multisync that is capable of low scanrates (something like
15kHz). I always thought VGA is 31 kHz. How is this done with a
VGA-monitor? And if this is true, what are the advantages of a
Multisync to a VGA monitor when used with a Falcon? Do all the video
improvers work with VGA (Screenblaster, Blowup etc.)?

>Ofir ogal@cix.compulink.co.uk
>
>"Anything worth doing is worth overdoing"

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

227. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 15:19:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uqdif$ln5@usenet.INS.CWRU.Edu>
Source record: 204904

In a previous article, Bob_BobR_Retelle@cup.portal.com () says:

>Ah yes.. if you would have started this where it really belonged, you
>would have been flamed off the net for not already knowing the answers
>to the questions you asked..
>
>What a truly Atari attitude to take...

Isn't it said how things are changing?

Atari users were once noted for helping out Atari users with any questions
that they may have.

Now, it seems like things are changing around.

But, there are still many good Atari users out there because I did receive
the answers to my questions. And the people that gave me the answers
went out of their way to do it (which I appreciate greatly).

Len
>
>BobR
>

--

228. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 15:21:57 UTC
From: alex@falcon.demon.co.uk
Message-ID: <739293717snz@falcon.demon.co.uk>
Source record: 204908

In article <H.ea.dSPFnXs8hgU@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>...
>CPUs. I'd imagine Falcon TOS would too, but it's probably full of
>Falcon-specific code for the DSP and whatnot.
>...

Amongst other things like a >=68020 compiled GEMDOS.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

229. Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 15:43:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uqevj$o1b@usenet.INS.CWRU.Edu>
Source record: 204906

It seems a little strange to me that Atari would announce the Jaguar
64-bit video game system, but not appear at the Summer CES.

Why would anyone announce a product that they don't have to show anyone?

It is like me announcing that I invented a device that will make
me disappear, but then say it won't be available until next year.

Has Atari showed the Jaguar publicly, does anyone know?

Anywhere?

THIS is the kind of marketing strategies that leaves me wondering if there
is _ANYONE_ in charge of marketing at Atari.

Len

--

230. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 17:06:46 UTC
From: rjung@netcom.com
Message-ID: <rjungC85rJB.6Cr@netcom.com>
Source record: 204909
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In article <1uqevj$o1b@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>It seems a little strange to me that Atari would announce the Jaguar
>64-bit video game system, but not appear at the Summer CES.

Not strange at all. Look at it this way -- how much would it cost to reserve
a booth for four days at the Chicago CES, and send a crew of folks to show off
existing (Lynx) products?

Now how much would it cost to put out a press release? Especially to the
network of computer systems?

No, it's not the same -- "you get what you paid for". But it makes sense, in
an odd way that emphasises savings over exposure.

>Why would anyone announce a product that they don't have to show anyone?

So you know they're out there.

>It is like me announcing that I invented a device that will make
>me disappear, but then say it won't be available until next year.

I think the idea is to convince people that the Jaguar is a viable system,
if you're willing to wait a bit longer and not bother with the 3DO/SNES CD/etc.
You know, "Why should I get a SNES CD when I can get the Jaguar in six months
and blow the doors off it?"

The problem is that I don't think this tactic works. Yes, Atari has some
really nice stuff available/coming soon. Problem is, either (a) by the time
it's released, it gets eclipsed by a competitor, or (b) when it is released,
the lack of promotion leaves it to languish and flounder.

>_THIS_ is the kind of marketing strategies that leaves me wondering if there
>is _ANYONE_ in charge of marketing at Atari.

Len, are you new here? B-)

--R.J.
B-)

P.S. I'm still trying to decide which is worse: Warner-owned Atari Inc., with
internal fratricide where one division shot another division in the foot. Or
the current management of independent Atari Corp., where they try to run
high-tech hardware on a shoestring budget.

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!

"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

231. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 17:26:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.293819@cix.compulink.co.uk>
Source record: 204910

In article <1993Jun5.143406.8624@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>It can? I always thought you needed a Multisync to do that, and even
>then a Multisync that is capable of low scanrates (something like
>15kHz). I always thought VGA is 31 kHz. How is this done with a
>VGA-monitor? And if this is true, what are the advantages of a
>Multisync to a VGA monitor when used with a Falcon? Do all the video
>improvers work with VGA (Screenblaster, Blowup etc.)?
>

You only need a multisync to display truecolour with more than 320*480.
Screenblaster and BlowUp030 work fine with a VGA. The author of BlowUp030
is probably reading this and should be able to give you further info.

An SVGA copes with all ST resolutions plus:

640*480*2
640*480*16
640*480*256
320*240*truecolour
320*480*truecolour

Plus other less useful variations of the above.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

232. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 18:21:55 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun5.182155.13353@sol.ctr.columbia.edu>
Source record: 204912

In article <H.ea.Nna9Hmw0Jls@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
}
} I was running Dhrystones on my PC today to see what the various memory
} models and 80?86 code options would do. Using GCC, with -mshort -O on
} my ST, I got 677 dhrystones/second. That was the best result I managed
} to get.
}
} On the '486/33 I got anywhere from 12500-50000 dhrystones/second
} (18x-74x faster than the ST) depending on OS/memory model/CPU-specific
} (the best results came from "Tiny" model with 80286 code under plain
} DOS; Micro$oft C won't create 80[34]86 code).
}

Well, that's seriously impressive, considering that my DECstation
5000/133 only manages the results below. This is with Gcc 2.4.1 &
applying as much optimisation as possible. (-O2 -fomit-frame-pointer
-fexpensive-optimizations -fstrength-reduce)

As a matter of interest, what was the slowest model ? I've been
thinking of buying a pc to run Linux/X11 on (a 486/33). I'd be
interested to know how your un*x box does... (maybe this ought to be
in .advocacy :-)

Results:
Microseconds for one run through Dhrystone: 21.8
Dhrystones per Second: 45963.4
VAX MIPS rating = 26.160

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

233. Falcon, Jaguar, Atari in general:

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 18:37:28 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C85vqH.18q@ucunix.san.uc.edu>
Source record: 204913

```
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==========================================================================

Friday Night Special Edition Real Time Conference
June 4, 1993

Dateline Atari! with Bob Brodie

Host - Lou Rocha

<[Lou] ST.LOU> Welcome to the June installement of Dateline Atari!
with Bob Brodie, Director of Communications for Atari Corp. We are
indeed privileged and appreciative to have Bob participate in this
exclusive monthly conference with Atari users here on GEnie. As
June flowers begin to blossom, Atari users are posting news of
Falcon purchases. In the Bulletin Board there are daily messages
from ecstatic new owners. New Falcon topics are opening as
software notes are shared and compared. There is a very definite
upbeat mood in the Atari ST RoundTable now that the Falcons have
arrived in large numbers. If that were not enough, we have heard
that the 65 meg hard drives have been upgraded to 80 meg units at
NO EXTRA COST! I guess that is the reward for being patient :-)
Tonight, Bob has returned to bring us the latest news on Falcon
availability. He will also give GEnie users the first official
announcements about Atari's newest product. Bob.... the curtain is
rising.

<BOB-BRODIE> Welcome to the June '93 edition of Dateline Atari!
Settle back into your chair for a few minutes. Make sure you have
your capture buffer turned on, or be sure to go to the library
tomorrow morning to d/l the transcript from tonight's session;
I've got lots of info to share with you tonight!

First, I'm pleased to announce that shipments of Falcon030s are
continuing with units for dealers to sell at this point. We
presently have over 140 (yes, that is One Hundred Forty) dealers
on board, in over 40 states. This is much better than where we
were a year ago. We're very pleased that our decision to go with
the new dealer agreement has brought us leverage to bring on new
dealers! In fact, earlier today I got a call from one of our
```

"holdout", older dealers that hadn't signed the agreement yet. He's having a change of heart, and I'm looking forward to him carrying Falcon030s. This is a very good sign!!!

Also, we're pleased that we've brought on board another of our longtime partners, Pacific Software Supply, to be a distributor for the Atari Falcon030. We will be working very closely with them to ensure that the dealers that they sign up meet all of the criteria that we have established for Atari dealers. All of the dealers that Pacific Software brings on board will be signing the same dealer agreements as the dealers that we deal directly with.

Of course, this means that Pacific is now also carrying a host of accessories for the Atari Falcon030 as well, like the sometimes elusive SCSI-II cables, a host of Falcon software, VGA monitors, and lots of other goodies for our dealers. In short, the dealers are getting another terrific resource to work with!!

Some of you may recall that I indicated in the last Dateline Atari! we were still a ways off from being able to ship SpeedoGDOS and MultiTOS to existing Atari owners. Both of these products are shipping with Falcon030s. Today we received the diskettes back from the duplicators, and the manuals arrived a couple of days ago, so we're actually ahead of schedule at this point! We have begun assembling the packages so our customers will be able to purchase MultiTOS and SpeedoGDOS along with 14 BitStream fonts within a couple of weeks!!!

The manuals for Atari Works have still not arrived, which means that we are still ON SCHEDULE <grin> for that product. Works should be in stock in approximately fourteen more days.

The retail price for the products to current users has been slightly adjusted, and is now as follows:

SpeedoGDOS - $64.95
MultiTOS- $59.95
Atari Works- $118.95

We have also done an incremental upgrade to the Atari Falcon030 in our on-going efforts to provide our users with the best units we possibly can. We have upgraded the Atari Falcon030 from a 65 meg internal hard disk drive to an 80 megabyte hard disk drive. We were able to secure the new mechanisms at the very same price as the 65s, so there will be no increase in price to our customers!

Currently, Atari Falcon030s are shipping with the following programs on the drives:
MultiTOS
SpeedoGDOS
Landmines
Breakout
CalAppt

ProCalc
Talking Clock

They are also *supposed* to have on them Atari Works, System Audio Manager, Audio Fun Machine, and FalconD2D. A small number of machines got out the door without these programs installed on the drives. We will be shipping a mail-in card to the dealers that got these machines a card for their customers to mail into Atari so you will receive these products via mail. We apologize for the mistake.

We are now in anticipation of another shipment of Falcons in about two weeks. Included in this shipment is going to be a number of units that will not have hard drives built in, specifically the Falcon030 with one meg of RAM and no hard disk, and with four megs of RAM and no hard disk. These units WILL NOT come with SpeedoGDOS, Atari Works, or FalconD2D. They will have everything else, including the hard disk utilities in case you have your own SCSI hard disk. We will be selling at a later date a hard drive upgrade kit, which will ship with Atari Works, SpeedoGDOS, FalconD2D, MultiTOS, etc. on the hard drive.

Regarding applications for the Atari Falcon030, Bill Rehbock has passed on to me some information concerning products and availability. Please understand that I am not professing literacy in all (or for that matter, any) of these products. I am simply passing on some interesting information to our users. I hope that this will prove encouraging, and help demonstrate that the interest for Atari Computers is continuing to grow. In several cases, these applications will not only run on the Falcon030, but other Atari computers as well. Where I have commented about who will be carrying the product in North America, this is based on the best information I have at this time, and is subject to change.

Notator Logic, a music applications, by E-Magic
Cubase Audio, a music application, by Steinberg
Inshape, a rendering application by Roald Christesen, carried by Oregon Research
TruePicture, a retouching application, by HiSoft, carried by Oregon Research
Harlekin3, a utility, by HiSoft, carried by Oregon Research
OverGenlock, video software by Overscan, carried by COMPO
Screenblaster, graphic expansion by Overscan, carried by COMPO
Overlay, a video application by Overscan, carried by COMPO
DA's Vector, a graphics application by Digital Arts, carried by Pacific Software
Convector 2, an auto vectorization application from SHIFT, carried by Gribnif
Zoom, an icon editor from SHIFT, carried by Gribnif
MusiCOM, a music application from COMPO

MusiCOM 2, a music application from COMPO
Digitape, a music application from Trade iT, carried by Codehead
Falcon Speed, a PC board, from COMPO
TruePaint, a graphics application from HiSoft, carried by Oregon Research
Pure C, a programming language from Pure GmbH, carried by Gribnif
Pure Pascal, a programming language from Pure GmbH, carried by Gribnif
Studio Photo, a retouching application from Eurosoft, carried by COMPO
Chagall, a graphics application from Trade iT, carried by Codehead
GT-Look II, scanner software, carried by Pacific Software
Interface, a programming tool, from SHIFT GmbH, carried by Gribnif.

As you can see, there really is a lot going on!!!

In addition to all of that, we've been busy on the game side of things as well! We're ready to release three more titles for the Lynx: Gordo 106, Lemmings, and Jimmy Connors Tennis. I've seen eproms of these titles, and expect to have news on production in the near future.

Also on the game side of things, as CES is going on in Chicago even as we speak, we've announced the Jaguar, our oft discussed new game machine. For those of you who haven't had a chance to hear about the Jaguar, here is our press release:

Atari Corp., the founder of the video game industry and the creative force behind some of the world's best-known titles, has announced the launch of a revolutionary new multi-media entertainment system, the Atari Jaguar. The launch will be supported by aggressive advertising, promotion and marketing efforts to be centered in the New York market in the fall, with a national roll-out of the product within one year.

The Atari Jaguar, housed in a futuristic casing, is an interactive multi-media system based on an Atari-designed proprietary 64-bit RISC processor. The 64-bit system is four times the technology currently seen in the market today. The Atari Jaguar features over 16 million colors in 24-bit true-color graphics and produces shaded 3-D polygons to be manipulated in a "real" world in real time. The Atari Jaguar also has real-time texture mapping and creates spectacular video effects.

The sound system is based on Atari's proprietary, high-speed, Digital Signal Processor dedicated to audio. The audio is 16-bit stereo CD quality and processes simultaneous sources of audio data, allowing for very realistic sounds, as well as human voices, which are essential for future multi-media applications.

The Atari Jaguar is truly expandable and will include a 32-bit expansion port which allows for future connection into cable and telephone networks, as well as a digital signal processing port for modem use and connection to digital audio peripherals such as DAT players.

The unit will also have a compact disc peripheral, which will be double-speed and will play regular CD audio, CD + G (Karaoke) and Kodak's new Photo-CD(R). Currently, there are multiple software titles in development, which will be available on MegaCart(TM). Atari, known for such groundbreaking 3-D titles as "Battlezone 2000(R)" and "Tempest 2000(R)," will issue spectacular new versions for the Atari Jaguar. New 3-D game titles will include "Cybermorph(R)," "Alien vs. Predator(R)," "Jaguar Formula One Racing(TM)" and many more. Atari will license third-party publishers to join the Jaguar family.

"The Atari Jaguar system will revolutionize the state of home entertainment as we see it today," said Sam Tramiel, president of Atari. "The idea of a 64-bit system is earth shattering and kids and adults will be amazed at both the imagery and manipulative capabilities. And we are proud that our entry into the multi-media entertainment category will be fully made in America."

The Atari Jaguar will retail for approximately $200 and will be available nationwide next year. The Atari Jaguar packaged unit will include one software experience and a Power Pad(R) Controller with a ten-key pad and other special features.

We did not show the Jaguar on the floor of CES. We have a videotape demonstrating the units capabilities that we are showing to developers and key retailers. We have been shipping Jaguar developer units for awhile now, and are very excited at the reception of our new unit.

Rather than invest in an incredibly expensive rollout at CES, we've opted for a "special event" kind of rollout. We will conduct our event at a date to be announced in the fall.

We are extremely excited about this project!!!! It has been much awaited by all of us in Sunnyvale, and we forsee it as a product that will recapture the attention of consumers throughout the world!! I've been pleased that already, in less than 24 hours after the press release has hit, a number of publications (even the foreign ones!) are calling in, and looking for as much information as possible. For the most part, we're sticking with the press release at this time. We will release specification sheets at a later time.

One thing that I know the Tramiels are particulary excited about with this product, is that it will be an American prodcut, manufactured in America! I hope that all of you share our enthusiasm for that!!!

With that, I'm ready to filed any questions that our members might have tonight, Lou. Let's talk Atari!!!

<[Lou] ST.LOU> Thanks Bob. It does sound like more good news! Here come the hands.....:-) Our first guest in Charlie Townsley.

<[Sexy] ARCHIVIST> Hi again Bob, thanks for being here. A little question about the pricing of the new programs from Atari: You quoted Atari Works as having a price of $118.95, does this include SpeedoGDOS as was suggested earlier? Or is Speedo extra at at the price of $64.95?

234. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 18:56:45 UTC
From: phruby@ucrengr
Message-ID: <32281@galaxy.ucr.edu>
Source record: 204915

Why are you people comparing an 486 to an 68000? Have you gone insane? Is this just your way of saying a PC is better than a ST? If your going to compare CPU performance, why not compare the 486 to a 68040? Make it fair. Why don't you compare an Atari 800 verses a Cray? Whatever...

235. CAD Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 19:00:10 UTC
From: pauld@umbc.edu
Message-ID: <1uqqfqlNNb8j@umbc7.umbc.edu>
Source record: 204914

Hi all.. I'm looking for some (PD or shareware) CAD Software... it doesn't need to be really fancy, but thats fine too. I need it to do some set/lighting design for theatre work...

What is out there? And what do people recomend...

Paul
--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-- Beware of the Leopard -------

236. Seagate HD problems...

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 19:02:38 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93156.150238BOYHC@CUNYVM.BITNET>
Source record: 204916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There, I have a 40 MB Seagate HD and cannot format it because I don't konw all the information about my controler. Does anyone know those things about how many hedas, cylinders, sectrors, SCSI etc...

Please let me know as soon as possible, I'm in a big trouble!!!

Thanks a lot, MLADEN

send your e-mail to this address: n630050@univscvm.csd.scarolina.edu

237. GNU C, MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 19:06:08 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C85x29.E37@sdf.lonestar.org>
Source record: 204635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP ME! I have about a million questions about GNU C and MiNT.
For instance, how do I use the MiNTLIB instead of the standard libraries?
How do I know I have the latest archives? What are the updates directory
for? What are the GNU things in the MiNT directory for? How do they
differ from the archives in the GNU directories (on a.a.u.e). If I want
to use GNU C to compile UNIX programs for MiNT and TOS what is the best
way to do this? And what type of UNIX system should I compile for (sys V,
BSD, etc.). What are the naming conventions for the libraries, because I
want to delete all the archives except for the 16 bit 68000 and 32 bit
68020, not the other combinations. How do I specifiy the libraries? Will
GNU C choose the proper variations?

Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?

Thanks, please send any help to evanlang@sdf.lonestar.org

238. MiNT incompatible programs (was Re: Need help setting up MiNT)

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 19:22:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.PzydA1IjayQ@semprini.tdkcs.waterloo.on.ca>
Source record: 204948

In <1993Jun2.164418.14330@sol.ctr.columbia.edu>, Simon Gornall writes:
> Perhaps. Intrinsically, there is nothing stopping you. I don't think GFA likes
> MiNT - but then GFA basic is just about the most 'unclean' program I've come
> across (see (*) below). I generally boot up into MiNT and run all sorts of
> programs without problems, basically it depends on how close to the official
> guidelines the developer has stayed. GFA doesn't know the word.

I've also found that the CyReL Serial Mouse Manager (from Cybercube,
makers of the CyReL Sunrise M-16 graphics card) dies a horrible death
under MiNT (and thus, MultiTOS).

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

239. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 19:48:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QDgzj78he9s@semprini.tdkcs.waterloo.on.ca>
Source record: 204947

In <1uj5i8INNngv@ymir.cs.umass.edu>, & Kieras writes:
> ekrimen@netcom.com (Ed Krimen) writes:
> : If you're not in any hurry, wait a couple of months for AtariWorks. You'll
> : love it. It's an integrated word processor, spreadsheet, and database
> : program. For $129, you'll get that plus SpeedoGDOS and a dozen fonts, with
> : many more only a phone call away.
>
> Does SpeedoGDOS support PostScript output? If so, will AtariWorks come with
> an appropriate driver, or at least have one available for purchase? (By
> available for purchase, I mean without having to buy another word processing
> or DTP application just to get the driver.)

As a major oversight, SpeedoGDOS does not come with a PostScript drive.
It doesn't have CPX modules to configure it either, just a couple of
largish ACCs.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

240. Long message

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 20:17:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.294088@cix.compulink.co.uk>
Source record: 204917

Appologies for including the file GEMBench 2.5 in my previous posting. It was not intentional, it was meant to be mailed to Darek Mihocka but somehow ended up here. SORRY.

Ofir ogal@cix.compulink.co.uk

241. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 23:03:57 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8682M.563@netcom.com>
Source record: 204918

In article <swwhatley.739030591@node_ecdd> swhatley@blkbox.com writes:
>I have a 50M ICD Fast Drive (fast?) and ICDBOOT v4.4.2. I am having a
>couple of problems with ICDBOOT.
>
>1. Whenever I try to configure ICDBOOT and reboot, ICDBOOT bombs.
>
>2. When ICDBOOT executes properly (?), no other program in my AUTO folder
> is executed.

Copy the original ICDBOOT from your master disks and reconfigure.

>Is there a later version of ICDBOOT? If so, who do I contact to get it?
>Any help will be appreciated.

The latest version that has been distributed on the on-line services is
6.0.8. Contact ICD to get it. They may have a later version than that.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

242. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 23:18:52 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC868rG.5ur@netcom.com>
Source record: 204919

In article <1uj5i8INNngv@ymir.cs.umass.edu> michael@mosaic (& Kieras) writes:
>ekrimen@netcom.com (Ed Krimen) writes:
>: If you're not in any hurry, wait a couple of months for AtariWorks. You'll
>: love it. It's an integrated word processor, spreadsheet, and database
>: program. For $129, you'll get that plus SpeedoGDOS and a dozen fonts, with
>: many more only a phone call away.
>
>Does SpeedoGDOS support PostScript output? If so, will AtariWorks come with
>an appropriate driver, or at least have one available for purchase? (By
>available for purchase, I mean without having to buy another word processing
>or DTP application just to get the driver.)

No. Someone always asks about it though. Write a letter to Atari and ask
them for PS support. They're still upgrading the program from what I hear.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

243. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-05 23:57:12 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC86AJD.8Bx@netcom.com>
Source record: 204920

In article <82751@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>My "main putdown" about Ataris is that the people who make them have far
>less concern for them than we have.

And for that, you "grace" us with your presence here on comp.sys.atari.st,
instead of camping out on Atari's doorstep. Gee, thanks Bob!

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

244. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 00:10:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC86B5F.8wF@netcom.com>
Source record: 204922

In article <1uqevj$o1b@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>It seems a little strange to me that Atari would announce the Jaguar
>64-bit video game system, but not appear at the Summer CES.

It's less expensive to distribute a press release than it is to haul
people and equipment to a show just to say, "Hi!"

>Why would anyone announce a product that they don't have to show anyone?

As if this hasn't been done before....? Many, many corporations advertise
without really advertising a product. The oil companies do this a lot on
TV, how they protect the environment, etc. AT&T is doing this now with their
future technologies advertising. None of those are products, but it keeps
the company in the limelight. 3DO =barely= has a product, and yet look how
much press they've been getting lately.

>Has Atari showed the Jaguar publicly, does anyone know?

No, just to developers, which is a good idea.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

245. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 02:10:10 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1urjm2INN4o2@life.ai.mit.edu>
Source record: 204923

In article <32281@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>Why are you people comparing an 486 to an 68000? Have you gone insane? Is
>this just your way of saying a PC is better than a ST?

Eh? The original comparision was supposed to show how the ST was not
as much slower than the 486 as one might think. Dubious as it may
seem, the argument was certainly not an attempt to prove the relative
superiority of 486's.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

246. NEOchrome and animation.

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 03:50:23 UTC
From: rfalanga@tiguex.cs.unm.edu
Message-ID: <C86LBv.GBG@tiguex.cs.unm.edu>
Source record: 204926

I know it is very likely that no one, or at least very few, people who have Atari ST's still use NEOchrome. Yet, for people like me, with young children, it's a hard paint program to beat.

Anyway, I remember hearing that there is an undocumented feature in NEOchrome (at least by version 1.0 it was still undocumented) in which you could get an additional painting feature, which looked like a movie camera in the paint selection box. (You get it by selecting the Grabber option. Then go the the second "R" in the word "GRABBER" and click on it.) I'd like to know how to use it? Does anyone know how, or have some documentation on it?

Rod
--
****

Rod Falanga

247. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 04:39:26 UTC
From: conty@cbnewsl.cb.att.com
Message-ID: <C86nLx.Jyo@cbnewsl.cb.att.com>
Source record: 204927
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In article <rjungC85rJB.6Cr@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>
> Not strange at all. Look at it this way -- how much would it cost to reserve
> a booth for four days at the Chicago CES, and send a crew of folks to show off
> existing (Lynx) products?

Err, Bob? That's *exactly* what they did.

The Lynx had a booth at the CES. Off on the side, easy to miss if you
weren't looking. No Jaguar, though.

> >Why would anyone announce a product that they don't have to show anyone?

THAT'S why there was no Jaguar...
--
E n r i q u e C o n t y
The Flip-Flip Man
conty@cbnewsl.att.com jester@ihlpm.att.com
Disclaimer: You're not dealing with AT&T

248. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 05:29:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82806@cup.portal.com>
Source record: 204929

I too mourn the passing of the days when asking a question brought you not only an answer, but offers of further help, examples, far more than you ever asked for...

I used to hope that by answering a question that the next time a new user appeared with that same "stupid question", the person I'd helped would step forward and answer in his turn...

Now it seems we're all too sophisticated to care about anyone with "stupid questions".. all we can do is accuse the questioner of being stupid, and make fun of him...

Thanks, Ed... Thanks, Warwick... you really make me proud to be an Atari owner... again...

BobR

249. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 05:37:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC86qB1.yG@netcom.com>
Source record: 204928
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In article <C86nLx.Jyo@cbnewsl.cb.att.com> conty@cbnewsl.cb.att.com (E. Kontei) writes:
>Err, Bob? That's *exactly* what they did.
>
>The Lynx had a booth at the CES. Off on the side, easy to miss if you
>weren't looking. No Jaguar, though.
>
>> >Why would anyone announce a product that they don't have to show anyone?
>
>THAT'S why there was no Jaguar...

From the Saturday June 5, San Francisco Chronicle:

"Friday, 2 pm.

"After several hours of checking out gadgets and rumors, it seemed fitting
to wind up with Atari Corp., the company that invented the video game.
Now dwarfed by Nintendo and Sega -- and out-hyped by 3DO -- the company is
not giving up.

"Sharing space in a tiny booth, Vice President Gary Tramiel plays a tape
of a new machine called Jaguar that Atari hopes to launch close to
Christmas in San Francisco and California. It is the first system to
promise 64 bits of computing power -- twice as much as personal computers
or 3DO systems -- and Tramiel says it will cost just $200."

This should be interesting. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

250. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 05:45:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82807@cup.portal.com>
Source record: 204930

Incidentally, Len...

To answer your question about whether faster Falcons would make your games unusable, it depends on the techniques the programmers use to implement the delays needed to make the games run..

One problem in the Atari world is that development of the machines has traditionally been so stultified that programmers have come to assume that the current situation will exist forever..

An example is the early games and programs that broke when people started upgrading their STs from 512K to 1 Meg... the programmers assumed the screen would always be where it was on an 512K machine.. when brave hackers started soldering RAM chips piggyback on top of the existing chips to expand their memory, the screen location moved, and those games broke.

Then there were the programs that broke for a different reason when people started expanding their machines to the 4 Meg limit. Sloppy programming resulted in memory accesses above the "640K limit" which generated Bus Errors and Bombs. Either the programmers never thought anyone would need to expand beyond 640K.. er.. to 4 Megs, or they didn't themselves have a 4 Meg machine to test their programs on, so they didn't know they'd break on a fully expanded ST.

If the Falcon game programmers assume that the clock speed is, and always will be 16 Mhz, then yes.. there's a good probability that your Falcom030 games will either break on faster models, or will be to fast to be playable.

On the other hand, if the programmers use internal timers for delays instead of delay loops in the programs, then the games will probably run OK on faster Falcons.

PC owners went through this exact same thing when faster machines started to become routinely available. The "stock" PC had been frozen at 4.77 Mhz for a long time... when 8 Mhz or faster PCs started showing up, a lot of the games written for those original machines ran twice as fast, or faster..

Now, PC games are written to run at the same speed no matter what kind of PC you run them on.... hopefully Falcon games will be similar.

BobR

251. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:10:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82809@cup.portal.com>
Source record: 204933

Sorry, Steve... you're still not demonstrating the ability to read the writtten word...

You, personally, are definately displaying the kind of inability to comprehen what you read that *could* possibly, although very rarely exercised, earn you the "don't be an idiot" response you seem to read between the lines of what I post.. try reading the lines themselves.

How about this.. go get a cup of coffee, maybe a sandwich, then take a deep breath, and go back and read over this thread..

Someone asked a question about RAM.

Someone else gave some info, but made a comment about how difficult PCs can be to configure them when you add more RAM.

I gave an answer to the original question, and added a comment about my own direct personal experiences with expanding a PC's memory.

Now, somehow you've extrapolated that into slinging abuse and calling people idiots..

That's a very creative outlook, and in some circles might be admirable, but for our purposes here, don't you think it would be better to stick to the actual content of messages, and not what you seem to dream up in the blank spaces between the words..?

Tell you what.. if "90%" of what I write is slinging abuse at people and calling them idiots, then it should be pretty easy for you to quote some of them back, right..? How about it.. let's see some of those messages.. (present company excepted, of course).

BobR

252. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:15:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82810@cup.portal.com>
Source record: 204934

Nope.. I do it just to annoy you, Ed.,..

Seems to be working, doesn't it..?

BobR

253. Re: New Atari Dealer Agreement

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:17:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82811@cup.portal.com>
Source record: 204935

Amazing..! And to think that I read between the lines of your message
to think that you were "anti Atari"...

What an ironic twist of fate...

BobR

254. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:31:24 UTC
From: c60b-3jz@e260-4f.berkeley.edu
Message-ID: <1us2vs$o4q@agate.berkeley.edu>
Source record: 204931

>Eh? The original comparision was supposed to show how the ST was not
as much slower than the 486 as one might think. Dubious as it may
seem, the argument was certainly not an attempt to prove the relative
superiority of 486's.

I've seen a speed test in Current Notes (Atari Mag) and the results were
the following:

The 1985 Atari ST with an 8Mhz 68000 is comparable roughly
to the performance of a 386SX-20 or 386SX-25. Which means 2 years BEFORE
deep pockets were shelling out $3000+ for 386-16's Atari ST's costing
a fraction were dusting everything in sight for not much dinero.

The Atari TT compared to a 486DX-25 outperformed it by 30-40% in
terms of processing throughput, but totally blew it away in terms
of video performance. (ISA bus yes, but remember this comparison was
in 1990)

Allen Pouratian

255. ZIP v2

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:37:25 UTC
From: dchow@muskwa.ucs.ualberta.ca
Message-ID: <dchow.739348645@muskwa.ucs.ualberta.ca>
Source record: 204932

Does anymone know where I can find a copy of ZIP version 2 for the ST????

--

....
||''''''''''''||''''''''''''''''||''||
|| dchow@muskwa.ucs.ualberta.ca || Life's a Bitch, Then You Die... -Anonymous ||
'''

256. Atari Falcons in Sacramento

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 06:53:21 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun6.065321.20748@sactoh0.sac.ca.us>
Source record: 204937

Seeing that Atari has announced that the Falcon is now shipping in quantity, and knowing that may or may not mean anything, I was surprised to actually play around with one here n Sacramento.

Has anyone else seen these machines in their local dealers?

By the way, Computer Time has them in stock (really!) and they are asking $1149 for one.

In a way, I am disappointed that they did not use Mega casings and keyboards. Same old mushy keyboard... And dark keys with a light casing??? That looks odd. Maybe if I were to swap my 1040ST keyboard into the Falcon case...

I really like Atari Works, I'll have to get it for my Mega 4...
I love the new desktop, too.

I wonder if they are working on an 040 Falcon....

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

257. Uploads: tcsh 6.03, BSD /bin/sh for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 07:16:54 UTC
From: mh1@irz409.inf.tu-dresden.de
Message-ID: <1us5l6$khd@irz401.inf.tu-dresden.de>
Source record: 204936

Ports of tcsh 6.03 (a vastly improved version of the Berkeley C-Shell csh)
and the BSD Bourne Shell sh (also known as ash) to MiNT (_not_ TOS!) are
now available from atari.archive.umich.edu:/atari/Mint/Shells:

tcsh6033.zoo:
A port of tcsh 6.03.00 to MiNT (distribution PatchLevel 3).

This archive contains a sharable binary, documentation and source
diffs relative to the original tcsh distribution.

sh03bin.zoo:
sh03src.zoo:
A port of sh (from the bsd-net2 distribution) to MiNT (distribution
PatchLevel 3). This version has several fixes/changes applied that
originally have been done by 386BSD folks.

Both archives contain sharable sh binaries, documentation and a
version of /bin/pwd.
The src archive additionally contains complete source code and
source diffs relative to bsd-net2's sh.

The binaries have been linked with an improved version of PatchLevel 30
of the MiNT Library (all those improvement will show up in some
future version of the MiNT Library): They support automatic path
conversion between the DOS <--> Posix formats for environment
variables (PCONVERT) and an extension to the ARGV standard that
allows for passing of blank arguments to subprocesses (docs included;
this new scheme will be supported by one of the next MiNT Libraries).

Share and enjoy!

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

258. Re: Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 08:42:44 UTC
From: erikjan@icce.rug.nl
Message-ID: <12788@obelix.icce.rug.nl>
Source record: 204938
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <RALPH.93Jun4081808@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:

> I see that things on a.a are now often zipped and not zoo'ed,
> or otherwise. What is a good zip/unzip to use on the ST?
> I've tried stzip 2.2, but that fails for me.

There will of course be many more archives with a zip/unzip program for the
Atari ST, but mine contains my port. Try: ftp.icce.rug.nl and cd to
pub/erikjan/Atari. There you will find zip, unzip, zipnote and zipsplit.

EJee

--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

259. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 10:11:33 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jun6.101133.22552@prime.mdata.fi>
Source record: 204939

In article <memo.293819@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <1993Jun5.143406.8624@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau)
writes:
>>
>>It can? I always thought you needed a Multisync to do that, and even
>>then a Multisync that is capable of low scanrates (something like
>>15kHz). I always thought VGA is 31 kHz. How is this done with a
>>VGA-monitor? And if this is true, what are the advantages of a
>>Multisync to a VGA monitor when used with a Falcon? Do all the video
>>improvers work with VGA (Screenblaster, Blowup etc.)?
>>
>
>You only need a multisync to display truecolour with more than 320*480.
>Screenblaster and BlowUp030 work fine with a VGA. The author of BlowUp030
>is probably reading this and should be able to give you further info.

That'd ne nice of him, because I don't know anything about BlowUp030,
I only heard of screenblaster before.

>An SVGA copes with all ST resolutions plus:
>
>640*480*2
>640*480*16
>640*480*256
>320*240*truecolour
>320*480*truecolour

Can't a normal VGA do all these? What is the difference between VGA
and SVGA monitors?

>Plus other less useful variations of the above.
>
>Ofir ogal@cix.compulink.co.uk
>
>"Anything worth doing is worth overdoing"

Thanks for the info!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

260. Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 10:40:01 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jun6.104001.22942@prime.mdata.fi>
Source record: 204940

Are there any external Zmodem protocols that let me download in the background while doing other things? Some accessories or the like? If there are, where can I find them?

Thanks in advance.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

261. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 12:14:40 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <36847@castle.ed.ac.uk>
Source record: 204941

Distribution:
Organization: Edinburgh University
Keywords:

>
>I've seen a speed test in Current Notes (Atari Mag) and the results were
>the following:
>
> The Atari TT compared to a 486DX-25 outperformed it by 30-40% in
>terms of processing throughput, but totally blew it away in terms
>of video performance. (ISA bus yes, but remember this comparison was
>in 1990)
>Allen Pouratian

This must be a load of rubbish because I used to regularly use a 486-33
at work and a TT at home to compile a fairly large C program (40,000+)
and the 486 ripped through the compilation (Zortech) while the TT just
slowly muched its way through - if I had a choice I'd compile on a
486 rather than a TT. As for graphics, yes maybe the TT graphics are
faster than your average 486 steup BUT the TT graphics are complete crap
in comparison. And yes one could buy a graphics card for the TT but have
YOU got a leg and arm to spare.

Herb
Waiting for a decent computer to come out of Atari

262. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 12:23:26 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2c11f046@p1.f7803.n241.z2.fidonet.org>
Source record: 204840

...message from Ken Newman to All :

KN> Methinks it would be a pretty cool idea to put all of atari.archive
KN> on one cd - only problem is just about nobody with an Atari has a cd-
KN> rom drive.

If there were such a CD, I would buy a CD-ROM. But as it is now, what do I want to use CD-ROM for on an Atari? GIF CDs and Photo-CD? Don't think that's worth it.

/\|ex.

--
ab@traveller.fido.de * FidoNet 2:241/7803 * NeST 90:400/101

263. Re: Atari Falcons in Sacramento

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 13:55:28 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ust0g$83j@usenet.INS.CWRU.Edu>
Source record: 204942

Falcons showed up in Orlando last Wednesday at a local dealer. He got three in, for $1199 each, and sold one within minutes.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

264. Atari 8-bit/ST items for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 13:55:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ust1c$83o@usenet.INS.CWRU.Edu>
Source record: 204943

THIS IS A POST FOR A FRIEND THAT DOES NOT HAVE USENET ACCESS. PLEASE DO NOT REPLY TO IT, AS IT IS NOT MY STUFF. PLEASE SEND MAIL TO BryEdewaard@Delphi.Com. Thanks!

8-BIT SOFTWARE

WARGAMES PACK: Carrier Force, Panzer Grenadier, Battle Cruiser, Midway Campaign, Gulf Strike, Batallion Commander, Wargame Construction Set

.....ALL SEVEN FOR $10

ST SOFTWARE

Starbase (Tracker), King's Quest, Hardball, TV Sports Football, RBI II Baseball, Sundog, Hippo Backgammon, Speedball, Wayne Gretzky Hocket, Revolver

....ALL TEN FOR $20

First Word Plus (with manual)... $10

Software must be sold as a packaged set please.

Discovery Cartridge with ROM Option... $50

Prices do not include shipping.

PLEASE DO NOT SEND ME EMAIL ABOUT THIS STUFF. PLEASE REPLY TO BryEdewaard@Delphi.Com

Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

265. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 13:56:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A1731@K.maus.de>
Source record: 204825

>>>I know there's been a lot of discussion about monitors & Falcons recently,
>>>so I'll apologise for not having taken more notice then. Can anyone tell
>me >>if a VGA monitor can handle the three 'standard' ST resolutions when >>
>connected to a Falcon? >>
>> >YES.
>It can? I always thought you needed a Multisync to do that, and even then a
>Multisync that is capable of low scanrates (something like 15kHz). I always
>thought VGA is 31 kHz. How is this done with a

No, you don't. On VGA monitors, ST low and medium resolution are done by
hardware-doubling each scanline.

266. ATARI ST ITEMS FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 13:57:05 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ust3h$87l@usenet.INS.CWRU.Edu>
Source record: 204944

```
################################################################################
Hardware
################################################################################

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon included
.....................................................................25

C.Itoh Prowriter Jr. 9-pin dot matrix printer. Works fine. Nice
NLQ mode.............................................................40

Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible..........150

################################################################################
Software
################################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1)..............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
ImageCat (fairly new version)........................................10
Business Pack: Base Two, GFA Vector, I*S Talk, Solapak......all for 20
Games Pack... Breach, Renegade, Strip Poker, Starglider.......all for 7

################################################################################
Magazines
################################################################################

STart Magazine
--------------
All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.........45

################################################################################

Prices do not include shipping.
```

If you're interested in any of these items, please send me Email. If you don't like the price, make me an offer! I'm tired of this stuff taking up my closet space, and I want to get rid of it!
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

267. Re: Seagate HD problems...

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 14:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A1732@K.maus.de>
Source record: 204826

>Hi There, I have a 40 MB Seagate HD and cannot format it because I don't
>konw all the information about my controler. Does anyone know those things
>about how many hedas, cylinders, sectrors, SCSI etc...

Sorry, but we need the exact drive type, like ST-251 or ST-157N, to identify
it.

268. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 14:48:26 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ut03qlNNbbt@life.ai.mit.edu>
Source record: 204945

In article <82807@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>On the other hand, if the programmers use internal timers for delays instead
>of delay loops in the programs, then the games will probably run OK on faster
>Falcons.

Specifically, the game designer has to tie the game to the vertical
blank, then figure out how many vertical blanks there are per game turn
(frame) on the slowest supported machine, and then make the game sit
between frames and wait until that number of vblanks has elapsed since
the last turn. I.e., on slower machines the game will just sit there
killing time. It's a trivial thing to do, but you have to know that
you should be doing it, and early Atari (and PC) programmers didn't
necessarily know, or were too lazy to bother.

An interesting alternative is to make the game use any extra time it
has to render in more detail, move more critters, etc. This is harder
to manage, and often it's best to have the game play the same on all
machines. (Of course, some PC game programmers now assume a 386/25,
and if your machine isn't that fast, the game just runs slowly.)

>PC owners went through this exact same thing when faster machines started to
>become routinely available. The "stock" PC had been frozen at 4.77 Mhz for
>a long time... when 8 Mhz or faster PCs started showing up, a lot of the
>games written for those original machines ran twice as fast, or faster..

Heh... I still have Robotron, which is a boot disk meant for a 4.77 Mhz
PC. When I load it on my 486/33 and start a game I just get

squawk squawk squawk GAME OVER

Instruction timing -- gotta love 'it. :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

269. sending mail to genie

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 16:13:04 UTC
From: les dodman <les.dodman@canrem.com>
Message-ID: <1993Jun6.4514.33958@dosgate>
Source record: 204946

Send it as follows, I believe it should work....

J.DOE@GENIE.GEIS.COM

Let us know!

Les.......
--

270. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 16:27:45 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun6.162745.14412@ugle.unit.no>
Source record: 204950

```
Paetau@mits.Mdata.Fi,
In a message on 6 June, wrote :

pR>
pR> In article <memo.293819@cix.compulink.co.uk> ogal@cix.compulink.co.uk wri
pR> >
pR> >
pR> >In article <1993Jun5.143406.8624@prime.mdata.fi>, paetau@mits.mdata.fi (
pR> aetau) writes:
pR> >>
pR> >>It can? I always thought you needed a Multisync to do that, and even
pR> >>then a Multisync that is capable of low scanrates (something like
pR> >>15kHz). I always thought VGA is 31 kHz. How is this done with a
pR> >>VGA-monitor? And if this is true, what are the advantages of a
pR> >>Multisync to a VGA monitor when used with a Falcon? Do all the video
pR> >>improvers work with VGA (Screenblaster, Blowup etc.)?
pR> >>
pR> >
pR> >You only need a multisync to display truecolour with more than 320*480.
pR> >Screenblaster and BlowUp030 work fine with a VGA. The author of BlowUp03
pR> >is probably reading this and should be able to give you further info.
pR>
pR> That'd ne nice of him, because I don't know anything about BlowUp030,
pR> I only heard of screenblaster before.
pR>
pR> >An SVGA copes with all ST resolutions plus:
pR> >
pR> >640*480*2
pR> >640*480*16
pR> >640*480*256
pR> >320*240*truecolour
pR> >320*480*truecolour
pR>
pR> Can't a normal VGA do all these? What is the difference between VGA
pR> and SVGA monitors?

Yes, a normal VGA does these, and the ST-resolutions (I do that on
mine). With an SVGA monitor you can run more (interesting ?) interlace
modes. A normal VGA won't do that.

Erling
---
```
 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

271. Re: Interesting speed not

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 16:27:57 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun6.162757.14469@ugle.unit.no>
Source record: 204851

```
Eang62@castle.Ed.Ac.Uk,
In a message on 6 June, wrote :

eR> >
eR> >I've seen a speed test in Current Notes (Atari Mag) and the results were
eR> >the following:
eR> >
eR> > The Atari TT compared to a 486DX-25 outperformed it by 30-40% in
eR> >terms of processing throughput, but totally blew it away in terms
eR> >of video performance. (ISA bus yes, but remember this comparison was
eR> >in 1990)
eR> >Allen Pouratian
eR>
eR> This must be a load of rubbish because I used to regularly use a 486-33
eR> at work and a TT at home to compile a fairly large C program (40,000+)
eR> and the 486 ripped through the compilation (Zortech) while the TT just
eR> slowly muched its way through - if I had a choice I'd compile on a
eR> 486 rather than a TT. As for graphics, yes maybe the TT graphics
are

Well, what compiler did you use on the TT ? gcc ?
Gcc _is_ slow. Try Turbo-C. I haven't seen anything that compiles so
fast... It seems like it is 10 times as fast as gcc, but probably is
not _that_ fast. :-)
```

Erling
(Who uses gcc anyway :-)

• ATP/Unix 1.40 • Running under atari MultiTOS

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

272. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 18:11:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1353@usdtsg.DaytonOH.NCR.COM>
Source record: 204892

In article <82806@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I too mourn the passing of the days when asking a question brought you
>not only an answer, but offers of further help, examples, far more than
>you ever asked for...

Those days aren't totally done. I, and many others, are more than
happy to help people out with the Atari (assuming I have at least a
reasonable clue as to the answer of a question). If it looks like a FAQ,
I would probably go email than post here, and no doubt others do the same.

You have to remember that the current user base is smaller than what it
used to be, and thus there are probably less people to work from.
Assuming the Falcon gets popular, and more people learn of the net
(it is amazing how many people have acess to the internet, but don't
even realize it), then things may change for the better...

>I used to hope that by answering a question that the next time a new user
>appeared with that same "stupid question", the person I'd helped would
>step forward and answer in his turn...

That's one purpose (at least for me) of email. Besides, just like in
real life (I dunno if the net is real life or not :-) some people are
more outgoing than others, and thus are more likely to say something...

>Now it seems we're all too sophisticated to care about anyone with
>"stupid questions".. all we can do is accuse the questioner of being
>stupid, and make fun of him...

There's no such thing as a "stupid" question. The only stupidity
arises if someone doesn't know something, and isn't willing to ask (since
there's no better way to learn). Besides, using the net (and BBS's in
general) we're really all "faceless" people (except for those who
might have met in real life) so a lot of flamewars that occur are
made by those whose identities are basically shielded behind the ASCII.

Anyways, folks, there's much more important things in life to
get worked up about than computers (just about everything, actually :-)
so everyone take a deep breath, release, and relax (now didn't that
feel good :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"welcome... to the machine..."

273. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 18:34:57 UTC
From: msoysal@mistik.speedway.net
Message-ID: <739377297msoysal.newsadm@mistik.speedway.net>
Source record: 204853

In article <32281@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>Why are you people comparing an 486 to an 68000? Have you gone insane? Is
>this just your way of saying a PC is better than a ST? If your going to
>compare CPU performance, why not compare the 486 to a 68040? Make it
>fair. Why don't you compare an Atari 800 verses a Cray? Whatever...
>

I guess they are testing what is available to them. Perharps someone
with a 68030 atari machine wants to take part in the testing? Do they
have 68040 at all?

--

Mustafa Soysal msoysal@mistik.speedway.net
---

274. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 18:49:45 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C87qyx.3nH@mailer.cc.fsu.edu>
Source record: 204852

Rasmus Paetau (paetau@mits.mdata.fi) wrote:

> Are there any external Zmodem protocols that let me download in the
> background while doing other things? Some accessories or the like? If
> there are, where can I find them?

I believe STalker 3.x (from Gribnif Software) can do this, as the entire
terminal program can be used as a desk accessory (or a stand alone program).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

275. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 20:16:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A64005@MS.maus.de>
Source record: 204870

In article 1993Jun4.114421.22437@pat.uwe.ac.uk, Air Max
(dja_gow@peanut.uwe.ac.uk) wrote:
>What I would like to point out that it would be nice to see Minix Fs
>run which out Mint and MultiTos. I would like to beable to run a
>different FS without a heavy support layer such as Mint or MultiTos.
>And I am sure it is quite feasible to do this.

MiNT isn't THAT big. However, you *could* write a MetaDOS file system
driver for Minix file systems (MetaDOS is smaller than MiNT), but
you would lose (a) I/O redirection and (b) long filenames and case
sensitivity. Note that without MiNT's directory reading calls, no
program will be able to read the long filenames.

276. Re: comments about Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 20:17:14 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1utjcaEc7o@uni-erlangen.de>
Source record: 204854

csullogg@cc4.crl.aecl.ca writes:

>... Brodie replied that
>my request was arrogant and insulting (remember, I asked him to PLEASE
>look into the matter) and that I could expect to be put on the bottom
>of his priority list if I made another "arrogant" request.

A "consumer product company" that sells products for 10 million dollars
in 3 months surely can't afford to set anybody to the bottom of a
priority list. They should be happy about every single machine
they can possibly sell.

Don't worry. Here in Germany it's the same. A big music dealer would like
to sell Falcons here (who else should sell Falcon's I ask!) but isn't
allowed to do so, too.

>If Brodie worked
>for me as director of communications and sent a dealer a FAX like the
>one he sent me he would have been out on the street immediately.

Well, I don't know the fax and the whole story, but I often have the
impression, that the only persons that really can do their job at
ATARI are the hardware developer(s) (and Eric Smith...). Or do you have
any other idea why ATARI has fallen down so deep in the last
3 years?

A good example for that: Someone of the Tramiels gave a big interview
at the CeBit announcing, that ATARI will only produce consumer products
and consumer computers for the future, no High Tech like a TT, no try to
get the machines into the universities (like here in Germany), no try to
get into the DTP area again (like they have done with Calamus and the TT).

Well, such statements are really what the developers here in Germany
want to here! Is there a better way to get rid of the "ATARI machines
are game machines"?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

277. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 20:23:03 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1utjn7Eccg@uni-erlangen.de>
Source record: 204855
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

ekrimen@netcom.com (Ed Krimen) writes:

>In article <C86nLx.Jyo@cbnewsl.cb.att.com> conty@cbnewsl.cb.att.com (E. Kontei) writes:
>>Err, Bob? That's *exactly* what they did.
>>
>...and Tramiel says it will cost just $200."

He really said this again? Two hundered dollar for a 64 Bit machine?! I can't
believe that!

Either they mean that without any hardware (joystick, case, ram) or they
don't want to earn any money with that machine...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

278. Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 20:41:01 UTC
From: Steve.Yelvington@f47.n282.z1.tdkt.kksys.com
Message-ID: <739403768.AA03285@tdkt.kksys.com>
Source record: 204859

Oh, goody: Atari has another machine to release "close to Christmas." Which means there might be 30 or 40 of them in the country by the following June.

Steve Yelvington
Marine on St. Croix, Minnesota
s.yelvingto2@genie.geis.com
Waiting for cheap Power PC

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

279. Atari.archive.umich.edu faq of sorts

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 22:26:14 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1utqu6$ifl@terminator.rs.itd.umich.edu>
Source record: 204856
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

[I thought I'd post this now, before I leave for vacation. Get your questions
in within the week, cuz after that: look out Eurpoe, here I come....]

The atari.archive.umich.edu "Just the 'faqs' faq" - an Umich Atari Posse Product

Recent changes are marked with a *

This faq has been revamped to provide just the "faqs", less talk
and more rock. Ready?

1. How the hell do I get to atari.archive?

By order of preference:
1. AFS (if you don't know what it is, you don't have it, forget I
mentioned it).

2. Gopher (Other gophers/North America/USA/Michigan/Merit/Software
* Archives or Popular Gopher Servers/Software Archives at Michigan).

3. FTP - Be sure to check for mirrors that are closer to home. For
instance src.doc.ic.ac.uk (/computing/systems/atari/umich) and
wuarchive.wustl.edu (/mirrors/archive.umich.edu/atari).
* wustl ran out of disk space and hasn't been keeping all of
us there. Please avoid it until they fix their problem.

4. Mail - Send mail to atari@atari.archive.umich.edu with a body
of help for the help file. Questions about BART to
brode@atari.archive.umich.edu

2. Uploads?

You bet we want 'em. Via afs, cp into /afs/umich.edu/group/itd/archive
/atari/New. Via ftp, ftp into atari/New (will not work at mirrors).
Via gopher, impossible, see mail. By mail, uuencoded chunks to
weiner@atari.archive.umich.edu.

3. Sacrifices in our honour?

You bet. Small children and farm animals only please.

4. Why the hell do things take so long to get from New to the
archive?

* Come on, things haven't been that bad lately, have they?

5. I'm completely confused by this post, who can clarify it for me?

I'll do my best, weiner@atari.archive.umich.edu. If that don't work,
weiner@terminator.rs.itd.umich.edu. If that don't work,
weiner@stat.umn.edu. If that don't work, weiner@beryl.labmed.umn.edu.
If that don't work, Jeff Weiner 414 Erie St SE #14, Mnpls, MN 55414.

* Although note that I will be on vacation from June 14 to July 5.
Look out Europe, here I come!
Good night,
--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
"It's not the way you look - it's you culo...." - 24-7 Spyz, Culo Posse

280. COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-06 23:05:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <2809.78.uupcb@uttsbbs.uucp>
Source record: 204871

Atari and IBM use the same format, you should have no problems copying files.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

281. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 00:05:36 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC885LD.AJw@netcom.com>
Source record: 204858

In article <1993Jun6.104001.22942@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Are there any external Zmodem protocols that let me download in the
>background while doing other things? Some accessories or the like? If
>there are, where can I find them?

STalker will enable you to download Zmodem in the background.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

282. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 00:08:09 UTC
From: azog@world.std.com
Message-ID: <C885pL.898@world.std.com>
Source record: 204857

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Are there any external Zmodem protocols that let me download in the
>background while doing other things? Some accessories or the like? If
>there are, where can I find them?

>Thanks in advance.

If your using MiNT, you can use xyz or one of the myriad sz/rz combos,
and run that from any window you please. Ive been able to do this using
tip, and then defining my shell as xyz.prg within tip (so that a ~!
would spawn off xyz)

Or, altho Ive never used it, I heard that Flash can do background file
transfers?

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

283. Problems with my new ST!

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 00:55:14 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jun7005514@wpi.WPI.EDU>
Source record: 204880

Well, my first computer was an Atari 800XL, so I've always wanted an ST. On Saturday I finally bought one, a used 1040ST with both monitors, lots of software, etc... But I'm typing this message in on my PC... Why? Because the ST has some problems...

Biggest problem first: It seems to think that it only has 323072 bytes of memory! That's what NeoDesk 2.0's "About..." window tells me. And some large programs refuse to run, saying there isn't enough memory. What is going on here? None of the memory chips seems to be running hot... (at least no ONE chip... About half of them feel warmer than the others...) Any clues? It _IS_ a 1040ST, by the way, and has 32 chips inside... So don't give me any "you sure it's not a 520ST?" *grin*

Next thing: I got an ICD SCSI adapter with it! The guy says that that is "a little flaky" too. Not having a SCSI drive (yet), I don't know about that... Are there any known problems with ICD Links getting fried by static or anything? And where's the cheapest place to get a SCSI drive?

I hooked up an external modem to it... It connected and ran alright (though the modem program, Flash, was a bit weird) but refused to download. Xmodem kept getting CRC and checksum errors. I tried changing all the parameters on both sides. Does anyone know a way to get zmodem into this program? Or how to get xmodem to work? Or can anyone reccommend a better (hopefully PD/Share) term program? And is Kermit and Emacs available for the ST? I would hope so...

The disk drive is a little flaky too. It refuses to read disks sometimes. Maybe 1% of the time. That's not really a problem, since it works the next time. Still, any suggestions? And how hard would it be to hook an old IBM 720k drive to the external drive connector? I've got a power supply for it already... It could sit next to the SCSI HD...

Here's what I've gotten to run on the thing: NeoDesk 2.0 in a 196k RAM disk (so it's good and fast). Flash, Michtron's Utilities Plus, PC Ditto, various Compute! things. Here's what won't run: Some software Mac emulator program, Cad 3D 2.0. These last two report disk errors every time I put them in the drive. Guess I can kiss them goodbye... What kind of support can I expect from these companies? These are all original programs, with documentation, etc... Who's still in business? Particularly Flash. Is Antic still around? Is there a newer version than 1.6?

As for the ST, it reports TOS .19. That's bad, right? How can I upgrade that? And do I need to upgrade it?

I'm sorry for putting so much into one post, but I really like Atari computers (and I've got a UNIX box and a PC, too!) and I'd really like to get my ST up to steam... No matter what, though, it was a great deal! I won't say how much I paid, but it was less than half what I've seen anyone on the net offer anny ST for, let alone one with lots of software and the color and mono monitors...

Thanks for any help. Please post or email. I have a feeling I'll be active on this group in the future...

.s.

--
- lancer@wpi.wpi.edu - - Horses are fine, so are books -
-Official culture still strives to force the new media to do the work of-
-the old media; but the horseless carriage did not do the work of the -
-horse, it abolished the horse and did what the horse could never do. -

284. Re: NEOchrome and animation.

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 01:05:39 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1uu493$a12@binkley.cs.mcgill.ca>
Source record: 204860

In article <C86LBv.GBG@tiguex.cs.unm.edu> rfalanga@tiguex.cs.unm.edu (Rod Falanga) writes:
>
> I know it is very likely that no one, or at least very few, people who
>have Atari ST's still use NEOchrome. Yet, for people like me, with young
>children, it's a hard paint program to beat.
>

what's wrong with NeoChrome ? ;-) It's the only one I use (plus some
art director once in a while, but rarely).

> Anyway, I remember hearing that there is an undocumented feature in
>NEOchrome (at least by version 1.0 it was still undocumented) in which you
>could get an additional painting feature, which looked like a movie camera in
>the paint selection box. (You get it by selecting the Grabber option. Then go
>the the second "R" in the word "GRABBER" and click on it.) I'd like to know
>how to use it? Does anyone know how, or have some documentation on it?
>

OK, here goes :

1. with the mouse, select the zise of the sprites you wish to animate. The
width must be a multiple of 16 (You can't set it to anything else anyways)

2. The right mouse button serves to scroll the screen around IN THAT WINDOW
ONLY ! So move it around until the first sprite is well placed inside. Then
click on the add button.

3. keep doing that until all sprites are ok. You can delete those you missed,
or swap them around. (By using the box in the upper-right corner of the
tool box for the animation. You can store one sprite there, and copy it back
to the cycle afterward.)

4. the speed selector works like for the color cycling. (right mouse button
on he arrow to have it cycle in this diretion. more clicks to make it
faster.)

5. Don't *EVER* hit ESC when it's cycling. The reason it's hidden is because
it's really buggy. so doing something it doesn't expect would probably
result in a) mutilation of the screen b) crash the computer.

I'm replying here without having used it for a while, so I may miss things,
or be wrong. I'll take a look at it when I can, and mail you (or post
if there are requests) an update.

Patrick.

285. HSC MiNTlibs pl30 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 01:06:28 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <739415187@amazon.cs.duke.edu>
Source record: 204861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sigh. I finally get pl30 done, and now it looks like pl32 is on the horizon. Being out of the loop really sucks, ya know? ;)

But anyway, now on atari.archive are the MiNTlibs pl30 compiled for HSC. The file mnthlb30.zoo actually contains two versions of the libraries -- one with 8-character external names for v1.40 and below, and one with 22-character external names for v2.00 and above (so that I don't have to re-release the library when v2.01 is released).

As always, in the event of the unthinkable (ie. bugs), you can reach me at this address.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

286. Re: Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 01:15:26 UTC
From: s0xjg@exnet.co.uk
Message-ID: <C888ts.qA@exnet.co.uk>
Source record: 204864

In article <1993Jun4.140932.10268@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>In <32107@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>
>[...]
>
>> 1) If (when) Atari drives themselves into the ground the stock will be
>> worth much less than $0.88/share. It could be bought for as little as
>> $.10/share if Atari really screws up.
>
>If that happens, there won't be much left of Atari to buy...
>

Not quite right. The value of the shares seldom, if ever reflects the true value of a company. The true value, of course, being the capital the company owns. The share price is much a much less useful guide. It only tells you what people think of the company itself.

A 68030 is a 68030 is a 68030. It doesn't matter if the owner of the chip is in the red or black, its value depends on other things.

Xavier

>
>--
> ____
> Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
> nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
> ~~~~~~

--
* Xavier Gallagher **************************** ****************************
********************* Humanistic Counsellor * ** s0xjg@exnet.co.uk ******
********************* Taking on clients now * ****************************
** ****************************

287. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 01:44:51 UTC
From: ltduck@access.digex.net
Message-ID: <1uu6ij$82m@access.digex.net>
Source record: 204862

If that CN benchmark was the one that I'm thinking of, then it said that the ST got 3 mips. That's simply not possible, considering that it's 8 mhz and the fastest instructions (which do terribly little of use) take four clock cycles. So if you're sitting there doing internal operations or nothing at all, you can't get above two.

288. Forget Me Clock II For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 02:24:42 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <100969@hydra.gatech.EDU>
Source record: 204863

```
For Sale:
Forget Me Clock II $20 + postage. firm.
- Cartridge with battery and cartridge thru port
- Utilities disk
- Manual
- Warranty registration card

I bought this for my Mega STE only to learn the Mega STE has an
internal clock. I haven't used it. If there are any problems
with it you have the warranty by sending in the card. My Atari
dealer sells this for $35.

e-mail responses to:
gt1448b@prism.gatech.edu
--
Opinions expressed are my own.
```

289. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 03:14:27 UTC
From: sourada@iastate.edu
Message-ID: <gen_739422865@iastate.edu>
Source record: 204865
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: ??.??.??
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. £49.99

All the above together £99.99

Hardware and Chip Specs. 228 pages. £29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: ??.??.??
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

```
No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE: ??.??.??
What is Free-Net and how can I get access?
=========================================

A "Remodeled" Atari S.I.G. Opens
```

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.05.05
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

('Suspened' from publishing...)

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany,
Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France

(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00

adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.03.01
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==============================

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==
Atari Explorer Online magazine is available on CompuServe and GEnie. You can
also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access

via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools

P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)

413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232

Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

Alex Kiernan Hans-Peter Labude
HiSoft Managing Director
The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
+44 525 718181 +49 6104 67581 (fax)
GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

Paul W Lee Dave Link
Double Click Software HiSoft
P.O. Box 741206 The Old School, Greenfield
Houston, TX 77274-1206 Bedford, England MK45 5DE
713 977 6520 (fax jack) +44 525 713716 (fax)
713 977 6520 +44 525 718181
GEnie: DOUBLE-CLICK GEnie: HISOFT
CIS: 75300,577 Cat3 Top11,14,15 / Cat2 Top30
BBS: 713 944 0108
Cat30

Bob Luneski Henry Murphy
Oregon Research Associates MS Design
16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
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Cat6 Top23

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MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

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Houston, TX 77274-1206 Manchester, CT 06040
713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4

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Cat30

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Dan Wilga Paul Wu
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413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: 93.05.02
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
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Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

290. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 03:14:32 UTC
From: sourada@iastate.edu
Message-ID: <soft_739422865@iastate.edu>
Source record: 204866
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
*GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.01.30
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip21.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: ??.??.??
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI: ??.??.??
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6

```
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format...........-16
Insert other disk...............-17
Invalid function number.........-32.............1
File not found..................-33.............2
Path not found..................-34.............3
No handles left.................-35.............4
Access denied...................-36.............5
Invalid handle..................-37.............6
Insufficient memory.............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files...................-49............18
Range error.....................-64............33
Internal error..................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
```

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

```
:GDOS: 93.05.05
What is GDOS, and where can I get it?
====================================
```

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:
Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin

GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.01.30
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.3.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP

Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,

monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

```
=========================================================================
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
-------
Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich
```

291. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 03:14:35 UTC
From: sourada@iastate.edu
Message-ID: <hard_739422865@iastate.edu>
Source record: 204867
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130 ST	8	/1	1.0	M		Never marketed
260 ST	8	/5	1.0	M		
520 ST	8	/5	1.0	M		
520 ST+	8	1	1.0	M		
520 STm	8	/5	1.2	M		
520 STfm	8	/5	1.2	FM		
1040 ST	8	1	1.0	FM		
1040 STf	8	1	1.2	F		
1040 STm	8	1	1.2	M		
1040 STfm	8	1	1.2	FM		
Mega 1	8	1	1.2	F	MB	

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

292. Re: Bio-Hazzard

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 04:11:31 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jun07.041131.167819@zeus.calpoly.edu>
Source record: 204868

I downloaded hazzard.tos from a.a.u.e, and when it was trying to
extract "ALIEN1.MBK", I got 2 bombs. What went wrong?

.....Chris L. Willison
.....(cwilliso@tuba.calpoly.edu)

293. DESKSET 2 & INTERFACE

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 05:53:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uul4kINN1bj@golem.wcc.govt.nz>
Source record: 204869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DESKSET 2 and INTERFACE

Does any one know what happened to Ataries DTP program called
DESKSET 2..??

Also I seem to have read something about INTERFACE on Fido Net,
can some one tell me more about this program..??

Thanks.............

Roger.............. sheppard_r@kosmos.wcc.govt.nz

294. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 07:15:25 UTC
From: c60b-3jz@e260-1b.berkeley.edu
Message-ID: <1uupud$91p@agate.berkeley.edu>
Source record: 204872

I talked about Current Notes benchmarking an Atari TT being 30-40% FASTER
than a 486DX-25 and totallly beating it in video performance (VGA) (back in
1990) and this dude responded...

>This must be a load of rubbish because I used to regularly use a 486-33
>at work and a TT at home to compile a fairly large C program (40,000+)
>and the 486 ripped through the compilation (Zortech) while the TT just
>slowly muched its way through - if I had a choice I'd compile on a
>486 rather than a TT.

Ok, think now, did you use the exact same C compilor on both computers?
I didn't think so. Cause if you used a fairly top end compiler, and the TT
had a PD compilor then of course you'll have a big difference in compiling
speed. Did you use Laser C or what? Point being, use the SAME program on
different computers if you want a somewhat relevant (and accurate) benchmark.

>As for graphics, yes maybe the TT graphics are faster than your average 486
>setup BUT the TT graphics are complete crap in comparison. And yes one could
>buy a graphics card for the TT but have YOU got a leg and arm to spare.

Hello? Do we have our thinking caps on? I said this article was written in
1990 when SVGA was either nonexistent or not as prevalent (sp) in the PC
world. Point being, local bus VGA performance...standard on the Atari TT

Allen Pouratian

295. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 08:20:07 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Yg4jcre00WAtMV=o4l@andrew.cmu.edu>
Source record: 204873

Excerpts from netnews.comp.sys.atari.st: 6-Jun-93 COPIER ATARI ST <->
IBM PC Jeff Spink@uttsbbs.uucp (384)

> Atari and IBM use the same format, you should have no problems copying files.

Actually, the ST has no problem with PC-formatted disks, but the PC
doesn't like disks formatted on an ST unless they have a PC bootsector
(which can be written with DC Format). Or just format everything on a
PC, in which case both machines will be happy.

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

296. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 09:49:55 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun7.094955.15750@email.tuwien.ac.at>
Source record: 204874

In <82754@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

[...]

> Before you get too apoplectic, please do me the courtesy of remembering
> that all I posted was how easy it was to expand the memory of my PC
> to 8 megabytes...

Er... Pardon me, but I don't quite see why that should be of any
interest to the people reading this newsgroup...

-MY
--
____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
--
____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~

297. Re: New! NVDI 2.5 for FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 10:15:58 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun7.101558.17483@email.tuwien.ac.at>
Source record: 204875

In <1993Jun05.010540.13609@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

[...]

> Finally, the reason I was looking at your program at all is that for my
> Gemulator program I include Quick Index to allow people to benchmark
> Atari ST emulation on the PC versus the real ST. I was told about your
> program by one of my users and I tried it out with the belief that maybe
> your program would offer a wider array of benchmarks. It does, but as I've
> spent 10 pages telling you, they're bogus. Go fix them and I'll be glad to
> include your program with Gemulator.

Hmmm... I heard a stupid rumour, which said that Gemulator was optimized
to show higher Quick Index results! Is that true? How well does it do
with GemBench? ;-)

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~

298. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 10:17:25 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jun7.101725.16055@rhrk.uni-kl.de>
Source record: 204876

Geoffrey Spear <gspear+@CMU.EDU> writes:

> Actually, the ST has no problem with PC-formatted disks, but the PC
>doesn't like disks formatted on an ST unless they have a PC bootsector
>(which can be written with DC Format). Or just format everything on a
>PC, in which case both machines will be happy.

Or use TOS >= 1.04. PCs have no problems then. (I'm wondering why anyone is
using older TOS version at all.)


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

299. ATARI ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 11:33:43 UTC
From: "NO E-MAIL ADDRESS"@eicn.etna.ch
Message-ID: <1993Jun7.113343.313@eicn.etna.ch>
Source record: 204877
Cross-posted to: eicn.pc,ch.general,comp.sys.atari.st,eicn.divers,fr.comp.sys.atari

Hi netters...

I'm posting this for a friend. Because of a system change he's selling:

Atari Mega ST (1MB RAM, mono monitor)
Megafile 30 (Harddisk 30MB)
Nec P2+ (24 pin printer)

Price: 800.- Swiss francs, Cash and carry.

E-mail me at vongunten@ezinfo.vmsmail.ethz.ch
or call him at: (039) 51 14 70 (ask for Michel Willemin)
--
|Ralf von Gunten | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
| | DECnet: 53848::VONGUNTEN |
| Happiness is the only belonging which multiplies when you share it... |

300. Re: Bio-Hazzard

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 12:05:26 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C892x3.CF5@sunlab1.bath.ac.uk>
Source record: 204878

In the referenced article, cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>
> I downloaded hazzard.tos from a.a.u.e, and when it was trying to
>extract "ALIEN1.MBK", I got 2 bombs. What went wrong?
>
>.....................Chris L. Willison
>.................(cwilliso@tuba.calpoly.edu)
>
>
Its possible that your copy got corrupted whilst it
was downloading , you could try downloading it again.
If anybody wants I can email them a copy .

Bye
Les>

301. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 12:18:04 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun7.121804.27273@sol.ctr.columbia.edu>
Source record: 204879

```
} > The Atari TT compared to a 486DX-25 outperformed it by 30-40% in
} >terms of processing throughput, but totally blew it away in terms
} >of video performance. (ISA bus yes, but remember this comparison was
} >in 1990)
} >Allen Pouratian
}
} This must be a load of rubbish because I used to regularly use a 486-33
} at work and a TT at home to compile a fairly large C program (40,000+)
} and the 486 ripped through the compilation (Zortech) while the TT just
} slowly muched its way through - if I had a choice I'd compile on a
} 486 rather than a TT. As for graphics, yes maybe the TT graphics are
} faster than your average 486 steup BUT the TT graphics are complete crap
} in comparison. And yes one could buy a graphics card for the TT but have
} YOU got a leg and arm to spare.
--

This I find quite amazing, considering the limitations on the bus
throughput on the PC. Is Zortech an incremental compiler or something?
And what was the TT compiler used? I've always considered 486's to be
terminally slow when compiling (though I use gcc on them, when I have
to).

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

302. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 12:21:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1354@usdtsg.DaytonOH.NCR.COM>
Source record: 204803

In article <C885pL.898@world.std.com> azog@world.std.com (azog) writes:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>
>>Are there any external Zmodem protocols that let me download in the
>>background while doing other things? Some accessories or the like? If
>>there are, where can I find them?
>
>If your using MiNT, you can use xyz or one of the myriad sz/rz combos,
>and run that from any window you please. Ive been able to do this using
>tip, and then defining my shell as xyz.prg within tip (so that a ~!
>would spawn off xyz)

I guess I should throw in that the same thing can happen when
using ConNect as well - if MiNT or MTOS is loaded, then you can set
the option to do a background download (you'll still be "within" Connect,
but you may use it's shell or RUN other program features to get
around that).

In the case of using Mint/MTOS with background downloading with
any term program, it might be useful to treat NICE.TTP as the
"download protocol" with your zmodem.ttp as a parameter to that -
at least that way you may adjust the timing used up by the
protocol...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

the 4 food groups: chocolate, sugar, caffiene, and fast food...

303. FPU-trouble

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 13:18:26 UTC
From: d2janja@dtek.chalmers.se
Message-ID: <d2janja.739459106@dtek.chalmers.se>
Source record: 204882

I've have> a friend with a MegaSTE, who bougth a 68882 FPU
and plugged it in the FPU-socket. No program seems to
recognize it. As we understand it you can't use Line-F
instruktions with a 68000.

Question:

Is there any jumper-connections which must be set or anything
similar to get the system to recognize it?

How do you use in your own software, he programs assembler
only?

d2janja
Selfwalking and Scalable!!!

304. SCSI-trouble

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 13:32:13 UTC
From: d2janja@dtek.chalmers.se
Message-ID: <d2janja.739459933@dtek.chalmers.se>
Source record: 204883

I have friend who is a Publisher, lives in Sweden and
uses Atari professionaly. This is not common in sweden,
therefor I am anxious to assist him.
He have a TT030/8 with a 48Meg seagate ST157N internally.
on the outside on the same SCSI-chain he had an EPSON GT8000
colour scanner and an Ultre Setter DTC3000. This worked fine,
but of course he needed more harddisk-space. He bougth another
240Meg seagate ST3283 and connected on the SCSI-chain, suddenly
it was impossible to save on any of the harddisks.
It works perfectly as long as you only reads from them, the Setter
and scanner works fine but you can't save the result.
Something really strange is that it is possible to save before
you have used the scanner, but not after, unless you boot again.

The chain is in the following order computer
unit 0 internal disk
unit 1 external disk
unit 3 scanner
unit 4 photosetter

The reason that there is no unit 2 is that it is difficult
to change id on the photosetter.
The photosetter must be last on the chain cause there is only
one SCSI-connector.
There is a terminator in both ends of the chain.

305. No subject

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 14:00:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Jun07.150002.1@gst-soft.demon.co.uk>
Source record: 204885

Grasp viewer.

Now that we have TT's and Falcons, i.e. Ataris with decent
colour support, has anyone considered porting a grasp viewer
to the TT/Falcon?

CW.
==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

306. Available Word Processors

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 14:28:10 UTC
From: etxlenb@kaasa20.ericsson.se
Message-ID: <1993Jun7.142810.15596@ericsson.se>
Source record: 204884

As being a novice to Atari:s, and especially software to Atari, I'm wondering if there's someone on the net who can tell me something about available word processors for the Atari. (Word, WordPerfect style)

Freeware/shareware preferable, but every hint is appreciated.

Regards from the land of reindeers, Sweden (No, we don't make watches here!).

--
Lennart Br�ndstr�m, e-mail: etxlenb@osd.ericsson.se.

307. RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 14:42:07 UTC
From: wabe@ukc.ac.uk
Message-ID: <4677@eagle.ukc.ac.uk>
Source record: 204881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just downloaded a new utility (RECLAIM.ZOO) to a.a. @umich.
The text file begins as follows and tells you what it's about:
Cheers,
W. Alan B. Evans.[wabe@ukc.ac.uk]

------------------- From RECLAIM_V2 textfile ---------------------------

For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
1024 byte clusters) of formatted disk space. For example, with the standard
double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
sectors long and a root directory which is 7 sectors long. The disk is
formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
in all. Since the "disk management" accounts for 18 of these, one might
reasonably expect there would be 1422 left over to hold data i.e. we'd
expect 711 clusters of data. But NO! - as is well-known there's only 709
clusters available for data. What has TOS done with the other 2? I'm sure
I don't know - I've never seen any explanation for this documented! But
there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
consequences that might arise out of using RECLAIM. Therefore, it would
be wise to be wary (esp. with valuable data) until one has gained full
confidence in the usage of RECLAIM. All I can say is that I have
personally been using RECLAIM for some while with no adverse-effects.

The idea for RECLAIM is originally in the RDY sourcecode of Mark
Williams Co.'s "RDY" ramdisk utility. Whilst upgrading the latter recently
(Version_4 of RDE is now available at a.a.) I noticed that a little trick
which the author of RDY called a CLUSTERHACK allowed the ramdisk to reclaim
these 2 lost clusters back from TOS. Basically the strategy is exceedingly
simple viz. alter the boot parameter block info to signal a total sector
number which is 4 more than actually exists and to MARKBAD the last two
FAT clusters. It occurred to me that this might also work on Floppies
and, indeed, it seems to. However I know of no formatter program that will
format floppies in this "RECLAIMed" state.

You can use a disk editor (DISK DOCTOR, KNIFEST etc.) to do the
alterations. However, altering the format with a disk utility involves some
intricate calculations to locate the last two fats' positions etc. etc.
and a small error could cause loss of data. RECLAIM.TOS simplifies & speeds
up this task. At the prompt you simply insert a normally formatted disk
and RECLAIM will do these conversions and modify the disk so that you will
end up with 2 kbytes more of free space on it. Of course, it checks to see
if the disk has previously been altered and, in that event, will tell you
and alter nothing. Note also that disks containing data can also have

their missing sectors RECLAIMed - with no harm to the data.

etc. etc. .... Rest of documentation ommitted.

308. Modem recommendation

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 15:00:48 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993Jun7.150048.8850@midway.uchicago.edu>
Source record: 204886

Hi,
I recently purchased an 1040-ST, and I'm thinking about getting a
modem (I need one that would work at 1200, 2400 and 9600 baud rates).
The questions are: what would be an adequate choice? What features/specs
should I look into to make sure it is compatible with my computer? Are
there any recommended brands?

Thanks

309. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:16:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C89Eqo.621@news2.cis.umn.edu>
Source record: 204887

In article <82754@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

[nothing worth quoting]

Who's foaming at the mouth? YOU are. I didn't even MENTION the Atari ST in that posting, and I wasn't trying to be 'cute'. I was just raving about a game program that I had recently had the opportunity to spend several hours playing.

And, believe me, it DOES make a difference what level of hardware you happen to have when it comes to playing games like "The 7th Guest". It says so right on the box. A 386-based machine just isn't fast enough, and it was apparent from game-playing that a better sound card and a faster CD-ROM drive (than the ones on the 486 on which we were playing) is needed. It was a bit annoying to hear sound a second behind the video.

I feel sorry for you Bob. You apparently can't read ANYTHING from certain people anymore without immediately coming to the conclusion that it an attack on everything you appear to hold sacred.

-- David Paschall-Zimbel

310. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:19:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun7.161925.9382@newshost.lanl.gov>
Source record: 204889

In article 9306051902@ritz.mordor.com, ritz@ritz.mordor.com (Christopher Mauritz) writes:
>
>Um...how many people do you know who use DOS very much anymore?

I know a _lot_ more people that use DOS than use OS/2. Don't you? :)

>You are essentially ragging on the PC world because of limitations on
>their 1st and 2nd generation machines/software.

I'm ragging on the PC because I _own_ one. Now it's my God-given right. :)

>The silly limits which you keep espousing as evil pc-isms will
>probably linger on for those who don't want to get a real OS ...

Oh, "OS/2 Rules", eh Christopher? In the _real_ world, when someone buys a
386 or 486 PC, 99 times out of 100 they will get DOS & Windows installed with
it and hence, that stupid 640K barrier _does_ exist for them. Good or bad,
that's the real world as it exists today. Gee, if IBM wasn't so Atari-like,
maybe they could _market_ OS/2 properly. <Ooooh, that hurts, eh Chris?>

>but to lump all intel boxes into that mold seems rather silly,
>at best, and intellectually dishonest, at worst.

Perhaps if you had _read_ my post, instead of getting on your OS/2 highhorse,
all this would not have been necessary. My original post read:

>> Sure, OS/2 and Windoze helps isolate the user from memory partitions, but
>> it's still there in full fiery force under DOS.

So please tell us, Chris... what is silly or dishonest about that?

Methinks your views best belong in alt.os.os2.advocacy. Can we return to our
ATARI discussions now, please? Sheeesh.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

311. GENIE

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:21:03 UTC
From: anderss@edb.tih.no
Message-ID: <1993Jun07.162103.5843@edb.tih.no>
Source record: 204900

Are there anywhere to find carboncopy of the Friday realtime conf. ??

312. Re: Play MIDI files -- info wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:26:05 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Jun7.162605.16974@sofkin.ca>
Source record: 204888

In article <1993Jun3.153431.19570@cs.ruu.nl> jules@cs.ruu.nl (Jules Vleugels) writes:
>
>Hi there,
>
>I remember last week there was a discussion going on programs to play
>a MIDI file through the sound chip. Now a friend of mine would like
>to have this, as he has no MIDI playback equipment. Could somebody
>refer to any programs?
>
>Thanks in advance.

There's a shareware program called MIDIX32 that does just what you
want. I'm pretty sure there's a copy in the archives.

Phil Comeau
comeau@crc.sofkin.ca

313. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:51:23 UTC
From: ken@isgtec.com
Message-ID: <4862@isgtec.isgtec.com>
Source record: 204811
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <1utjn7Eccg@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> >...and Tramiel says it will cost just $200."
>
> He really said this again? Two hundered dollar for a 64 Bit machine?! I can't
> believe that!
> Either they mean that without any hardware (joystick, case, ram) or they
> don't want to earn any money with that machine...

Typically consoles are sold very near cost, virtually thrown away. This is a very good marketing move... it entices you to buy the machine, then they make all their money on cartridges/cd's. That's exactly what Sega and Distendo are doing. So the $200 is probably raw parts value. Of course, it won't be available for a long time, so they have lots of opportunity to change the price. :)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

314. Re: comments about Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 16:52:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun7.165204.14041@newshost.lanl.gov>
Source record: 204890

In article 16112393@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:

... stuff about Bob Brodie deleted ...

>Therefore, John Hutchinson, you have your justification for my
>"derogatory" comment - I think it is well deserved. if Brodie worked
>for me as director of communications and sent a dealer a FAX like the
>one he sent me he would have been out on the street immediately.

I wasn't doubting you. I was just curious as to what your heartburn was
about Brodie. Now we know. Sorry for the ill will.

>Nuff said!
Agreed.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

315. Scrolling Thunder on a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 17:00:05 UTC
From: ken@isgtec.com
Message-ID: <4863@isgtec.isgtec.com>
Source record: 204812

The Scrolling Thunder hardware smooth scrolling text viewer demo is
available on atari.archive as Ste/scrth.zoo. Runs on STe/MegaSTe/TT/Falcon
only (colour or mono ST resolutions).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

316. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 17:30:31 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Jun7.173031.21362@berlioz.nsc.com>
Source record: 204897

This is to the author of MINIX FS.

I talked to Atari after reading your statement that it would be nice to include your FS as part of the new OS.

The person I talked to seemed interested and said that you should contact Eric (The author of MultiTos) here on the net to discuss it.

Anyway, good luck.

Paul F.

317. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 17:45:45 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <36913@castle.ed.ac.uk>
Source record: 204891

In article <1uupud$91p@agate.berkeley.edu> c60b-3jz@e260-1b.berkeley.edu (Allen Pouratian) writes:
>I talked about Current Notes benchmarking an Atari TT being 30-40% FASTER
>than a 486DX-25 and totallly beating it in video performance (VGA) (back in
>1990) and this dude responded...
>
>>This must be a load of rubbish because I used to regularly use a 486-33
>>at work and a TT at home to compile a fairly large C program (40,000+)
>>and the 486 ripped through the compilation (Zortech) while the TT just
>>slowly muched its way through - if I had a choice I'd compile on a
>>486 rather than a TT.
>
>Ok, think now, did you use the exact same C compilor on both computers?
>I didn't think so. Cause if you used a fairly top end compiler, and the TT
>had a PD compilor then of course you'll have a big difference in compiling
>speed. Did you use Laser C or what? Point being, use the SAME program on
>different computers if you want a somewhat relevant (and accurate) benchmark.
>

True it wasn't the same compiler. I used Lattice 5.5 on the TT. But the speed difference is so great that I can't imagine that it would be the compiler that was slowing down the computer. Not only that but the 486 felt much faster in most things, compiling was the most visible because that always took the longest. When the TT was first anounced, I guess there wasn't a computer around at the price that could match it. But by the time Atari got it out at a reasonable price it was too late and competition (PCs in this case) had cought up. The reason why I bought a TT was that I need something faster but still compatible with my ST.

>
>>As for graphics, yes maybe the TT graphics are faster than your average 486
>>setup BUT the TT graphics are complete crap in comparison. And yes one could
>>buy a graphics card for the TT but have YOU got a leg and arm to spare.
>
>Hello? Do we have our thinking caps on? I said this article was written in
>1990 when SVGA was either nonexistent or not as prevalent (sp) in the PC
>world. Point being, local bus VGA performance...standard on the Atari TT
>
>Allen Pouratian

Yes I'm afraid I was thinking. In the UK you couldn't get a TT until late 91/92. Before that the TT was very expensive and very difficult to get hold of. By the time the TT was available at a reasonable price SVGA was about and price dropping fast.

What happenned to the TT is about to happen to the Falcon, too little too late and too expensive. How much does a Faclon cost in the UK now, fully loaded, hard disk, monitor and *at least* 4MB of ram, it must be approaching 1500 pounds, and that's a computer you can't expand - not even the memory without throwing away 4MB first. Last summer the Falcon sounded GREAT, this summer well it's ok I suppose but the cost? If the price of the Falcon come down this summer, I'll probably get one, but I wish there was proper memory expansion (at least they've got the hard disk side sorted out).

I don't think Atari understand todays computer market - sorry this is diverging from the main topic. The main point is that, Atari's top end computer, the TT, is slow and underfeatured compared with present day PCs (and also too expensive - quite a bit more expensive that a decent 486 set up - I know I've a friend thatputs 486s together).

Herb

318. Latest gdb and miscelanous bitching

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:06:57 UTC
From: llunch@randell.cba.csuohio.edu
Message-ID: <1993Jun7.180657.7488@news.csuohio.edu>
Source record: 204893

```
Where can I get the latest mint version of gdb, preferrable as
an st compatible binary. I got gdb35src.zoo from atari.archive, and
have had nothing but trouble with it. It looks for something called
atarierr.h -- I was able to find a file with this name in a mint src
distribution. Then it looks for uproc.h. I have no idea about this
one. Has anyone been able to compile dld (the gnu library to
load object modules into running programs)? It has several '#ifdef atarist'
statements; however, it expects an a.out.h that defines things much
differently than mintlibs st-out.h. Yes, I've had a really fun
weekend pondering these matters. If anyone has the answers please
```

319. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:09:52 UTC
From: llunch@randell.cba.csuohio.edu
Message-ID: <1993Jun7.180952.7603@news.csuohio.edu>
Source record: 204894

In article <ekrimenC8682M.563@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:

>The latest version that has been distributed on the on-line services is
>6.0.8. Contact ICD to get it. They may have a later version than that.
>
Does ths one work with mint ie putting processes asleep during dma.
As it is, the machine puts me asleep during dma.

320. Atari ST/STe/MSTe/TT/F030 Hardware Registers

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:19:50 UTC
From: dhollis@zero.cypher.com
Message-ID: <1993Jun7.181950.2354@nuchat.sccsi.com>
Source record: 204808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi folx! I thought this might interest some people.. esp. those who want
to write low level device drivers, and TSR's.. and maybe it will help clear
up some questions about the Falcon, but i think more questions will be
caused because of it.. but oh well :^)

I am open to comments, questions, etc..
Flames will be cheerfuly filed away in /dev/null

-Dan

--- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< ---

```
.-------------------------------------------------.
|Atari ST/STe/MSTe/TT/F030 Hardware Register Listing|
`-------------------------------------------------'
```

Version 5.6 - 6/6/93
By Dan Hollis
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every effort has been taken to ensure this document is as complete and
accurate as possible.

Thanks to the following people for their contributions!

Markus Gutschke, Alexander Herzlinger, Karsten Isakovic, Thomas Binder

Corrections, additions, or comments should be sent to me. I can be contacted
at the following addresses:

InterNet : dhollis@bitsink.gbdata.com
dhollis@zero.cypher.com
Snail : Dan Hollis
P.O. Box 580448
Houston, TX 77258

```
Address Size Description Bits used Read/Write
-------+-----+-----------------------------------------+----------
###############ADSPEED Configuration registers ###########
-------|-----|-----------------------------------------|----------
$F00000|byte |Switch to 16 Mhz |W
```

```
$F10000|byte |Switch to 8 Mhz |W
$F20000|byte |Turn on high speed ROM option in 16 Mhz |W
$F30000|byte |Turn off high speed ROM option |W
$F40000|byte |Unknown |W
$F50000|byte |Turn off cache while in 16 Mhz |W
| | >> Write 0 to an address to set it. << |
-------+-----+-------------------------------------------+----------
###############Falcon IDE Controller ############
-------+-----+-------------------------------------------+----------
$F00000|???? |??? |??? (F030)
: | : | : | : :
$F0003F|???? |??? |??? (F030)
-------+-----+-------------------------------------------+----------
###############ST MMU Controller ############
-------+-----+-------------------------------------------+----------
$FF8001|byte |MMU memory configuration BIT 3 2 1 0|R/W
| |Bank 0 | | | ||
| |00 - 128k --------------------------+-+ | ||
| |01 - 512k --------------------------+-+ | ||
| |10 - 2m ----------------------------+-+ | ||
| |11 - reserved ----------------------+-' | ||
| |Bank 1 | ||
| |00 - 128k -------------------------------+-+|
| |01 - 512k -------------------------------+-+|
| |10 - 2m ---------------------------------+-+|
| |11 - reserved --------------------------+-'|
-------+-----+-------------------------------------------+----------
###############Falcon030 Processor Control ############
-------+-----+-------------------------------------------+----------
$FF8007|byte |Falcon Bus Control BIT . . 5 . . 2 . 0|R/W (F030)
| |STe Bus Emulation (0 - on) ------' | ||
| |Blitter (0 - 8mhz, 1 - 16mhz) ---------' ||
| |68030 (0 - 8mhz, 1 - 16mhz) ---------------'|
-------+-----+-------------------------------------------+----------
###############SHIFTER Video Controller ############
-------+-----+-------------------------------------------+----------
$FF8201|byte |Video screen memory position (high byte) |R/W
$FF8203|byte |Video screen memory position (mid byte) |R/W
$FF820D|byte |Video screen memory position (low byte) |R/W (STe)
$FF8205|byte |Video address pointer (high byte) |R
$FF8207|byte |Video address pointer (mid byte) |R
$FF8209|byte |Video address pointer (low byte) |R
$FF820E|word |Offset to next line |R/W (F030)
$FF820F|byte |Width of a scanline (width in words-1) |R/W (STe)
$FF8210|word |Width of a scanline (width in words) |R/W (F030)
$FF8265|byte |Horizontal scroll register (0-15) |R/W (STe)
-------+-----+-------------------------------------------+----------
$FF820A|byte |Video synchronization mode BIT 1 0|R/W
| | 0 - 60hz, 1 - 50hz -' ||
| | 0 - internal, 1 - external sync ---'|
```

```
| +-----------------------------------------+
| |NOTE: On the TT these bits are reversed, and|
| |50/60hz is inoperative on the TT! Check what|
| |machine you are running on before twiddling|
| |with these bits. |
-------+-----+-------------------------------------------+----------
| | BIT 11111198 76543210|
| | 543210 |
| | ST color value .....RRR .GGG.BBB|
| |STe/TT Color value ....rRRR gGGGbBBB|
$FF8240|word |Video palette register 0 |R/W
: | : | : : : : | :
$FF825E|word |Video palette register 15 |R/W
-------+-----+-------------------------------------------+----------
$FF8260|byte |Shifter resolution BIT 1 0|R/W
| |00 320x200x4 bitplanes (16 colors) ------+-+|
| |01 640x200x2 bitplanes (4 colors) -------+-+|
| |10 640x400x1 bitplane (1 colors) -------+-'|
$FF8262|byte |TT Shifter resolution BIT 2 1 0|R/W (TT)
| |000 320x200x4 bitplanes (16 colors) --+-+-+|
| |001 640x200x2 bitplanes (4 colors) ---+-+-+|
| |010 640x400x1 bitplane (2 colors) ---+-+-+|
| |100 640x480x4 bitplanes (16 colors) --+-+-+|
| |110 1280x960x1 bitplane (1 color) ----+-+-+|
| |111 320x480x8 bitplanes (256 colors) -+-+-'|
-------+-----+-------------------------------------------+----------
$FF827E|???? |STACY Display Driver |???(STACY)
-------+-----+-------------------------------------------+----------
$FF8400|word |TT Palette 0 |R/W (TT)
: | : | : : : | : :
$FF85FE|word |TT Palette 255 |R/W (TT)
-------+-----+-------------------------------------------+----------
################Falcon030 VIDEL Video Controller ############
-------+-----+-------------------------------------------+----------
$FF8006|byte |Monitor Type BIT 1 0|R (F030)
| |00 - Monochrome (SM124) -----------------+-+|
| |01 - Color (SC1224) ---------------------+-+|
| |10 - VGA Color --------------------------+-+|
| |11 - Television -------------------------+-'|
$FF820E|word |Offset to next line |R/W (F030)
$FF8210|word |VWRAP - Linewidth in words |R/W (F030)
$FF8266|word |SPSHIFT BIT 1 . 8 . 6 5 4 . . . .|R/W (F030)
| | 0 | | | | |
| |2-colour mode ---------' | | | | |
| |Truecolour mode -----------' | | | |
| |Use external hsync ------------' | | |
| |Use external vsync --------------' | |
| |Bitplane mode --------------------' |
| +-----------------------------------------+
| | Horizontal Control Registers (9bit)|
```

```
$FF8280|word |HHC - Horizontal Hold Counter |R (F030)
$FF8282|word |HHT - Horizontal Hold Timer |R/W (F030)
$FF8284|word |HBB - Horizontal Border Begin |R/W (F030)
$FF8286|word |HBE - Horizontal Border End |R/W (F030)
$FF8288|word |HDB - Horizontal Display Begin |R/W (F030)
$FF828A|word |HDE - Horizontal Display End |R/W (F030)
$FF828C|word |HSS - Horizontal SS |R/W (F030)
$FF828E|word |HFS - Horizontal FS |R/W (F030)
$FF8290|word |HEE - Horizontal EE |R/W (F030)
| +-----------------------------------------+
| | Vertical Control Registers (10bit)|
$FF82A0|word |VFC - Vertcial Frequency Counter |R (F030)
$FF82A2|word |VFT - Vertical Frequency Timer |R/W (F030)
$FF82A4|word |VBB - Vertical Border Begin |R/W (F030)
$FF82A6|word |VBE - Vertical Border End (count 1/2 lines)|R/W (F030)
$FF82A8|word |VDB - Vertical Display Begin |R/W (F030)
$FF82AA|word |VDE - Vertical Display End |R/W (F030)
$FF82AC|word |VSS - Vertical SS |R/W (F030)
| +-----------------------------------------+
$FF82C2|word |VCO - Video Control BIT 3 2 1 0|R/W (F030)
| |Quarter pixel width (4x pixels) -----' | | ||
| |Halve pixel width (double pixels) -----' | ||
| |Skip line (interlace) -------------------' ||
| |Line doubling ----------------------------'|
-------+-----+-------------------------------------------+----------
###############DMA/WD1772 Disk controller ############
-------+-----+-------------------------------------------+----------
$FF8600| |Reserved |
$FF8602| |Reserved |
$FF8604|word |FDC access/sector count |R/W
$FF8606|word |DMA mode/status BIT 2 1 0|R
| |Condition of FDC DATA REQUEST signal --' | ||
| |0 - sector count null,1 - not null ------' ||
| |0 - no error, 1 - DMA error ---------------'|
$FF8606|word |DMA mode/status BIT 8 7 6 . 4 3 2 1 .|W
| |0 - read FDC/HDC,1 - write ' | | | | | | |
| |0 - HDC access,1 - FDC access' | | | | | |
| |0 - DMA on,1 - no DMA ---------' | | | | |
| |reserved ------------------------' | | | |
| |0 - FDC reg,1 - sector count reg --' | | |
| |0 - FDC access,1 - HDC access -------' | |
| |0 - pin A1 low, 1 - pin A1 high -------' |
| |0 - pin A0 low, 1 - pin A0 high ---------' |
$FF8609|byte |DMA base and counter (High byte) |R/W
$FF860B|byte |DMA base and counter (Mid byte) |R/W
$FF860D|byte |DMA base and counter (Low byte) |R/W
-------+-----+-------------------------------------------+----------
###############TT-SCSI DMA Controller ############
-------+-----+-------------------------------------------+----------
$FF8701|byte |TT-SCSI-DMA Address Pointer (Highest byte) |R/W (TT)
```

```
$FF8703|byte |TT-SCSI-DMA Address Pointer (High byte) |R/W (TT)
$FF8705|byte |TT-SCSI-DMA Address Pointer (Low byte) |R/W (TT)
$FF8707|byte |TT-SCSI-DMA Address Pointer (Lowest byte) |R/W (TT)
$FF8709|byte |TT-SCSI-DMA Address Counter (Highest byte) |??? (TT)
$FF870B|byte |TT-SCSI-DMA Address Counter (High byte) |??? (TT)
$FF870D|byte |TT-SCSI-DMA Address Counter (Low byte) |??? (TT)
$FF870F|byte |TT-SCSI-DMA Address Counter (Lowest byte) |??? (TT)
$FF8710|???? |TT-SCSI-DMA Continue Data Register High Word|R/W (TT)
$FF8712|???? |TT-SCSI-DMA Continue Data Register Low Word |R/W (TT)
$FF8714|???? |TT-SCSI-DMA Control register |R/W (TT)
-------+-----+-----------------------------------------+----------
###############TT-SCSI Drive Controller 5380 ############
-------+-----+-----------------------------------------+----------
$FF8781|byte |Contents of SCSI-Data buses |R/W (TT)
$FF8783|byte |Init-Command Register |R/W (TT)
$FF8785|byte |Transfer Start Register |R/W (TT)
$FF8787|byte |Target-Command Register |R/W (TT)
$FF8789|byte |Bus Status Register |R/W (TT)
$FF878B|byte |Status Register |R/W (TT)
$FF878D|byte |Command Data from SCSI-Bus |R/W (TT)
$FF878F|byte |Reset DMA/Parity error/begin DMA transfer |R/W (TT)
-------+-----+-----------------------------------------+----------
###############YM2149 Sound Chip ############
-------+-----+-----------------------------------------+----------
$FF8800|byte |Read data/Register select |R/W
| |Port A (register 14) BIT 7 6 5 4 3 2 1 0|
| |IDE Drive On/OFF ------------' | | | | | || (F030)
| |Monitor jack GPO pin ----------+ | | | | ||
| |Internal Speaker On/Off -------' | | | | || (F030)
| |Centronics strobe ---------------' | | | ||
| |RS-232 DTR output -----------------' | | ||
| |RS-232 RTS output -------------------' | ||
| |Drive select 1 ------------------------' ||
| |Drive select 0 --------------------------' ||
| |Drive side select -------------------------'|
| |Port B - (register 15) Parallel port |
$FF8802|byte |Write data |W
| +----------------------------------------+
| |Note: PSG Registers are now fixed at these|
| |addresses. All other addresses are masked|
| |out on the Falcon. Any writes to the shadow|
| |registers $8804-$8900 will cause a bus error|
-------+-----+-----------------------------------------+----------
###############DMA Sound System ############
-------+-----+-----------------------------------------+----------
$FF8900|byte |Buffer interrupts BIT 3 2 1 0|R/W (F030)
| |TimerA-Int at end of record buffer --' | | ||
| |TimerA-Int at end of replay buffer ----' | ||
| |MFP-15-Int (I7) at end of record buffer -' ||
| |MFP-15-Int (I7) at end of replay buffer ---'|
```

```
-------+-----+-------------------------------------------+----------
$FF8901|byte |DMA Control Register BIT 7 . 5 4 . . 1 0|R/W
| |1 - select record register --+ | | || (F030)
| |0 - select replay register --' | | || (F030)
| |Loop record buffer -------------' | || (F030)
| |DMA Record on --------------------' || (F030)
| |Loop replay buffer ----------------------' || (STe)
| |DMA Replay on ----------------------------'| (STe)
-------+-----+-------------------------------------------+----------
$FF8903|byte |Frame start address (high byte) |R/W (STe)
$FF8905|byte |Frame start address (mid byte) |R/W (STe)
$FF8907|byte |Frame start address (low byte) |R/W (STe)
$FF8909|byte |Frame address counter (high byte) |R (STe)
$FF890B|byte |Frame address counter (mid byte) |R (STe)
$FF890D|byte |Frame address counter (low byte) |R (STe)
$FF890F|byte |Frame end address (high byte) |R/W (STe)
$FF8911|byte |Frame end address (mid byte) |R/W (STe)
$FF8913|byte |Frame end address (low byte) |R/W (STe)
-------+-----+-------------------------------------------+----------
$FF8920|byte |DMA Track Control BIT 5 4 . . 1 0|R/W (F030)
| |00 - Set DAC to Track 0 ---------+-+ | ||
| |01 - Set DAC to Track 1 ---------+-+ | ||
| |10 - Set DAC to Track 2 ---------+-+ | ||
| |11 - Set DAC to Track 3 ---------+-' | ||
| |00 - Play 1 Track ----------------------+-+|
| |01 - Play 2 Tracks ---------------------+-+|
| |10 - Play 3 Tracks ---------------------+-+|
| |11 - Play 4 Tracks ---------------------+-'|
-------+-----+-------------------------------------------+----------
$FF8921|byte |Sound mode control BIT 7 6 . . . . 1 0|R/W (STe)
| |0 - Stereo, 1 - Mono --------' | | ||
| |0 - 8bit ----------------------+ | ||
| |1 - 16bit (F030 only) ---------' | || (F030)
| |Frequency control bits | ||
| |00 - Off (F030) -------------------------+-+| (F030)
| |00 - 6258hz frequency (STe only) --------+-+|
| |01 - 12517hz frequency ------------------+-+|
| |10 - 25033hz frequency ------------------+-+|
| |11 - 50066hz frequency ------------------+-'|
| |Samples are always signed. In stereo mode, |
| |data is arranged in pairs with high pair the|
| |left channel, low pair right channel. Sample|
| |length must ALWAYS be even in either mono or|
| |stereo mode. |
| |Example: 8 bit Stereo : LRLRLRLRLRLR |
| | 16 bit Stereo : LLRRLLRRLLRR (F030) |
| |2 track 16 bit stereo : LLRRllrrLLRR (F030) |
-------+-----+-------------------------------------------+----------
###############STe Microwire Controller (STe only!) ###########
-------+-----+-------------------------------------------+----------
```

```
$FF8922|byte |Microwire data register |R/W (STe)
$FF8924|byte |Microwire mask register |R/W (STe)
| +----------------------------------------+
| |Volume/tone controller commands(Address %10)|
| |Master Volume 10 011 DDDDDD|
| |Left Volume 10 101 xDDDDD|
| |Right Volume 10 100 xDDDDD|
| |Treble 10 010 xxDDDD|
| |Bass 10 001 xxDDDD|
| |Mixer 10 000 xxxxDD|
| +----------------------------------------+
| |Volume/tone controller values |
| |Master Volume : 0-40 (0 -80db, 40=0db)|
| |Left/Right Volume : 0-20 (0 80db, 20=0db)|
| |Treble/bass : 0-12 (0 -12db, 12 +12db)|
| |Mixer : 0-3 (0 -12db, 1 mix PSG)|
| | (2 don't mix,3 reserved)|
| +----------------------------------------+
| |Procedure: |
| |Set mask register to $7ff |
| |Read data register and save original value |
| |Write data register |
| |Compare data register with original value, |
| |repeat until data register returns to |
| |original value to ensure data has been sent |
| |over the interface. |
| +----------------------------------------+
| |Interrupts: |
| |Timer A can be set to interrupt at the end |
| |of a frame. Alternatively, the GPI7 (MFP |
| |mono detect) can be used to generate |
| |interrupts thereby freeing up Timer A. In |
| |this case, the active edge $FFFA03 must be |
| |set by or-ing the active edge $FFFA03 with |
| |the contents of $ff8260 as follows: |
| |$FF8260 - 2 (mono) or.b #$80 with edge |
| |$FF8260 - 0,1 (colour) and.b #$7f with edge |
| |This will generate an interrupt at the START|
| |of a frame, instead of at the end as with |
| |Timer A. To generate an interrupt at the END|
| |of a frame, simply reverse the edge values. |
-------+-----+-------------------------------------------+----------
###############Falcon030 DMA/DSP Controllers ############
-------+-----+-------------------------------------------+----------
$FF8930|word |Crossbar Source Controller |R/W (F030)
| +----------------------------------------+
| |Source: External Input BIT 3 2 1 0|
| |0 - DSP IN, 1 - All others ----------' | | ||
| |00 - 25.175Mhz clock -----------------+-+ ||
| |01 - External clock ------------------+-+ ||
```

```
| |10 - 32Mhz clock ----------------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: A/D Convertor BIT 7 6 5 4|
| |1 - Connect, 0 - disconnect ---------' | | ||
| |00 - 25.175Mhz clock ------------------+-+ ||
| |01 - External clock -------------------+-+ ||
| |10 - 32Mhz clock (Don't use) ----------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: DMA-PLAYBACK BIT 11 10 9 8|
| |0 - Handshaking on, dest DSP-REC ---+ | | ||
| |1 - Destination is not DSP-REC -----' | | ||
| |00 - 25.175Mhz clock ------------------+-+ ||
| |01 - External clock -------------------+-+ ||
| |10 - 32Mhz clock ----------------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: DSP-XMIT Bit 15 14 13 12|
| |0 - Tristate and disconnect DSP --+ | | ||
| | (Only for external SSI use) | | | ||
| |1 - Connect DSP to multiplexer ---' | | ||
| |00 - 25.175Mhz clock ----------------+--+ ||
| |01 - External clock ------------------+--+ ||
| |10 - 32Mhz clock --------------------+--' ||
| |0 - Handshake on, 1 - Handshake off -------'|
-------+-----+-------------------------------------------+----------
$FF8932|word |Crossbar Destination Controller |R/W (F030)
| +-----------------------------------------+
| |Destination: External Output BIT 3 2 1 0|
| |0 - DSP out, 1 - All others ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Destination: D/A Convertor BIT 7 6 5 4|
| |1 - Connect, 0 - Disconnect ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Destination: DMA-Record BIT 11 10 9 8|
| |0 - Handshaking on, src DSP-XMIT ---+ | | ||
| |1 - Source is not DSP-XMIT ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
```

```
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-------------------------------------------+
| |Destination: DSP-RECORD BIT 15 14 13 12|
| |0 - Tristate and disconnect DSP --+ | | ||
| | (Only for external SSI use) | | | ||
| |1 - Connect DSP to multiplexer ---' | | ||
| |00 - Source DMA-PLAYBACK ------------+--+ ||
| |01 - Source DSP-XMIT ----------------+--+ ||
| |10 - Source External Input ----------+--+ ||
| |11 - Source A/D Convertor -----------+--' ||
| |0 - Handshake on, 1 - Handshake off -------'|
-------+-----+-----------------------------------------------+----------
$FF8934|byte |Frequency Divider External Clock BIT 3 2 1 0|R/W (F030)
| |0000 - STe-Compatible mode |
| |0001 - 1111 Divide by 256 and then number |
-------+-----+-----------------------------------------------+----------
$FF8935|byte |Frequency Divider Internal Sync BIT 3 2 1 0|R/W (F030)
| |0000 - STe-Compatible mode 1000 - 10927Hz*|
| |0001 - 49170Hz 1001 - 9834Hz |
| |0010 - 32780Hz 1010 - 8940Hz*|
| |0011 - 24585Hz 1011 - 8195Hz |
| |0100 - 19668Hz 1100 - 7565Hz*|
| |0101 - 16390Hz 1101 - 7024Hz*|
| |0110 - 14049Hz* 1110 - 6556Hz*|
| |0111 - 12292Hz 1111 - 6146Hz*|
| | * - Invalid for CODEC |
-------+-----+-----------------------------------------------+----------
$FF8936|byte |Record Tracks Select BIT 1 0|R/W (F030)
| |00 - Record 1 Track ---------------------+-+|
| |01 - Record 2 Tracks --------------------+-+|
| |10 - Record 3 Tracks --------------------+-+|
| |11 - Record 4 Tracks --------------------+-'|
-------+-----+-----------------------------------------------+----------
$FF8937|byte |CODEC Input Source from 16bit adder BIT 1 0|R/W (F030)
| |Source: Multiplexer ---------------------' ||
| |Source: A/D Convertor ---------------------'|
-------+-----+-----------------------------------------------+----------
$FF8938|byte |CODEC ADC-Input for L+R Channel BIT 1 0|R/W (F030)
| |0 - Microphone, 1 - Soundchip L R|
-------+-----+-----------------------------------------------+----------
$FF8939|byte |Channel amplification BIT LLLL RRRR|R/W (F030)
| | Amplification is in +1.5dB steps |
-------+-----+-----------------------------------------------+----------
$FF893A|word |Channel attenuation BIT LLLL RRRR ....|R/W (F030)
| | Attenuation is in -1.5dB steps |
-------+-----+-----------------------------------------------+----------
$FF893C|byte |CODEC-Status BIT 1 0|R/W (F030)
| |Left Channel Overflow -------------------' ||
```

```
| |Right Channel Overflow --------------------'|
-------+-----+--------------------------------------------+----------
$FF8941|byte |GPx Data Direction BIT 2 1 0|R/W (F030)
| |0 - In, 1 - Out -----------------------+-+-'|
| | For the GP0-GP2 pins on the DSP connector |
-------+-----+--------------------------------------------+----------
$FF8943|byte |GPx Data Port BIT 2 1 0|R/W (F030)
-------+-----+--------------------------------------------+----------
################TT Clock Chip ############
-------+-----+--------------------------------------------+----------
$FF8961|byte |Register select |???? (TT)
$FF8963|byte |Data of selected clock chip registers |???? (TT)
-------+-----+--------------------------------------------+----------
################Blitter (Not present on a TT!) ############
-------+-----+--------------------------------------------+----------
$FF8A00|word |Halftone-RAM, Word 0 |R/W (Blit)
: | : | : : : : | : :
$FF8A1E|word |Halftone-RAM, Word 15 |R/W (Blit)
$FF8A20|word |Source X Increment (signed,even)|R/W (Blit)
$FF8A22|word |Source Y Increment (signed,even)|R/W (Blit)
$FF8A24|long |Source Address Register (24 bit,even)|R/W (Blit)
$FF8A28|word |Endmask 1 (First write of a line)|R/W (Blit)
$FF8A2A|word |Endmask 2 (All other line writes)|R/W (Blit)
$FF8A2C|word |Endmask 3 (Last write of a line)|R/W (Blit)
$FF8A2E|word |Destination X Increment (signed,even)|R/W (Blit)
$FF8A30|word |Destination Y Increment (signed,even)|R/W (Blit)
$FF8A32|long |Destination Address Register (24 bit,even)|R/W (Blit)
$FF8A36|word |Words per Line in Bit-Block (0=65536)|R/W (Blit)
$FF8A38|word |Lines per Bit-Block (0=65536)|R/W (Blit)
$FF8A3A|byte |Halftone Operation Register BIT 1 0|R/W (Blit)
| |00 - All ones ---------------------------+-+|
| |01 - Halftone ---------------------------+-+|
| |10 - Source -----------------------------+-+|
| |11 - Source AND Halftone ----------------+-'|
$FF8A3B|byte |Logical Operation Register BIT 3 2 1 0|R/W (Blit)
| |0000 All zeros ----------------------+-+-+-+|
| |0001 Source AND destination ---------+-+-+-+|
| |0010 Source AND NOT destination -----+-+-+-+|
| |0011 Source -------------------------+-+-+-+|
| |0100 NOT source AND destination -----+-+-+-+|
| |0101 Destination --------------------+-+-+-+|
| |0110 Source XOR destination ---------+-+-+-+|
| |0111 Source OR destination ----------+-+-+-+|
| |1000 NOT source AND NOT destination -+-+-+-+|
| |1001 NOT source XOR destination -----+-+-+-+|
| |1010 NOT destination ----------------+-+-+-+|
| |1011 Source OR NOT destination ------+-+-+-+|
| |1100 NOT source ---------------------+-+-+-+|
| |1101 NOT source OR destination ------+-+-+-+|
| |1110 NOT source OR NOT destination --+-+-+-+|
```

```
| |1111 All ones ----------------------+-+-+-'|
$FF8A3C|byte |Line Number Register BIT 7 6 5 . 3 2 1 0|R/W (Blit)
| |BUSY ------------------------' | | | | ||
| |0 - Share bus, 1 - Hog bus ----' | | | ||
| |SMUDGE mode --------------------' | | ||
| |Halftone line number ---------------+-+-+-'|
$FF8A3D|byte |SKEW Register BIT 7 6 . . 3 2 1 0|R/W (Blit)
| |Force eXtra Source Read -----' | | | ||
| |No Final Source Read ----------' | | ||
| |Source skew ------------------------+-+-+-'|
-------+-----+-------------------------------------------+----------
###############SCC-DMA (TT Only!) ############
-------+-----+-------------------------------------------+----------
$FF8C01|byte |DMA-Address Pointer (Highest Byte) |R/W (TT)
$FF8C03|byte |DMA-Address Pointer (High Byte) |R/W (TT)
$FF8C05|byte |DMA-Address Pointer (Low Byte) |R/W (TT)
$FF8C07|byte |DMA-Address Pointer (Lowest Byte) |R/W (TT)
$FF8C09|byte |DMA-Address Counter (Highest-Byte) |R/W (TT)
$FF8C0B|byte |DMA-Address Counter (High-Byte) |R/W (TT)
$FF8C0D|byte |DMA-Address Counter (Low-Byte) |R/W (TT)
$FF8C0F|byte |DMA-Address Counter (Lowest-Byte) |R/W (TT)
$FF8C10|byte |Continue Data Register (High-Word) |R/W (TT)
$FF8C12|byte |Continue Data register (Low-Word) |R/W (TT)
$FF8C14|byte |Control register |R/W (TT)
-------+-----+-------------------------------------------+----------
###############SCC Z8530 SCC (MSTe/TT/F030) ############
-------+-----+-------------------------------------------+----------
$FF8C81|byte |Channel A - Control-Register |R/W (SCC)
$FF8C83|byte |Channel A - Data-Register |R/W (SCC)
$FF8C85|byte |Channel B - Control-Register |R/W (SCC)
$FF8C87|byte |Channel B - Data-Register |R/W (SCC)
-------+-----+-------------------------------------------+----------
###############MSTe/TT VME Bus ############
-------+-----+-------------------------------------------+----------
$FF8E01|byte |VME sys_mask BIT 7 6 5 4 . 2 1 .|R/W (VME)
$FF8E03|byte |VME sys_stat BIT 7 6 5 4 . 2 1 .|R/W (VME)
| |_SYSFAIL in VMEBUS ----------' | | | | |program
| |MFP --------------------------' | | | |autovec
| |SCC ----------------------------' | | |autovec
| |VSYNC ----------------------------' | |program
| |HSYNC ------------------------------' |program
| |System software INT --------------------' |program
| +-----------------------------------------+
| |Reading sys_mask resets pending int-bits in |
| |sys_stat, so read sys_stat first. |
-------+-----+-------------------------------------------+----------
$FF8E05|byte |VME sys_int BIT 0|R/W (VME)
| |Setting bit 0 to 1 forces an INT of level 1 |Vector $64
| |INT must be enabled in sys_mask to use it |
-------+-----+-------------------------------------------+----------
```

```
$FF8E0D|byte |VME vme_mask BIT 7 6 5 4 3 2 1 .|R/W (VME)
$FF8E0F|byte |VME vme_stat BIT 7 6 5 4 3 2 1 .|R/W (VME)
| |_IRQ7 from VMEBUS -----------' | | | | | |program
| |_IRQ6 from VMEBUS/MFP ---------' | | | | |program
| |_IRQ5 from VMEBUS/SCC -----------' | | | |program
| |_IRQ4 from VMEBUS -----------------' | | |program
| |_IRQ3 from VMEBUS/soft --------------' | |prog/autov
| |_IRQ2 from VMEBUS ---------------------' |program
| |_IRQ1 from VMEBUS ----------------------' |program
| +-----------------------------------------+
| |MFP-int and SCC-int are hardwired to the |
| |VME-BUS-ints (or'ed) |
| |Reading vme_mask resets pending int-bits in |
| |vme_stat, so read vme_stat first. |
-------+-----+-------------------------------------------+----------
$FF8E07|byte |VME vme_int BIT 0|R/W (TT)
| |Setting bit 0 to 1 forces an INT of level 3 |Vector $6C
| |INT must be enabled in vme_mask to use it |
-------+-----+-------------------------------------------+----------
$FF8E09|byte |General purpose register - does nothing |R/W (TT)
$FF8E0B|byte |General purpose register - does nothing |R/W (TT)
-------+-----+-------------------------------------------+----------
################Mega STe Cache/Processor Control ############
-------+-----+-------------------------------------------+----------
$FF8E21|byte |Mega STe Cache/Processor Control |R/W (MSTe)
-------+-----+-------------------------------------------+----------
################STe Extended Joystick/Lightpen Ports ############
-------+-----+-------------------------------------------+----------
$FF9200|???? |Fire buttons 1-4 |R (STe)
$FF9202|???? |Joysticks 1-4 |R (STe)
$FF9210|???? |Paddle 0 Position |R (STe)
$FF9212|???? |Paddle 1 Position |R (STe)
$FF9214|???? |Paddle 2 Position |R (STe)
$FF9216|???? |Paddle 3 Position |R (STe)
$FF9220|???? |Lightpen X-Position |R (STe)
$FF9222|???? |Lightpen Y-Position |R (STe)
-------+-----+-------------------------------------------+----------
################Falcon VIDEL Palette Registers ############
-------+-----+-------------------------------------------+----------
| | BIT 33222222 22221111 11111198 76543210|
| | 10987654 32109876 543210 |
| | RRRRRR.. GGGGGG.. ........ BBBBBB..|
$FF9800|long |Palette Register 0 |R/W (F030)
: | : | : : : | : :
$FF98fc|long |Palette Register 255 |R/W (F030)
-------+-----+-------------------------------------------+----------
################Falcon DSP Host Interface ############
-------+-----+-------------------------------------------+----------
$FFA200|byte |Interrupt Ctrl Register BIT 7 6 5 4 3 . 1 0|R/W (F030)
X:$FFE9| |INIT bit --------------------' | | | | ||
```

```
| |00 - Interupt mode (DMA off) --+-+ | | | ||
| |01 - 24-bit DMA mode ----------+-+ | | | ||
| |10 - 16-bit DMA mode ----------+-+ | | | ||
| |11 - 8-bit DMA mode -----------+-' | | | ||
| |Host Flag 1 ----------------------' | | ||
| |Host Flag 0 ------------------------' | ||
| | Host mode Data transfers: | ||
| | Interrupt mode | ||
| |00 - No interrupts (Polling) ------------+-+|
| |01 - RXDF Request (Interrupt) -----------+-+|
| |10 - TXDE Request (Interrupt) -----------+-+|
| |11 - RXDF and TXDE Request (Interrupts) -+-+|
| | DMA Mode | ||
| |00 - No DMA -----------------------------+-+|
| |01 - DSP to Host Request (RX) -----------+-+|
| |10 - Host to DSP Request (TX) -----------+-+|
| |11 - Undefined (Illegal) ----------------+-'|
$FFA201|byte |Command Vector Register |R/W (F030)
X:$FFE9| | BIT 7 . . 4 3 2 1 0|
| |Host Command Bit (Handshake)-' | | | | ||
| |Host Vector (0-31) ----------------+-+-+-+-'|
$FFA202|byte |Interrupt Status Reg BIT 7 6 . 4 3 2 1 0|R (F030)
X:$FFE8| |ISR Host Request ------------' | | | | | ||
| |ISR DMA Status ----------------' | | | ||
| |Host Flag 3 ----------------------' | | | ||
| |Host Flag 2 ------------------------' | | ||
| |ISR Transmitter Ready (TRDY) ----------' | ||
| |ISR Transmit Data Register Empty (TXDE) -' ||
| |ISR Receive Data Register Full (RXDF) -----'|
$FFA203|byte |Interrupt Vector Register |R/W (F030)
$FFA204|byte |Unused | (F030)
$FFA205|byte |DSP-Word High |R/W (F030)
X:$FFEB| | |
$FFA206|byte |DSP-Word Mid |R/W (F030)
X:$FFEB| | |
$FFA207|byte |DSP-Word Low |R/W (F030)
X:$FFEB| | |
-------+-----+-------------------------------------------+----------
################MFP 68901 - Multi Function Peripheral Chip ############
-------+-----+-------------------------------------------+----------
| |MFP Master Clock is 2,457,600 cycles/second |
-------+-----+-------------------------------------------+----------
$FFFA01|byte |Parallel Port Data Register |R/W
-------+-----+-------------------------------------------+----------
$FFFA03|byte |Active Edge Register BIT 7 6 5 4 . 2 1 0|R/W
| |Monochrome monitor detect ---' | | | | | ||
| |RS-232 Ring indicator ---------' | | | | ||
| |FDC/HDC interrupt ---------------' | | | ||
| |Keyboard/MIDI interrupt -----------' | | ||
| |Reserved --------------------------' | | ||
```

```
| |RS-232 CTS (input) --------------------' | ||
| |RS-232 DCD (input) ----------------------' ||
| |Centronics busy ---------------------------'|
| +-----------------------------------------+
| | When port bits are used for input only: |
| |0 - Interrupt on pin high-low conversion |
| |1 - Interrupt on pin low-high conversion |
-------+-----+-------------------------------------------+----------
$FFFA05|byte |Data Direction BIT 7 6 5 4 3 2 1 0|R/W
| |0 - Pin becomes an input |
| |1 - Pin becomes an output |
-------+-----+-------------------------------------------+----------
$FFFA07|byte |Interrupt Enable A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0B|byte |Interrupt Pending A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0F|byte |Interrupt In-service A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA13|byte |Interrupt Mask A BIT 7 6 5 4 3 2 1 0|R/W
| |MFP Address | | | | | | ||
| |$13C GPI7-Monochrome Detect -' | | | | | ||
| |$138 RS-232 Ring Detector ---' | | | | ||
| |$134 (STe sound) Timer A -----' | | | ||
| |$130 Receive buffer full -------' | | ||
| |$12C Receive buffer empty ---------' | ||
| |$128 Sender buffer empty -----------' ||
| |$124 Sender error -------------' ||
| |$120 (HBL) Timer B ---------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA09|byte |Interrupt Enable B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0D|byte |Interrupt Pending B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA11|byte |Interrupt In-service B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA15|byte |Interrupt Mask B BIT 7 6 5 4 3 2 1 0|R/W
| |MFP Address | | | | | | ||
| |$11C FDC/HDC -' | | | | | ||
| |$118 Keyboard/MIDI ---' | | | | ||
| |$114 (200hz clock) Timer C -----' | | | ||
| |$110 (USART timer) Timer D -------' | | ||
| |$10C Blitter done ---------' | | ||
| |$108 RS-232 CTS - input -----------' | ||
| |$104 RS-232 DCD - input -------------' ||
| |$100 Centronics Busy ---------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA17|byte |Vector Register BIT 3|R/W
| |1 - Software End-of-interrupt mode (Default)|
| |0 - Automatic End-of-interrupt mode |
-------+-----+-------------------------------------------+----------
$FFFA19|byte |Timer A Control BIT 3 2 1 0|R/W
$FFFA1B|byte |Timer B Control BIT 3 2 1 0|R/W
| +---------------------------------------+
| |0000 - Timer stop, no function executed |
```

```
| |0001 - Delay mode, divide by 4 |
| |0010 - : : 10 |
| |0011 - : : 16 |
| |0100 - : : 50 |
| |0101 - : : 64 |
| |0110 - : : 100 |
| |0111 - Delay mode, divide by 200 |
| |1000 - Event count mode |
| |1xxx - Pulse extension mode, divide as above|
| +----------------------------------------+
$FFFA1F|byte |Timer A Data |R/W
$FFFA21|byte |Timer B Data |R/W
-------+-----+-----------------------------------------+----------
$FFFA1D|byte |Timer C & D Control BIT 6 5 4 . 2 1 0|R/W
| | Timer Timer|
| | C D |
| +----------------------------------------+
| |000 - Timer stop |
| |001 - Delay mode, divide by 4 |
| |010 - : : 10 |
| |011 - : : 16 |
| |100 - : : 50 |
| |101 - : : 64 |
| |110 - : : 100 |
| |111 - Delay mode, divide by 200 |
| +----------------------------------------+
$FFFA23|byte |Timer C Data |R/W
$FFFA25|byte |Timer D Data |R/W
-------+-----+-----------------------------------------+----------
$FFFA27|byte |Sync Character |R/W
$FFFA29|byte |USART Control BIT 7 6 5 4 3 2 1 .|R/W
| |Clock divide (1 - div by 16) ' | | | | | | ||
| |Word Length 00 - 8 bits -------+-+ | | | | ||
| | 01 - 7 bits | | | | | | ||
| | 10 - 6 bits | | | | | | ||
| | 11 - 5 bits -------+-' | | | | ||
| |Bits Stop Start Format ------------+-+ | | ||
| |00 0 0 Synchronous | | | | ||
| |01 1 1 Asynchronous | | | | ||
| |10 1 1.5 Asynchronous | | | | ||
| |11 1 2 Asynchronous ------+-' | | ||
| |Parity (0 - ignore parity bit) --------' | ||
| |Parity (0 - odd parity,1 - even) --------' ||
| |Unused -----------------------------------'|
$FFFA2B|byte |Receiver Status BIT 7 6 5 4 3 2 1 0|R/W
| |Buffer full -----------------' | | | | | | ||
| |Overrun error -----------------' | | | | | ||
| |Parity error --------------------' | | | | ||
| |Frame error ----------------------' | | | ||
| |Found - Search/Break detected -------' | | ||
```

```
| |Match/Character in progress -----------' | ||
| |Synchronous strip enable ----------------' ||
| |Receiver enable bit ----------------------'|
$FFFA2D|byte |Transmitter Status BIT 7 6 5 4 3 2 1 0|R/W
| |Buffer empty ----------------' | | | | | ||
| |Underrun error ----------------' | | | | | ||
| |Auto turnaround -----------------' | | | | ||
| |End of transmission --------------' | | | ||
| |Break ------------------------------' | | ||
| |High bit ----------------------------' | ||
| |Low bit ----------------------------------' ||
| |Transmitter enable ------------------------'|
$FFFA2F|byte |USART data |R/W
-------+-----+-------------------------------------------+----------
###############Floating Point Coprocessor (in MSTe) ############
-------+-----+-------------------------------------------+----------
$FFFA40|???? |FP_stat Response-Register |??? (MSTe)
$FFFA42|???? |FP_ctl Control-Register |??? (MSTe)
$FFFA44|???? |FP_save Save-Register |??? (MSTe)
$FFFA46|???? |FP_restor Restore-Register |??? (MSTe)
$FFFA4A|???? |FP_cmd Command-Register |??? (MSTe)
$FFFA4E|???? |FP_ccr Condition-Code-Register |??? (MSTe)
$FFFA50|???? |FP_op Operanden-Register |??? (MSTe)
$FFFA54|???? |FP_selct Register Select |??? (MSTe)
$FFFA58|???? |FP_iadr Instruction Address |??? (MSTe)
-------+-----+-------------------------------------------+----------
################MFP 68901 #2 (MFP2) - TT Only ############
-------+-----+-------------------------------------------+----------
$FFFA81|byte |Parallel Port Data Register |R/W (TT)
-------+-----+-------------------------------------------+----------
$FFFA83|byte |Active Edge Register BIT 7 6 5 4 . 2 1 0|R/W (TT)
| +-----------------------------------------+
| | When port bits are used for input only: |
| |0 - Interrupt on pin high-low conversion |
| |1 - Interrupt on pin low-high conversion |
-------+-----+-------------------------------------------+----------
$FFFA85|byte |Data Direction BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |0 - Pin becomes an input |
| |1 - Pin becomes an output |
-------+-----+-------------------------------------------+----------
$FFFA87|byte |Interrupt Enable A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8B|byte |Interrupt Pending A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8F|byte |Interrupt In-service A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA93|byte |Interrupt Mask A BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |MFP Address | | | | | | ||
| |$17C ------------------------' | | | | | ||
| |$178 -------------------------' | | | | ||
| |$174 --------------------------' | | | ||
| |$170 ------------------------------' | | ||
| |$16C --------------------------------' | ||
```

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| |$168 ---------------------------------' | ||
| |$164 -----------------------------------' ||
| |$160 ------------------------------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA89|byte |Interrupt Enable B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8D|byte |Interrupt Pending B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA91|byte |Interrupt In-service B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA95|byte |Interrupt Mask B BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |MFP Address | | | | | | ||
| |$15C ------------------------' | | | | | ||
| |$158 -------------------------' | | | | ||
| |$154 --------------------------' | | | ||
| |$150 -------------------------------' | | ||
| |$14C ---------------------------------' | ||
| |$148 -----------------------------------' ||
| |$144 -------------------------------------' ||
| |$140 ---------------------------------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA97|byte |Vector Register BIT 3|R/W (TT)
| |1 - Software End-of-interrupt mode (Default)|
| |0 - Automatic End-of-interrupt mode |
-------+-----+-------------------------------------------+----------
$FFFA99|byte |Timer A Control BIT 3 2 1 0|R/W (TT)
$FFFA9B|byte |Timer B Control BIT 3 2 1 0|R/W (TT)
| +-----------------------------------------+
| |0000 - Timer stop, no function executed |
| |0001 - Delay mode, divide by 4 |
| |0010 - : : 10 |
| |0011 - : : 16 |
| |0100 - : : 50 |
| |0101 - : : 64 |
| |0110 - : : 100 |
| |0111 - Delay mode, divide by 200 |
| |1000 - Event count mode |
| |1xxx - Pulse extension mode, divide as above|
| +-----------------------------------------+
$FFFA9F|byte |Timer A Data |R/W (TT)
$FFFAA1|byte |Timer B Data |R/W (TT)
-------+-----+-------------------------------------------+----------
$FFFA9D|byte |Timer C & D Control BIT 6 5 4 . 2 1 0|R/W (TT)
| | Timer Timer|
| | C D |
| +-----------------------------------------+
| |000 - Timer stop |
| |001 - Delay mode, divide by 4 |
| |010 - : : 10 |
| |011 - : : 16 |
| |100 - : : 50 |
```

```
| |101 - : : 64 |
| |110 - : : 100 |
| |111 - Delay mode, divide by 200 |
| +----------------------------------------+
$FFFAA3|byte |Timer C Data |R/W (TT)
$FFFAA5|byte |Timer D Data |R/W (TT)
-------+-----+-----------------------------------------+----------
$FFFAA7|byte |Sync Character |R/W (TT)
$FFFAA9|byte |USART Control BIT 7 6 5 4 3 2 1 .|R/W (TT)
| |Clock divide (1 - div by 16) ' | | | | | | ||
| |Word Length 00 - 8 bits -------+-+ | | | | ||
| | 01 - 7 bits | | | | | | ||
| | 10 - 6 bits | | | | | | ||
| | 11 - 5 bits -------+-' | | | | ||
| |Bits Stop Start Format ------------+-+ | | ||
| |00 0 0 Synchronous | | | | ||
| |01 1 1 Asynchronous | | | | ||
| |10 1 1.5 Asynchronous | | | | ||
| |11 1 2 Asynchronous ------+-' | | ||
| |Parity (0 - ignore parity bit) --------' | ||
| |Parity (0 - odd parity,1 - even) --------' ||
| |Unused -----------------------------------'|
$FFFAAB|byte |Receiver Status BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |Buffer full -----------------' | | | | | | ||
| |Overrun error -----------------' | | | | | ||
| |Parity error --------------------' | | | | ||
| |Frame error ----------------------' | | | ||
| |Found - Search/Break detected -------' | | ||
| |Match/Character in progress -----------' | ||
| |Synchronous strip enable ----------------' ||
| |Receiver enable bit ----------------------'|
$FFFAAD|byte |Transmitter Status BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |Buffer empty ----------------' | | | | | | ||
| |Underrun error ----------------' | | | | | ||
| |Auto turnaround -----------------' | | | | ||
| |End of transmission ---------------' | | | ||
| |Break -------------------------------' | | ||
| |High bit -----------------------------' | ||
| |Low bit ------------------------------' ||
| |Transmitter enable ------------------------'|
$FFFAAF|byte |USART data |R/W (TT)
-------+-----+-----------------------------------------+----------
################6850 ACIA I/O Chips ###########
-------+-----+-----------------------------------------+----------
$FFFC00|byte |Keyboard ACIA control |R/W
$FFFC02|byte |Keyboard ACIA data |R/W
$FFFC04|byte |MIDI ACIA control |R/W
$FFFC06|byte |MIDI ACIA data |R/W
-------+-----+-----------------------------------------+----------
################Realtime Clock ###########
```

```
-------+-----+-------------------------------------------+----------
$FFFC21|byte |s_units |???
$FFFC23|byte |s_tens |???
$FFFC25|byte |m_units |???
$FFFC27|byte |m_tens |???
$FFFC29|byte |h_units |???
$FFFC2B|byte |h_tens |???
$FFFC2D|byte |weekday |???
$FFFC2F|byte |day_units |???
$FFFC31|byte |day_tens |???
$FFFC33|byte |mon_units |???
$FFFC35|byte |mon_tens |???
$FFFC37|byte |yr_units |???
$FFFC39|byte |yr_tens |???
$FFFC3B|byte |cl_mod |???
$FFFC3D|byte |cl_test |???
$FFFC3F|byte |cl_reset |???
-------+-----+-------------------------------------------+----------
$FA0000| | |
: | |128K ROM expansion cartridge port |R
$FBFFFF| | |
-------+-----+-------------------------------------------+----------
$FC0000| | |
: | |192K System ROM |R
$FEFFFF| | |
-------+-----+-------------------------------------------+----------
```

Cookie Jar
Atari "Official" Cookies

This section is preliminary. I can't think of a better format yet for this section, so it will be messy for a while. I know I'm missing most of the new cookies in the F030, can someone provide docus for these cookies?

```
Cookie Description
-------+-----------------------------------------------------------
_CPU | CPU Type (Decimal) (0 - 68000, 40 - 68040)
_VDO | Shifter Type 0 - ST, 1 - STe, 2 - TT
_SND | Sound Hardware BIT 4 3 2 1 0
| Connection Matrix ----' | | | |
| DSP56001 ---------------' | | |
| 16 Bit DMA Sound ---------' | |
| 8 Bit DMA Sound ------------' |
| YM2149 -----------------------'
_MCH | Hardware Description High Word + Low word
| $00000000 - ST $00010000 - Mega 1/2/4 ST $00020000 - STe
| $00030000 - TT $00010010 - MSTe (?)
_SWI | State of configuration switches (MSTe/TT only)
_FRB | Fast Ram Buffer (TT specific) 64k buffer for ACSI DMA
| 0 - no buffers assigned >0 - address of FastRam buffer
```

```
_FPU | FPU Type High word - hardware Low word - software
| 0 - No FPU
| 1 - SFP004 or compatible 68881
| 2 - 68881 or 68882 unsure which one 3 - plus SFP004
| 4 - 68881 for sure 5 - plus SFP004
| 6 - 68882 for sure 7 - plus SFP004
| 8 - 68040's internal FPU 9 - plus SFP004
_OOL | Poolfix ID
-------+------------------------------------------------------------
```

68000 Exception Vector Assignments

```
Vector Number Address Space Assignment
---------------+---------+-------+--------------------------------
0 |0/$0 |SP |Reset:Initial SSP
1 |4/$4 |SP |Reset:Initial PC
Reset vector (0) requires four words, unlike other vectors which only
require two words, and is located in the supervisor program space.
---------------+---------+-------+--------------------------------
2 |8/$8 |SD |Bus Error
3 |12/$C |SD |Address Error
4 |16/$10 |SD |Illegal Instruction
5 |20/$14 |SD |Zero Divide
6 |24/$18 |SD |CHK, CHK2 Instruction
7 |28/$1C |SD |cpTRAPcc, TRAPcc, TRAPV Instruction
8 |32/$20 |SD |Privilege Violation
9 |36/$24 |SD |Trace
10 |40/$28 |SD |Line 1010 Emulator (LineA)
11 |44/$2C |SD |Line 1111 Emulator (LineF)
12 |48/$30 |SD |(Unassigned, Reserved)
13 (68030)|52/$34 |SD |Coprocessor Protocol Violation
14 (68010)|56/$38 |SD |Format Error
15 |60/$3C |SD |Uninitialized Interrupt Vector
16-23 |64/$40 |SD |(Unassigned, Reserved)
|95/$5F |SD |-
24 |96/$60 |SD |Spurious Interrupt
Spurious interrupt vector is taken when there is a bus error
during interrupt processing.
---------------+---------+-------+--------------------------------
68000 Auto-Vector Interrupt Table
---------------+---------+-------+--------------------------------
25 |100/$64 |SD |Level 1 Int Autovector (TT VME)
26 |104/$68 |SD |Level 2 Int Autovector (HBL)
27 |108/$6C |SD |Level 3 Int Autovector (TT VME)
28 |112/$70 |SD |Level 4 Int Autovector (VBL)
29 |116/$74 |SD |Level 5 Int Autovector
30 |120/$78 |SD |Level 6 Int Autovector (MFP)
31 |124/$7C |SD |Level 7 Int Autovector
---------------+---------+-------+--------------------------------
32-47 |128/$80 |SD |Trap Instruction Vectors
|191/$BF |SD |(Trap #n = vector number 32+n)
```

```
---------------+---------+-------+--------------------------------
Math Coprocessor Vectors (68020 and higher)
---------------+---------+-------+--------------------------------
48 |192/$C0 |SD |FFCP Branch or Set
| | | on Unordered Condition
49 |196/$C4 |SD |FFCP Inexact Result
50 |200/$C8 |SD |FFCP Divide by Zero
51 |204/$CC |SD |FFCP Underflow
52 |208/$D0 |SD |FFCP Operand Error
53 |212/$D4 |SD |FFCP Overflow
54 |216/$D8 |SD |FFCP Signaling NAN
55 |220/$DC |SD |(Unassigned, Reserved)
---------------+---------+-------+--------------------------------
56 |224/$E0 |SD |MMU Configuration Error
57 |228/$E4 |SD |MC68851, not used by MC68030
58 |232/$E8 |SD |MC68851, not used by MC68030
---------------+---------+-------+--------------------------------
59-63 |236/$EC |SD |(Unassigned, Reserved)
|255/$FF |SD |-
---------------+---------+-------+--------------------------------
64-254 |256/$100 |SD |User Defined Interrupt Vectors
|1019/$3FB|SD |-
255 |1020/$3FC|SD |DSP-IRQ Vector (F030)
---------------+---------+-------+--------------------------------
```

321. Re: Atari Falcons in Sacramento

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:45:22 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun7.184522.25200@btree.uucp>
Source record: 204898

Yes, I've seen one in San Diego, but I'm not supposed to know that
I've seen it. "It's just a 1040 that I've worked on a bit, don't
ya know," he said.

"What about that 9-pin modem connector, or that odd whine on start-up
that sounds suspiciously like an internal hard drive? How can all that
fit inside a 1040ST?" I wanted to know. "Gosh, you don't look so good,"
he replied. "Are you feeling like you're ... um ... hallucinating
just maybe a little bit, hmmmm?"

"And look at that new desktop," I continued, "and all those wonderful
colors! Certainly, this cannot be a mere 1040ST!"

"Well, you're right," he finally admitted. "I did a minor upgrade from
TOS 1.0. Now will you *please* tell me you see a 1040 _and_only_a_1040_
in front of you so I can demonstrate the true color mode?"

Finally I got his drift, don't ya know ....

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

322. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:46:28 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1v02e4$2dv@usenet.INS.CWRU.Edu>
Source record: 204895

Here is a nice example of how Bob R. treats people too...

Bob,
Just because you have one insult here, doesn't mean that
you should go ahead and judge the whole community. Take off your
blue-tinted lenses and use a little logic...

Later,
Bernard

323. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:46:49 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun7.184649.6270@sol.ctr.columbia.edu>
Source record: 204896

In article <36913@castle.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:

} What happenned to the TT is about to happen to the Falcon, too little
} too late and too expensive. How much does a Faclon cost in the UK now,
} fully loaded, hard disk, monitor and *at least* 4MB of ram, it must be
} approaching 1500 pounds, and that's a computer you can't expand - not
} even the memory without throwing away 4MB first. Last summer the Falcon
} sounded GREAT, this summer well it's ok I suppose but the cost? If the
} price of the Falcon come down this summer, I'll probably get one, but I
} wish there was proper memory expansion (at least they've got the hard
} disk side sorted out).

Christ thats one hell of a monitor you're going for! RRP of a falcon
is #799, you can get #50 off if you pay cash, (and smile nicely etc.)
Go for a cheapo vga monitor - don't need svga, and you're talking
around #950. Possibly cheaper. This is the 4Mb 85Mb HD version.

} I don't think Atari understand todays computer market - sorry this is
} diverging from the main topic. The main point is that, Atari's top end
} computer, the TT, is slow and underfeatured compared with present day
} PCs (and also too expensive - quite a bit more expensive that a decent
} 486 set up - I know I've a friend thatputs 486s together).

Agreed, the TT doesn't compete with the 486/66 of today. Perhaps when
the 040 machines come out we'll see a bit of a difference. Atari need
a top-of-the-range machine (not so people will buy it, just so people
can see they've got one. This is more important than people think).

Remember that the 040 has always been clock-doubled, Motorola just
didn't make such a big deal of it as intel. So if Atari bring out a
Falcon 040 (and I think they will), run it at 33MHz, and provide a
32 bit bus (which they must, since 040's unlike 030's cannot slice
their r/w accesses in half to use a 16 bit bus), then you'll have
something comparable to a 486/66, and which ought to be faster really
since the 040 is more efficient at the most common ops than the 486.
On a 32-bit bus, the *neat* programmable graphics resolutions will be
able to go much higher as well, so effectively you'll have localbus
SVGA thrown in for free, with the blitter chip providing for the
2D accelerated graphics. Perhaps not quite up to localbus S3 or
Weitek P9000 standards, but you pay quite a lot for those...

A lot of `if's there, but hell, mankind is cursed with hope, and
there's nothing above thats infeasible - doesn't the TT have a 64-bit
graphics bus ? (I seem to remember someone claiming this once.)

Actually I'm expecting the 040 to appear just around the time I get
upgraded to an RA next April (he says, putting head on the line :-)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

324. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 18:58:57 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jun7.185857.21095@cs.yale.edu>
Source record: 204899
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

W.A.B.Evans (wabe@ukc.ac.uk) wrote:
: I have just downloaded a new utility (RECLAIM.ZOO) to a.a. @umich.
: The text file begins as follows and tells you what it's about:
: Cheers,
: W. Alan B. Evans.[wabe@ukc.ac.uk]
:
: -------------------- From RECLAIM_V2 textfile ----------------------------
:
: For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
: 1024 byte clusters) of formatted disk space. For example, with the standard
: double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
: sectors long and a root directory which is 7 sectors long. The disk is
: formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
: in all. Since the "disk management" accounts for 18 of these, one might
: reasonably expect there would be 1422 left over to hold data i.e. we'd
: expect 711 clusters of data. But NO! - as is well-known there's only 709
: clusters available for data. What has TOS done with the other 2? I'm sure
: I don't know - I've never seen any explanation for this documented! But
: there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
: as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
: consequences that might arise out of using RECLAIM. Therefore, it would
: be wise to be wary (esp. with valuable data) until one has gained full
: confidence in the usage of RECLAIM. All I can say is that I have
: personally been using RECLAIM for some while with no adverse-effects.

This was a bug on Atari's part. When they found out about it, they
decided not to fix it, out of concerns of incompatability. Consider
the situation. Suppose they had fixed it by making newer Ataris use
all the clusters. You write a floppy on a new Atari, using all the
clusters. Suppose you now try to read it on an old Atari. Chances
are, you wouldn't be able to finish reading the disk, since the old
buggy Atari will decide you've written past the end of the disk.

Suppose instead, Atari had changed the format routines to do as
RECLAIM.ZOO does. Now, you format on a new Atari. Consider what
happens when you write to that disk on a PC!! This would forever make
Atari- formatted disks incompatible with the PC world. This option
does sound like the best available to Atari, but I can still see why
they decided to do nothing.

In the meantime, if you feel that 2K per disk is that important, I see
now reason why using RECLAIM should cause any problems, as long as you
don't give those RECLAIM-formatted disks to your friends.

--- Bob Fischer

325. Minix FS w/ M-TOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 19:11:18 UTC
From: neurom@u.washington.edu
Message-ID: <1v03smINN6mo@news.u.washington.edu>
Source record: 204801

As a (soon to be) new Falcon owner, I was wondering if it was possible to install MinixFS on to of MultiTOS. Also, could anybody out there who is intamate with MultiTOS 1.x / TOS 4.x say if all of TOS is based on MiNT, or just the MultiTOS portion? Reason: Could MinixFS load into an FS socket in TOS, or just M-TOS?

--Neuromancer

326. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 19:34:35 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1473.739481675@dhhalden.no>
Source record: 204802

Hans Holmberg wrote:
>If the 3210 has about the same data as the 320E15 or C25 it's not very much
>to talk about. The 320C25 (40MHz) has a cycletime of 100ns which would imply
>about 10 MIPS (which is not true in reality). I would suspect that the 3210
>is a bit better than that, and since it is running on 66MHz it has to do
>at least 16 MIPS.

The 3210 is _not_ the same as the 320E15. The 66 Mhz 3210 will
do floating point arithmetics about 30 times faster than a 25 Mhz
68040 CPU. The card will sport the 3207 later, which is even
faster.

>A nice thing about the card though is that it shares memory with the main-cpu.

Plus the fact that it has up to 16 Mb of dedicated DSP memory.
Quite a lot compared to the 96 Kb (?) in the Falcon. BTW, your
talk about "high-end" computer is false. The A4000/030 is in
the same price as a Falcon with HD + extra RAM.

327. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 19:45:20 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC89o7L.1tB@netcom.com>
Source record: 204804

In article <1993Jun7.180952.7603@news.csuohio.edu> llunch@randell.cba.csuohio.edu (Jason Baker) writes:
>In article <ekrimenC8682M.563@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>
>>The latest version that has been distributed on the on-line services is
>>6.0.8. Contact ICD to get it. They may have a later version than that.
>>
>Does ths one work with mint ie putting processes asleep during dma.
>As it is, the machine puts me asleep during dma.

I'm not sure. I don't think the ICD Booters were written with MiNT in mind.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

328. Re: Problems with my new ST!

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 20:05:36 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <63303@aurs01.UUCP>
Source record: 204821

In article <LANCER.93Jun7005514@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

(About his 1040 ST)

>Biggest problem first: It seems to think that it only has 323072
>bytes of memory! That's what NeoDesk 2.0's "About..." window tells me.

I can see the problem by looking at your list of installed software. All of your resident programs (the ones in your AUTO folder) eat into your available RAM. As I recall, a 1040 has somewhere over 800K of free RAM with nothing installed (the operating system grabs some). Your 196K RAM disk accounts for another 196K. I don't have NeoDesk so I don't know how much memory it eats, but I'd guess it takes a pretty healthy chunk all by itself. Add in a few desk accessories and suddenly you'll find you've eaten a sizable chunk of the total RAM.

>I hooked up an external modem to it... It connected and ran alright
>(though the modem program, Flash, was a bit weird) but refused to
>download. Xmodem kept getting CRC and checksum errors. I tried
>changing all the parameters on both sides. Does anyone know a way to
>get zmodem into this program? Or how to get xmodem to work? Or can
>anyone reccommend a better (hopefully PD/Share) term program? And is
>Kermit and Emacs available for the ST? I would hope so...

I used to use Flash and recall that there are some shareware programs available to let you run Zmodem with it. I now use Uniterm (PD, available all over), and it has Kermit built in which works fine. If you want to download using Zmodem and don't need a fancy terminal emulator, check into Dterm (also PD).

There are several versions of emacs around, from microemacs to the full blown GNU emacs which requires at least 2 megs of RAM and various voodoo mantras to install it.

>As for the ST, it reports TOS .19. That's bad, right? How can I
>upgrade that? And do I need to upgrade it?

What are you using to check the TOS version? There is no TOS .19. that I know of. You'd do best to have TOS V1.4 or higher installed. V2.X and higher require a daugherboard to install.

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
****

329. Re: GENIE

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 20:18:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1355@usdtsg.DaytonOH.NCR.COM>
Source record: 204809

In article <1993Jun07.162103.5843@edb.tih.no> anderss@edb.tih.no (Anders Skar) writes:
>Are there anywhere to find carboncopy of the Friday realtime conf. ??

It will probably be in the next/latest issue of Znet and or AEO...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

330. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 20:40:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A54225@KI.maus.de>
Source record: 204827

You could work with GSZRZ.ACC from Xenia Software, Michael Ziegler. It's Shareware and costs about 30,- Marks. You could use it as an ACC or PRG and it runs in a Window, so it will run in the background.
But there's a problem: You couldn't copy this version freely, therefore you have to ask Michael directly.

Here is his adress:

Xenia Software
Michael Ziegler
Jagdfeldring 16
W - 8013 HAAR
GERMANY
or
michael_ziegler@m.maus.de (German Maus Net)
or
Michael Ziegler 2:246/170.5 in Fidonet Net

Greetings,
Christian

****
* Christian Mittendorf - Manrade 41 - 24106 Kiel - Germany *
* chris-m@pz-oekosys.uni-kiel.dbp.de *
* christian_mittendorf@ki.maus.de *
****

331. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 21:01:47 UTC
From: wabe@ukc.ac.uk
Message-ID: <4689@eagle.ukc.ac.uk>
Source record: 204805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun7.185857.21095@cs.yale.edu> bobf@milne.geology.yale.edu (Bob Fischer) writes:
W.A.B.Evans (wabe@ukc.ac.uk) wrote:

: -------------------- From RECLAIM_V2 textfile ---------------------------
:
: For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
: 1024 byte clusters) of formatted disk space. For example, with the standard
: double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
: sectors long and a root directory which is 7 sectors long. The disk is
: formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
: in all. Since the "disk management" accounts for 18 of these, one might
: reasonably expect there would be 1422 left over to hold data i.e. we'd
: expect 711 clusters of data. But NO! - as is well-known there's only 709
: clusters available for data. What has TOS done with the other 2? I'm sure
: I don't know - I've never seen any explanation for this documented! But
: there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
: as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
: consequences that might arise out of using RECLAIM. Therefore, it would
: be wise to be wary (esp. with valuable data) until one has gained full
: confidence in the usage of RECLAIM. All I can say is that I have
: personally been using RECLAIM for some while with no adverse-effects.
>
>This was a bug on Atari's part. When they found out about it, they
>decided not to fix it, out of concerns of incompatability. Consider
>the situation. Suppose they had fixed it by making newer Ataris use
>all the clusters. You write a floppy on a new Atari, using all the
>clusters. Suppose you now try to read it on an old Atari. Chances
>are, you wouldn't be able to finish reading the disk, since the old
>buggy Atari will decide you've written past the end of the disk.
>
Very interesting! - but still Atari _could_ have fixed the bug
and, to keep owners of older Ataris (who receive "full" disks from owners
of newer Ataris) happy, they could have made available the equivalent
of RECLAIM.TOS. Then even those with older Ataris could read all the
clusters. Further the newer machines should not complain either if they
see a RECLAIMed disk - for the 2 extra clusters which they _could_ read
(if only they existed!) are MARKED_BAD.

So I'm afraid the mystery remains (for me at least).

Cheers,
W. Alan B. Evans

332. Re: Bio-Hazzard

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 21:11:52 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C89s8H.3nA@sunlab1.bath.ac.uk>
Source record: 204806

In the referenced article, cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>
> I downloaded hazzard.tos from a.a.u.e, and when it was trying to
>extract "ALIEN1.MBK", I got 2 bombs. What went wrong?
>
>.....................Chris L. Willison
>.................(cwilliso@tuba.calpoly.edu)
>
>
>
Chris , Im having problems getting through to you , my server says 'unknown
mailer` with your email address .Any help would be appreciated.

Les

333. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 21:25:13 UTC
From: saj@chinet.chinet.com
Message-ID: <C89su2.C9q@chinet.chinet.com>
Source record: 204810

In article <1uqevj$o1b@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>It seems a little strange to me that Atari would announce the Jaguar
>64-bit video game system, but not appear at the Summer CES.
>
>Why would anyone announce a product that they don't have to show anyone?
>
Not only that, but they brag in the release that (except for New York) they're
going to miss Christmas AGAIN. Most passing strange.

Steve

334. Bio-Hazzard

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 21:30:46 UTC
From: en2prmm@sunlab1.bath.ac.uk
Message-ID: <C89t3A.4CG@sunlab1.bath.ac.uk>
Source record: 204807

I am an Amiga owner (boo hiss- several thousand ST owners) and I know
Les, who wrote Bio Hazzard. I have played it, and I have to say
it is a very nice game. I was very impressed with it, and I would
seriously recommend this game to everyone. I am glad he is writing
an AMOS version so I can play it on my Amiga....

Paul Martell-Mead.

335. Re: COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 22:28:23 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.739492103@unix2.tcd.ie>
Source record: 204814

In <1993Jun7.101725.16055@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>Geoffrey Spear <gspear+@CMU.EDU> writes:

>> Actually, the ST has no problem with PC-formatted disks, but the PC
>>doesn't like disks formatted on an ST unless they have a PC bootsector
>>(which can be written with DC Format). Or just format everything on a
>>PC, in which case both machines will be happy.

>Or use TOS >= 1.04. PCs have no problems then. (I'm wondering why anyone is
>using older TOS version at all.)
I've been wondering when someone would note this fact. I should also
mention that this subject is covered extensivly (sp?) in the FAQ which
I think i saw listed in the list of new messages...

>**************************************
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.de *
>* seimet@chemie.uni-kl.de *
>*------------------------------------*
>* I really hate this damned machine, *
>* I wish that they would sell it. *
>* It never does that what I mean *
>* but only what I tell it. *
>**************************************
Sean.........16 1/2 hours till I'm an Engineer..........
Only one exam to go.. (Shame I've failed one already though..)

--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

336. Atari Archive demos

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 22:47:54 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <Mg4wKOO00ioW8FFIED@andrew.cmu.edu>
Source record: 204813

I am an avid Atari fan (much to the amusement of my friends),
waiting for a Falcon. In the mean time, I must make do with a
1 Meg 520STfm with TOS 1.0. I want some neat demos to show
off the machine. There are a ton of demos on atari.archive, but
everytime I download one, it doesn't seem to want to work on
my computer. Does anyone have a list of the requirements for
each demo (Ste, 1 meg or more, TOS > 1.0, etc.)? I want
something to show my friends so they don't think all it can
do is play Combat and Space Invaders.

Thanks.

-Steve

337. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 23:23:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.300031@cix.compulink.co.uk>
Source record: 204816

In article <36913@castle.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:
>
>What happenned to the TT is about to happen to the Falcon, too little
>too late and too expensive. How much does a Faclon cost in the UK now,
>fully loaded, hard disk, monitor and *at least* 4MB of ram, it must be
>approaching 1500 pounds, and that's a computer you can't expand - not
>even the memory without throwing away 4MB first. Last summer the Falcon
>sounded GREAT, this summer well it's ok I suppose but the cost? If the
>price of the Falcon come down this summer, I'll probably get one, but I
>wish there was proper memory expansion (at least they've got the hard
>disk side sorted out).
>

Falcon with 4MB RAM and 65MB IDE costs 999 pounds in the UK. You can get
it for less if you make a few phone calls...

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

338. Re: Problems with my new ST!

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 23:23:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.300030@cix.compulink.co.uk>
Source record: 204817

In article <LANCER.93Jun7005514@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>Well, my first computer was an Atari 800XL, so I've always wanted an
>ST. On Saturday I finally bought one, a used 1040ST with both
>monitors, lots of software, etc... But I'm typing this message in on
>my PC... Why? Because the ST has some problems...
>
>Biggest problem first: It seems to think that it only has 323072
>bytes of memory! That's what NeoDesk 2.0's "About..." window tells me.
>And some large programs refuse to run, saying there isn't enough
>memory. What is going on here? None of the memory chips seems to be
>running hot... (at least no ONE chip... About half of them feel
>warmer than the others...) Any clues? It _IS_ a 1040ST, by the way,
>and has 32 chips inside... So don't give me any "you sure it's not a
>520ST?" *grin*
>
[lots more...]

Welcome to the newsgroup. The memory issue -

You have 1024kbytes of RAM. Neodesk uses about 150k, you also have 200k ram disk. The video hardware needs 32k and parts of the OS load into RAM (150k?). You may have some DAs and TSRs which means you only have 350k left, not enough for serious work.

For comms, try Connect which is shareware. The ST has some serial bugs. There are fixes around but it depends on the OS version. Let us know which OS version (the simplest way is to look at the first entry on the desk menu on the built-in desktop, and quote the copyright date).

I'm sure others will have some more to say...

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

339. Atari Mega 2 and other stuff FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 23:45:29 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <1v0jup$mn4@constellation.ecn.uoknor.edu>
Source record: 204815

**********For Sale**********

Here again is a listing of what I would like to sell.
Make an offer if you don't agree with my price.

ATARI MEGA ST2.....$325/obo
Atari Mouse, Keyboard

Color Monitor (SC1224).....$150/obo

ICD 48meg hard drive (Seagate, dual HD case)...$275/obo
Various Utilities on drive(graphics, sound, etc.)

All Original Boxes

Software includes:
Word Writer ST / Swiftcalc.....$15
GFA Basic/Compiler 3.5.....$50
GFA Raytrace.....$15

GAMES:Currently, all of these are SOLD
These three are in one game pack.....$15
Blood Money
Rocket Ranger
Speedball

Shadow of the Beast.....$5
Falcon (1.0 and 1.2, mission disk 1)..$20
Alien Syndrome.....$10

$35 for all the games

Asking $600 or best offer for all that is left
Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu

340. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-07 23:50:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13806@uqcspe.cs.uq.oz.au>
Source record: 204818

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>Bob_BobR_Retelle@cup.portal.com writes:

>>I too mourn the passing of the days when asking a question brought you
>>not only an answer, but offers of further help, examples ...

>If it looks like a FAQ,
>I would probably go email than post here, and no doubt others do the same.

Exactly. That's why you wont always *see* answers to simpler questions
posted.

>>Now it seems we're all too sophisticated to care about anyone with
>>"stupid questions".. all we can do is accuse the questioner of being
>>stupid, and make fun of him...

... or accuse the answerers of something else.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

341. ICD hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 00:10:36 UTC
From: kosmatoo@carre.iro.umontreal.ca
Message-ID: <1993Jun8.001036.12565@IRO.UMontreal.CA>
Source record: 204819

Greetings.

Problem : Can't access the hard disk.
Equipment: I have here a mega ST, with ICD host adaptor and Quantum 52LPS
hard drive.
Formatted: 4 partitins of 13 megs each (type: GEM)

Tried : running ICDBOOT.PRG from auto folder on drive A:\
it says "Version 5.3" and gives information about
the cache sizes.

then, clicking on icon of drive A, installing icon of
drive C. Double clicking on this new icon (capital C)
makes the desktop say something like "Drive identifier
does not exist" or "drive does not exist"

This simple procedure should have worked, right?

Tried 2 : Checking partitions with the format program, and yes,
they are there

Tried 3 : running ICDboot.prg from desktop after booting with it
and it says "can't install" (just giving you details!)

Tried 4 : ratehd on the drive works

Yesterday, I had no problem accessing the drives C: D: E: F:...

I need Ideas on how to be able to access the files on this drive.

Thank you. Please reply promptly.

342. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 00:37:27 UTC
From: denault@galileo.ifa.hawaii.edu
Message-ID: <C8A1qF.I9x@news.Hawaii.Edu>
Source record: 204820

```
Stuff For Sale for the following price + shipping. Note: shipping
from Hawaii.

SM124 B&W Monitor $40
SC1224 Color Monitor $50
1040 ST 1Meg $75
Atair 3.5 External Disk Drive $20
Avatex 1200 Baud Serial Modem / Flash $20
2 joy sticks $15

Midi Music Lesson (4 Disk) with two 5-foot midi cables $30
Magic Sac+ $10
PC-Ditto II (I never got it to work) $1

Software is $5 each:
Dungeon Master
Phantasie II
Starglider
Robotron 2084
EasyDraw
Laser C
WordWrite ST
Dark Castle
Ultima III
Shadowgate

Buyer to pay for shipping.
If you're interested in any of these items, please email me
at denault@wirth.ifa.hawaii.edu.

--
/---------------------------------------------------------------------------\
| Tony Denault, Institute for Astronomy, | denault@uhifa.ifa.hawaii.edu |
| 2680 Woodlawn Drive, Honolulu, HI 96789 | (808) 956-8101 |
\---------------------------------------------------------------------------/
```

343. Latest Z*NET released in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 01:00:01 UTC
From: jonc@status.gen.nz
Message-ID: <3601.1589324242@status.gen.nz>
Source record: 204833

After much delay (due to work) the lastest issue of Z*NET Atari is
in the alt.znet.pc news group.

Happy reading.

_ Jon Clarke (jonc@status.gen.nz) * Public Access Unix *
( )o The home of Z*NET on the World Nets (Z*NET Free ASCII Zines)
/\ \ HEXAGON: HSBC NZ EBD GEM: Jon Clarke PH : (+649) 358-5589

344. Re: Scrolling Thunder on a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 01:23:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13810@uqcspe.cs.uq.oz.au>
Source record: 204823

ken@isgtec.com (Ken Newman) writes:

>The Scrolling Thunder hardware smooth scrolling text viewer demo is
>available on atari.archive as Ste/scrth.zoo. Runs on STe/MegaSTe/TT/Falcon
>only (colour or mono ST resolutions).

... which makes it pretty useless, except on an STe. Does ANYONE use
STmedium or SThigh on a TT or Falcon? Pity it doesn't auto-change to
SThigh - that would be almost bearable.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

345. Re: ST Games Forsale!

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 01:29:26 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <RZXs5B1w165w@iowegia.dsm.ia.us>
Source record: 204719

beave@hardy.u.washington.edu (Ted White) writes:

> In order to clear some space in my disk case and make a few bucks to boot I
> am selling the following games. All games come with original documentation
> unless marked with an (*).
>
> Phantasie III The Wrath of Nikademus
> Puffy's Saga
> Tau Ceti The Lost Star Colony
> Space Quest III
> Weird Dreams
> Zany Golf
> Black Cauldron
> Powerdrome
> Willow
> TotalECLIPSE
> Plutos
> Hostage Rescue Mission
> The King of Chicago
> Into the Eagle's Nest
> RoadRaider
> Alternate Reality The City
> Gauntlet II
> Moebius The Orb of Celestial Harmony
> Menace
> Obliterator *
>
> For the gamer out there who thrives on playing the classic games listed above
> I will make a sweet deal. Take all twenty for $75.00, that's $3.75 a piece.
> You can't beat that in the discount stores. Plus shipping and handling of no
> more than $2.50. Otherwise I will sell bit by bit at $5.00 a piece including
> shipping to anywhere in the continental U.S. Buy more than three and pay onl
> $4.00 a piece with shipping as above. Make me an offer if even the above
> prices don't suit you. BTW, I also have a Goldstar 1200 buad external modem
> that is collecting dust since I upgraded to 14,400, $15.00 or best offer.
>
> Hoping to here from you soon by E-mail,
>
> --
> Ted White
> beave@u.washington.edu
> University of Washington, Computer Science

I'll take the quantlet two. Let me know in Mail if ya still got
it. Later

346. Re: Mega 2ST 4-sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 01:32:24 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <P5Xs5B2w165w@iowegia.dsm.ia.us>
Source record: 204720

mgrave@ub.d.umn.edu (Pooh Bear) writes:

> I've got some equipment to sell:
>
> Mega 2 ST
> SC1224 Color monitor (JVC - original, sharp model)
> Master 3s external 3.5" disk drive
>
> I'm taking offers - you pay shipping.
>
> Email mgrave@ub.d.umn.edu
>
> Brian

I know of someone who will buy the Color monitor. Let me know
what price in mail so I can notify him.
Thanks

347. Re: Problems with my new ST!

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 01:45:03 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <sPys5B3w165w@iowegia.dsm.ia.us>
Source record: 204721

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

> Well, my first computer was an Atari 800XL, so I've always wanted an
> ST. On Saturday I finally bought one, a used 1040ST with both
> monitors, lots of software, etc... But I'm typing this message in on
> my PC... Why? Because the ST has some problems...
>
> Biggest problem first: It seems to think that it only has 323072
> bytes of memory! That's what NeoDesk 2.0's "About..." window tells me.
> And some large programs refuse to run, saying there isn't enough
> memory. What is going on here? None of the memory chips seems to be
> running hot... (at least no ONE chip... About half of them feel
> warmer than the others...) Any clues? It _IS_ a 1040ST, by the way,
> and has 32 chips inside... So don't give me any "you sure it's not a
> 520ST?" *grin*
>
> Next thing: I got an ICD SCSI adapter with it! The guy says that
> that is "a little flaky" too. Not having a SCSI drive (yet), I don't
> know about that... Are there any known problems with ICD Links
> getting fried by static or anything? And where's the cheapest place
> to get a SCSI drive?
>
> I hooked up an external modem to it... It connected and ran alright
> (though the modem program, Flash, was a bit weird) but refused to
> download. Xmodem kept getting CRC and checksum errors. I tried
> changing all the parameters on both sides. Does anyone know a way to
> get zmodem into this program? Or how to get xmodem to work? Or can
> anyone reccommend a better (hopefully PD/Share) term program? And is
> Kermit and Emacs available for the ST? I would hope so...
>
> The disk drive is a little flaky too. It refuses to read disks
> sometimes. Maybe 1% of the time. That's not really a problem, since
> it works the next time. Still, any suggestions? And how hard would
> it be to hook an old IBM 720k drive to the external drive connector?
> I've got a power supply for it already... It could sit next to the
> SCSI HD...
>
> Here's what I've gotten to run on the thing: NeoDesk 2.0 in a 196k
> RAM disk (so it's good and fast). Flash, Michtron's Utilities Plus,
> PC Ditto, various Compute! things. Here's what won't run: Some
> software Mac emulator program, Cad 3D 2.0. These last two report disk
> errors every time I put them in the drive. Guess I can kiss them
> goodbye... What kind of support can I expect from these companies?
> These are all original programs, with documentation, etc... Who's

> still in business? Particularly Flash. Is Antic still around? Is
> there a newer version than 1.6?
>
> As for the ST, it reports TOS .19. That's bad, right? How can I
> upgrade that? And do I need to upgrade it?
>
> I'm sorry for putting so much into one post, but I really like Atari
> computers (and I've got a UNIX box and a PC, too!) and I'd really like
> to get my ST up to steam... No matter what, though, it was a great
> deal! I won't say how much I paid, but it was less than half what
> I've seen anyone on the net offer anny ST for, let alone one with lots
> of software and the color and mono monitors...
>
> Thanks for any help. Please post or email. I have a feeling I'll be
> active on this group in the future...
>
> .s.
>
> --
> - lancer@wpi.wpi.edu - - Horses are fine, so are books -
> -Official culture still strives to force the new media to do the work of-
> -the old media; but the horseless carriage did not do the work of the -
> -horse, it abolished the horse and did what the horse could never do. -

My ST did exactly the same thing. I re-seated the MMU chip and
the ROM chips and it has worked ever since.
later reply in mail

348. Re: PC memory -- Atari me (ADVOCACY)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 02:20:42 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun7212042@kropotkin.gnu.ai.mit.edu>
Source record: 204822

In article <82757@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Sorry, Steve... even though I know you're not, you sound like a totally
>naive newbie..
>
>I guess you've never actually read anything I've written here...
>
>I hope you'll forgive me if I don't try to recap a decade or more of being
>involved in the Atari world here, and now...
>
>Try to pay more attention in the future, OK..?

I'm not the person who wrote the original message, and I don't usually
jump into flame wars, but I can't help myself on this one...

I've been reading this newsgroup for four or five years, and I don't
recall reading any postings by you that weren't complaints, arguments,
flames, misdirected bashing, or completely off-topic. Maybe there was
something real special you did for the Atari community in the first
half of the decade, for which we should all be terribly grateful. If
so, I'd love to hear about it.

Meanwhile, I'll just go back to having fun programming my ST. Have
fun with whatever it is you do.

>BobR

maximum "Oh boy, I bet I'll be called a cheerleader for that one" entropy

349. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 03:09:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
Source record: 204842

In <13735@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> ken@isgtec.com (Ken Newman) writes:
>
> >Methinks it would be a pretty cool idea to put all of atari.archive on
> >one cd - only problem is just about nobody with an Atari has a cd-rom drive.
>
>
> Checken and egg. People buy CD-ROM drives to read CD-ROMs. I'm suprised
> ICD haven't whipped up a few discs.

From what I've read, it costs upwards of $20,000 to make a CD-ROM...
Even at $200 a pop, they couldn't guarentee selling 100 copies (and
players) in the current Atari market.

Now, if they had something like the Sherlock Holmes disc to produce,
maybe...
--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

350. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 03:24:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.H3Y5sNIShFY@semprini.tdkcs.waterloo.on.ca>
Source record: 204841

```
In <32281@galaxy.ucr.edu>, paul hruby writes:
> Why are you people comparing an 486 to an 68000? Have you gone insane? Is
> this just your way of saying a PC is better than a ST? If your going to
> compare CPU performance, why not compare the 486 to a 68040? Make it
> fair. Why don't you compare an Atari 800 verses a Cray? Whatever...

Obviously, he's out of his mind. :) Using MicroSoft Visual C++ to compare
to GNU C is a bit strange, too... MS isn't exactly known for tight code
(or working code for that matter).

--
------------------==========================================------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'
```

351. Re: PC memory -- Atari me

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 03:36:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.brJ&C&qS2k2@semprini.tdkcs.waterloo.on.ca>
Source record: 204844

In <1993Jun3.181630.2978@ugle.unit.no>, Erling Henanger writes:
> Oh now, that was strange... Last summer I upgraded an IBM PS/2 from 4
> to 8 Mb. The chip installation was - as you say - straight forward.
> However, the machine would *not* boot from the HD afterwards, it had
> to be reconfigured with some kind of setup-floppy disk.
> Note, this machine was running OS/2 2.0. Ah well, just had to say this to
> defend my previous claim...

You must've changed 4 1M SIMMs for 4 2M SIMMs or something like that;
the price you pay for not having to play with DIP switches and whatnot
on a MicroChannel machine is having to tell it (or let it tell itself;
the Reference disk has an auto-configure function that works perfectly)
what's in there.

Instead of having I/O, address, and IRQ conflicts that might not get you
right away (and blow your disk away), you have to boot once with the
Reference disk. Gee, that's terrible.

I'm not a PS/2, but I play with one at work (well, an NCR MicroChannel
machine anyway).
--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

352. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 03:40:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.SrdTfpZeAFk@semprini.tdkcs.waterloo.on.ca>
Source record: 204843

In <82751@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> My "main putdown" about Ataris is that the people who make them have far
> less concern for them than we have.

And the computers seem to care more about the users and developers than
the manufacturers do...

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

353. Re: Scrolling Thunder on a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 03:57:01 UTC
From: mpark@carson.u.washington.edu
Message-ID: <1v12mdINN1ni@news.u.washington.edu>
Source record: 204824

warwick@cs.uq.oz.au (Warwick Allison) writes:

>....... Does ANYONE use
>STmedium or SThigh on a TT or Falcon?

I find ST medium on my Falcon to be perfectly acceptable (usually)
for my modest [text mode] needs. I only have an SC1224 monitor, so
higher [spatial] resolutions mean interlace---Mikey no like.

--m

354. Re: HSC MiNTlibs pl30 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 04:09:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun8.040902.5281@mnemosyne.cs.du.edu>
Source record: 204828

>The file mnthlb30.zoo actually contains two versions of the libraries --
>one with 8-character external names for v1.40 and below, and one with
>22-character external names for v2.00 and above (so that I don't have to
>re-release the library when v2.01 is released).

Well, it pains me to say this, but there may never be an HSC v2.x
release. Scott, you have the only version of it in the world right now,
and (as you know) there's a couple bugs in the preprocessor so it can't be
distributed as-is.

Recently, the IDE drive on my Falcon took a hit. Some errant software
nuked the boot sector on the D partition, where HSC lives. (Er, lived.)
Normally, my MSDOS machine holds a backup of everything I'm working on
(since it has the good editor anyway), but recently, I needed more disk
space, and wiped out the whole HSC directory tree, firguring it was all up
to date on the Falcon side anyway. The next day, the Falcon drive bit it.

In trying to use Atari's CHKDSK3 to manually edit the boot sector back to
what it should be, CHKDSK wiped out the partition map on the drive. (I
shoulda known better than to trust Artari-written software.) So now I
have a Falcon that won't boot at all.

I called Atari, and they told me that Diamond Edge was the One And Only
program that could fix a problem like this on an IDE drive. I bought it,
then waited over a week to get a new version shipped to me, one that was
new enough to handle IDE drives. It is NOT able to fix the problem. It
does, however, excell at displaying bombs, follwed by a locked desktop.

I'm gonna call Oregon Research tomorrow and see if they have any bright
ideas on getting their program to do the sorts of things the ads claim it
can do. If they can't help, I'm stuck with reformatting the drive (if
that's even possible, some IDE drives can't be formatted). In that case,
I will have lost all of HSC V2.x; it will take months to recreate from the
freshest (very old) backups of it I have. I don't know when (if ever) I
might get the time and energy to do that.

On a more positive note, I did have up-to-the-second backups of the two
things that *really* matter to me: Cyber Paint v2.7 and GemFast v2.0.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

355. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 04:24:44 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun8.042444.5815@mnemosyne.cs.du.edu>
Source record: 204831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
> able to read the disks.

I don't buy that. I typically format disks that use only 3 sectors per FAT instead of the wasteful 5 per that the desktop creates. The number of clusters per disk is thus even more than the extra 2k RECLAIM would give you. I have no problem using such disks on either older version of TOS, or on MSDOS.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

356. Re: Bio-Hazzard

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 04:38:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v154kINN63p@golem.wcc.govt.nz>
Source record: 204829

] I downloaded hazzard.tos from a.a.u.e, and when it was trying to
] extract "ALIEN1.MBK", I got 2 bombs. What went wrong?

Some sort of TSR conflict probably, I got the same file and it
worked fine!

(Trying to extract it with low-memory may cause bombs as ST-ZIP isn't
terribly memory efficient!)

357. Re: Minix FS w/ M-TOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 04:46:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v15iilNN649@golem.wcc.govt.nz>
Source record: 204830

```
] As a (soon to be) new Falcon owner, I was wondering if it was possible to
] install MinixFS on to of MultiTOS. Also, could anybody out there who is
] intamate with MultiTOS 1.x / TOS 4.x say if all of TOS is based on MiNT,
] just the MultiTOS portion? Reason: Could MinixFS load into an FS socket
] TOS, or just M-TOS?

Normal TOS excludes MiNT. Multi-TOS loads MiNT in as it's multi-tasking
shell. (It is, from memory, the 'boot' program used in the AUTO folder,
the same as MiNT 1.04 as we have!). Anything that works with MiNT should
work just as efficiently with M-TOS (Presuming it doesn't conflict with
the TOS part....)
```

358. Re: Word Writer Replacement So

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A64087@MS.maus.de>
Source record: 204738

In article H.ea.QDgzj78he9s@semprini.tdkcs.waterloo.on.ca, Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>As a major oversight, SpeedoGDOS does not come with a PostScript drive.
>It doesn't have CPX modules to configure it either, just a couple of
>largish ACCs.

Yes, but you can use them as programs (just rename them to *.app).

359. Re: Minix FS w/ M-TOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 05:44:13 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8AFxp.HBH@netcom.com>
Source record: 204832

In article <1v03smINN6mo@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>As a (soon to be) new Falcon owner, I was wondering if it was possible to
>install MinixFS on to of MultiTOS. Also, could anybody out there who is
>intamate with MultiTOS 1.x / TOS 4.x say if all of TOS is based on MiNT, or
>just the MultiTOS portion?

Yes, the minix file system driver works fine with MultiTOS (Stephen did
a good job of programming it :-)).

The minix.xfs does require MiNT, even with TOS 4.x.

Regards,
Eric

360. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 06:01:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82952@cup.portal.com>
Source record: 204834

Marinos, please read the Suibject: line on this thread, then go back and reread all the messages IN CONTEXT if you're still puzzled as to the applicability of the lines you quoted.

BobR

361. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 06:57:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82961@cup.portal.com>
Source record: 204835

OK, David.. let's try it another way...

Your point seemed to be that "state of the art" games on the PC require buying faster and more expensive hardware to run them on.. is that right?

Isn't that exactly the situation I'm in with my 520ST..? When Falcon games hit the market with "true color" graphics and DSP sound, I'm going to have to buy an expensive new machine to play them on...

Super Nintendo games won't play on a Nintendo Entertainment System, and "Dungeon Master" won't play on an Atari 130XE...

It's called progress, and it will always work that way.

I couldn't play Ultima Underworld until I upgraded to a '386, and now, thanks to your experience, I'll know not to buy "The 7th Guest" until I get a '486.

(And you're right, I interpreted your message as a "PC put-down".. sorry if that wasn't how it was intended...)

BobR

362. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 08:59:42 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun8.085942.11435@email.tuwien.ac.at>
Source record: 204836

In <82952@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

> Marinos, please read the Suibject: line on this thread, then go back and
> reread all the messages IN CONTEXT if you're still puzzled as to the
> applicability of the lines you quoted.

FYI, I read the subject line, and I responded to the lines you wrote. If you want to flame on, please don't waste any more bandwidth (you surely wasted enough in the past few days) and respond via e-mail. If your ego allows it...

-MY
--

Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)

363. Re: Atari Falcons in Sacramento

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 09:12:13 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jun8.091213.26728@cee.hw.ac.uk>
Source record: 204837

In article <1993Jun6.065321.20748@sactoh0.sac.ca.us> mnj@sactoh0.sac.ca.us (Mark Newton-John) writes:
>
>Seeing that Atari has announced that the Falcon is now shipping in
>quantity, and knowing that may or may not mean anything, I was
>surprised to actually play around with one here n Sacramento.
>...
>In a way, I am disappointed that they did not use Mega casings and
>keyboards.

Yes, the Mega ST case was the best looking case Atari ever had.
They should have continued with it for the Mega STE and TT because their cases were ugly beyond belief and monitors didn't sit right on them.

>I wonder if they are working on an 040 Falcon....

I doubt it will matter. I see people all around me giving up on the Falcon030 right now and going over to PC's. Commodore rushed their A1200 out to beat the Falcon but met no competition. I guess Commodore are now working on something for those who just can't bear a PC or die-hard Amiga owners. Where will Atari be?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

364. Re: HSC MiNTlibs pl30 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 09:26:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.301000@cix.compulink.co.uk>
Source record: 204838

In article <1993Jun8.040902.5281@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> Recently, the IDE drive on my Falcon took a hit. Some errant software
>nuked the boot sector on the D partition, where HSC lives. (Er, lived.)
>Normally, my MSDOS machine holds a backup of everything I'm working on
>(since it has the good editor anyway), but recently, I needed more disk
>space, and wiped out the whole HSC directory tree, firguring it was all up
>to date on the Falcon side anyway. The next day, the Falcon drive bit it.
>
> In trying to use Atari's CHKDSK3 to manually edit the boot sector back to
>what it should be, CHKDSK wiped out the partition map on the drive. (I
>shoulda known better than to trust Artari-written software.) So now I
>have a Falcon that won't boot at all.
>

It sounds like you have come across a new (?) GEMDOS bug. If you write to a prtition and get a disk full error the boot sector of the next partition is overwritten. This can easily be fixed with KnifeST. You're right, you shouldn't have used CHKDSK3. If you remember how the drive was partitioned it should help to retreive the data. Don't worry the data is still there, unless CHKDSK walked all over the data which it shouldn't have.

Ian, try to mail Eric Northwood (studio3@cix.compulink.co.uk), he may be able to help. He has managed to perform a similar miracle on my C partition after the directory was wiped.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

365. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 11:07:24 UTC
From: wabe@ukc.ac.uk
Message-ID: <4698@eagle.ukc.ac.uk>
Source record: 204839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun8.042444.5815@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
>> able to read the disks.
>
> I don't buy that. I typically format disks that use only 3 sectors per
>FAT instead of the wasteful 5 per that the desktop creates. The number of
>clusters per disk is thus even more than the extra 2k RECLAIM would give
>you. I have no problem using such disks on either older version of TOS,
>or on MSDOS.

Likewise! But actually the "full" documentation of RECLAIM goes
on to explain that if you feed it a disk with absolutely NO data on it
e.g. a freshly-formatted disk - then it gives you the option to change
the No. of sectors per fat (FSIZE) and the number of Rootdirectory sectors
(ROOT). As you say FSIZE=5 is just too much for normal DD disks. Up to
850 Kbytes or more only 3 fatsectors will ever be needed.

Cheers,
W. Alan B. Evans

366. MPEG viewer in the making??

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 11:15:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Jun08.121502.1@gst-soft.demon.co.uk>
Source record: 204845

I suppose I should have added this to my post about a GRASP
viewer, but anyway...

Has anybody done any work on a MPEG viewer for the TT/Falcon?

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

367. Falcon in the Netherlands?

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 12:06:34 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C8AxMy.KHE@news.chalmers.se>
Source record: 204846

I'm going to visit the Netherlands next week and would appreciate if someone could tell me the cost of a Falcon there.

Is there a dealer with good prices in Amsterdam?

Thanks in advance,
Johan

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

368. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:18:29 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun8.131829.27438@email.tuwien.ac.at>
Source record: 204847

In <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

[...]
> From what I've read, it costs upwards of $20,000 to make a CD-ROM...
> Even at $200 a pop, they couldn't guarentee selling 100 copies (and
> players) in the current Atari market.

From what I've heard, you can duplicate a CD for approx. 50US$, at least here
in Austria... (yes, there's even CD piracy now...)

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

369. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:24:51 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1v23v3$kp3@irz401.inf.tu-dresden.de>
Source record: 204796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In article <1993Jun8.042444.5815@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> I don't buy that. I typically format disks that use only 3 sectors per
>FAT instead of the wasteful 5 per that the desktop creates. The number of

Hm. Think it over: you save 2048 Bytes per disc, and you *might* get into trouble with newer versions of TOS or DOS in general. You have to process *every* disc you've got to save these 2048 Bytes per disc! The meaning: If do do this with 512 disc, you can save 1 Meg (maybe that's wrong, I'm not a computer).

And all these articles, the program and the replies are - hm, maybe 20 kb. You have to format about 10 discs to save the space we're wasting here.

Funny, isn't it?

BTW: What about HD- or ED-discs?

ketchup

370. Re: Falcon & VGA & BlowUP030 (was: Re: Falcon & VGA)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:34:41 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun8.133441.6653@Informatik.TU-Muenchen.DE>
Source record: 204564

Hi!

This is one of the BlowUP030-Authors speaking. Yes, BlowUP030 is indeed working with VGA monitors. But you should know that the range of resolutions achievable with a VGA monitor is quite limited. The point is, that VGA-monitors can only handle a horizontal frequency of 31.5kHz (maybe a VERY LITTLE BIT more or less, one tenth (0.1) or so). Now the horizontal frequency the Falcon is producing depends on two things: The pixelclock the Falcon gets (internal or external) and the X-Resolution you choose. So with no external Hardware there is only ONE x-Resolution which will produce the necessary 31.5kHz horizontal frequency. With external hardware like BlowUP030 (the more expensive version) the external Pixelclock can be varied (nearly) freely, so that the horizontal frequency can always remain at 31.5kHz.

Generally I would recommend strongly to buy a MultiScan-Monitor with your Falcon. Of course that makes sense only if you buy a ScreenEnhancer like BlowUP. But the advantages are more:
- You have got a good monitor for future use. Think of Computers that may follow the Falcon and if not so, maybe you someday want to purchase a "real" graphics card for your Falcon030. With a MultiScan you will always be on the "safe" side.
- VGA monitors can easily be damaged if you send them too high frequencies. The Falcon itself cannot determine wether a MultiScan or a simple VGA-monitor is connected. So the user has to know that. And a MultiScan most probably (but not surely) won't be damaged if you give him too high or low frequencies for a short time.
- MultiScan monitors are not THAT expensive. Go into a PC-shop (risk it!) and look around.

Ask for a monitor that can stand horizontal frequencies from 30kHz to approx. 50kHz, that is what the Falcon030 usually produces with BlowUP. Vertical frequencies are not that critical, a good range would be 50 to 100Hz. In high resolutions like 1152x832x16col (which is the resolution I usually work with) a 14inch monitor may be even too small for some people. In fact you cannot see the fine rasters any more and moire effects can appear...! But generally 14inch should be fine, as resolution can be adjusted freely with BlowUP.

Questions and further information requests can be sent to

eberl@informatik.tu-muenchen.de

Bye!

371. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:39:59 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1v24rf$kp3@irz401.inf.tu-dresden.de>
Source record: 204797

Ooops, the last one should go only to comp.sys.atari.st.tech.

Sorry.

ketchup

372. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:41:32 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1v24uc$kp3@irz401.inf.tu-dresden.de>
Source record: 204795

Hi!

Is it possible to shut down this flamewar, now?

Thanx. My newsreader is full.

ketchup

373. BIG sale, SMALL price, ideal MIDI setup <--------

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 13:45:00 UTC
From: v115lue3@ubvmsd.cc.buffalo.edu
Message-ID: <C8B24A.6L3@acsu.buffalo.edu>
Source record: 204848
Cross-posted to: comp.sys.atari.st,rec.music.synth,misc.forsale

I'm selling all of my ST equipment for the price listed at the bottom of this message. I've grduated from school, and due to work I've had to get an MS-Dos notebook instead (for what it's worth, I prefer the ST - more intuitive and fun to use...sigh). I am only interested in selling everything as a package, primarily because I do not have the time to start splitting everything up. On the off chance that you want a specific item, my price is listed w/ each. I will only consider changing the price for someone who is interested in buying the whole package. Here goes:

*** Mega ST2 $600 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2 channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch myself; it allows you to have complete compatability with any software by choosing the operating system it's most compatible with. 2.06 is extremely fast and has TONS of features - nicer to use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy, monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive $200

**SC1224 Color Monitor $200
- will accept either 60 or 50 Megahertz sinc

**SM124 Mono Monitor $125
- internally adjusted for maximum screen size

**2400 baud modem & software $50

**external DS/DD floppy $50

**Epson LQ-850 high speed 24 pin printer $200 (needs ribbon)

**Navarone Video Digitizer $40

**Monitor Master $40

**Mouse Master $30

**software: $600
|
- I have a ton of stuff, almost everything you could ever need/want
word processing, telecomm, dtp, programming, graphics, music, a *TON*
of games.

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost = $2,135
****
******
I will sell it all for $1,000 <---- (that's a good deal)
******

plus shipping (or will deliver within 1 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

374. Re: HSC MiNTlibs pl30 uploaded to atari.ar

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:03:47 UTC
From: julian@math.uni-muenster.de
Message-ID: <1v2683$mn2@obelix.uni-muenster.de>
Source record: 204849

In article 301000@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
> It sounds like you have come across a new (?) GEMDOS bug. If you write to
> a prtition and get a disk full error the boot sector of the next
> partition is overwritten. This can easily be fixed with KnifeST. You're
> right, you shouldn't have used CHKDSK3. If you remember how the drive was
> partitioned it should help to retreive the data. Don't worry the data is
> still there, unless CHKDSK walked all over the data which it shouldn't
> have.

As far as I know, this bug can happen in older GEMDOS versions too (when trying too hard to write to a full disk). Good hard disk drivers have a partition boundary check, so this will never wipe out the following partition (I guess that Atari will do the same for AHDI soon :-)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

375. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:08:31 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.245.739548511@dhhalden.no>
Source record: 204850

In article <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>From what I've read, it costs upwards of $20,000 to make a CD-ROM...
>Even at $200 a pop, they couldn't guarentee selling 100 copies (and
>players) in the current Atari market.

That depends heavily on what to put on the disc - it's the work behind that cost. DMI just announced their summer campaign prices: $500 to master a disc and $1 apiece for quantities of at least 1,000. This is for a two colour label, no packaging. So, $1,500 for 1, discs is not too bad is is?

I guess the $20K quoted is more in the way of Sega saying that it costs them between 1,5 and 2 mil. bucks to make a videogame. It all depends on the research/work involved. Dumping the archives onto a big HD and sending it off for mastering and production isn't exactly expansive...

>Now, if they had something like the Sherlock Holmes disc to produce,
>maybe...

They should have the Space Junk out on CD-ROM RSN, but again, we're talking about Atari... :)

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

376. 1/4" tape ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:20:59 UTC
From: craig@nomad.uk.sun.com
Message-ID: <1v278bINN5uq@uk-news.uk.sun.com>
Source record: 204734

I've just heard from a friend that there are some ICD utils to drive a 1/4" tape cartridge device, I have v6.0.6 of ICD but no drivers, anyone know where I might be able to get hold of these.

Thanks in advance

Craig

377. POV raytracer

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:31:38 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jun8.143138.2293@cs.nott.ac.uk>
Source record: 204705

Hi, can anyone compile and upload the POV raytracer for me?
(pref. compiled spec. for the Falcon030)
I know its a big thing to ask, but I'd appreciate it alot.
Thanks,
Martin

378. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:37:18 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun08.143718.53228@yuma.ACNS.ColoState.EDU>
Source record: 204701

Here is a recent post in cd-rom group might help to get such project going:
==== Following is from CD_ROM news group ====
From: rab@sprite.berkeley.edu (Robert A. Bruce)
Subject: good deal on disc mastering/replication
Date: 3 Jun 1993 15:44:53 GMT
Organization: University of California, Berkeley
Lines: 15
Distribution: world
Message-ID: <1ul69l$mq6@agate.berkeley.edu>
NNTP-Posting-Host: sabotage.berkeley.edu

Disc Manufacturing Inc. is offering a summer special of
$500 for a master and $1/disc for replication. 10 day
turn, 1000 disc minimum, 2 color label. Packaging not
included. The offer is subject to change without notice.

You have to include a coupon with your order. You can get
the coupon by calling 1-800-433-DISC, or 1-302-479-2500.

The offer expires 8/12/93.

Disclaimer: I have no financial interest in DMI. I just think
this is a pretty good deal.

-bob

============ end of forwarding message =======
so for $1500 one would get 1000 made, 100 user with $25 each should leave
eoungh for covering the time and misc.
No, I don't have time for such project.
Tang
sytang@lamar.colostate.edu

!ls

379. Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:47:40 UTC
From: cmp0141@oxygen.sys.uea.ac.uk
Message-ID: <C8B53H.6vu@sys.uea.ac.uk>
Source record: 204704

Does anybody have any programs (and fonts) to allow me to use a different font than the system
one. I use high resolution and the standard 8*16 font really gets on my nerves. I've been using
Harlekin so that I can have the IBM VGA font but Harlekin takes up quite a bit of memory.

Thanks

Ian B.

cmp0141@uea.ac.uk

380. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 14:57:02 UTC
From: cmp0141@oxygen.sys.uea.ac.uk
Message-ID: <C8B5J3.6z7@sys.uea.ac.uk>
Source record: 204702

How about :- (all from the Spectrum)

Ant Atak
The entire Ultimate range
Manic Miner
Jet Set Willy
Match Day (although it would have to be good to beat KO2)
The Hewson range

Ian B.

cmp0141@uea.ac.uk

381. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 15:06:40 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <36968@castle.ed.ac.uk>
Source record: 204703

In article <1993Jun7.184649.6270@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>In article <36913@castle.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:
>} fully loaded, hard disk, monitor and *at least* 4MB of ram, it must be
>} approaching 1500 pounds, and that's a computer you can't expand - not
>} even the memory without throwing away 4MB first. Last summer the Falcon
>
>Christ thats one hell of a monitor you're going for! RRP of a falcon
>is #799, you can get #50 off if you pay cash, (and smile nicely etc.)
>Go for a cheapo vga monitor - don't need svga, and you're talking
>around #950. Possibly cheaper. This is the 4Mb 85Mb HD version.
>Simon Gornall

Whose's selling Falcons/HD with 4MB ram PLUS monitor for 950 quid,
I'd like to know? Doesn't sound too bad a deal at 950 for everything.
Mind you the memory expansion still bugs me. What's happenned to
all those companies that were going to sell cheap memory upgrades for
the Falcon, havn't seen one advert yet. What I'd like to do is
buy a bare Falcon, no memory no HD and build up myself as and when
I can afford it.

The prices I've seen are 950 without a monitor. OK maybe 1500 is a bit
steep but a fully load 486 is cheaper (including monitor) than 950 -
and no I don't want to buy a 486. Did any of you UK readers see horizon
(UK science program to everybody else) on TV last night, where
it was finally stated that Microsoft want to take over the world!
Now there's a good reason not to buy intel/microsoft crap.

Herb

382. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 15:34:09 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1v2bhhINN29h@life.ai.mit.edu>
Source record: 204708

In article <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>From what I've read, it costs upwards of $20,000 to make a CD-ROM...
>Even at $200 a pop, they couldn't guarentee selling 100 copies (and
>players) in the current Atari market.

If you mean mastering a CD-ROM from digital data, it's far less
expensive than you think. I believe that (in the US, at least) you can
get CD's pressed for about $1 a piece. There are places that will give
you around that rate for small runs, like 500 or a thousand.

For $20,000 you could buy your own mastering machine! (Though, not a
very fast one...)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

383. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 15:44:55 UTC
From: neurom@u.washington.edu
Message-ID: <1v2c5nINNagv@news.u.washington.edu>
Source record: 204706

Well, I've begun my coding for Mail Order Monsters. Now, all I have to do is get EA's permission to release it PD, w/o a lawsuit.....

For all of you who have never played Mail Order Monsters, it's a combat/kinda strategy game, where you control this maxed out genetic deviant and try and shoot/bash/bite/flame/poison/psi blast/etc another such deviant. The strategy comes in when you play tournament and have to care for your beast and make others, or improve it, while staying within a strict budget. It's sounds lame, (trust me, I know) but how many games from the C=64 do _you_ still play?

BTW, if this already exists, could somebody _please_ tell me, so I can mope and get on w/ my life...

--Neuromancer

384. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 15:46:42 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C8B7vp.MB9@news.cis.umn.edu>
Source record: 204709

In article <82961@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>OK, David.. let's try it another way...
>
>Your point seemed to be that "state of the art" games on the PC require
>buying faster and more expensive hardware to run them on.. is that right?

Nope. My point actually WAS "start saving your pennies now, 'cuz a real cool game which requires GOOD hardware has been released".

One can hope that something like "The 7th Guest" would become available for the Falcon. I seriously doubt that developers are going to have the funds to do it, though -- what with the salaries for the actors, the musical score (although it DOES become a bit boring during the 'puzzles'!) and the need for extensive digitizing. Something like it *might* be done in the European market, I suppose, given the larger number of Falcons actually sold there.

Frankly, it would take a LOT in a Falcon-specific game to entice me to purchase one for game-playing alone.

-- David Paschall-Zimbel

385. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 15:53:57 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jun8.155357.297@sol.ctr.columbia.edu>
Source record: 204707

In article <36968@castle.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:
} >Christ thats one hell of a monitor you're going for! RRP of a falcon
} >is #799, you can get #50 off if you pay cash, (and smile nicely etc.)
} >Go for a cheapo vga monitor - don't need svga, and you're talking
} >around #950. Possibly cheaper. This is the 4Mb 85Mb HD version.
} >Simon Gornall
}
} Whose's selling Falcons/HD with 4MB ram PLUS monitor for 950 quid,
} I'd like to know? Doesn't sound too bad a deal at 950 for everything.
} Mind you the memory expansion still bugs me. What's happenned to
} all those companies that were going to sell cheap memory upgrades for
} the Falcon, havn't seen one advert yet. What I'd like to do is
} buy a bare Falcon, no memory no HD and build up myself as and when
} I can afford it.

Whoops - Seems like I'm a little out of touch (UK mags are so cr*p I
don't generally buy them), I think your estimate of 950 w/o monitor is
more like it than inc monitor. Still, you can get the vga monitor for
150, and you can get 50 off the price if you're nice enough. So you're
still talking 1050 or so, rather than 1500.

} The prices I've seen are 950 without a monitor. OK maybe 1500 is a bit
} steep but a fully load 486 is cheaper (including monitor) than 950 -
} and no I don't want to buy a 486.

Gasteiner are selling bare falcons (1Mb, no HD), and every config.
in between - take your pick. They're also likely to give you a discount
if you go to them. (I got #90 off my HD from them when I paid cash
at their warehouse...)

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

386. Re: Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 16:10:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1356@usdtsg.DaytonOH.NCR.COM>
Source record: 204714

In article <C8B53H.6vu@sys.uea.ac.uk> cmp0141@oxygen.sys.uea.ac.uk (I. Brown) writes:
>Does anybody have any programs (and fonts) to allow me to use a different font than the system
>one. I use high resolution and the standard 8*16 font really gets on my nerves. I've been using
>Harlekin so that I can have the IBM VGA font but Harlekin takes up quite a bit of memory.

Warp 9 (the screen accelerator, et al) will let you substitute a number
of different fonts in place of the standard system font. (these
include IBM and MAC fonts)...

Might be something to look into (doesn't use too much memory)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

patient: "doctor, how am I?"
doctor: "Jurrasic person..."

387. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 16:11:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun8.161136.17674@newshost.lanl.gov>
Source record: 204712

In article 27438@email.tuwien.ac.at, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>In <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>[...]
>> From what I've read, it costs upwards of $20,000 to make a CD-ROM...
>> Even at $200 a pop, they couldn't guarentee selling 100 copies (and
>> players) in the current Atari market.

The cost of mastering/duplicating CD-ROMs has plummeted recently. You can purchase a CD mastering system (WORM ?) for as little as $3000 now which is good for creating and duplicating small runs of around 50 CDs. For larger runs, it's evidently still better to go to one of the companies who specialize in such things. This info was gleaned from an interesting article in a recent MacWorld about mastering your own CD-ROMs.

But... the "chicken and the egg" theory still applies to Atari users.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

388. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 17:04:12 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun8.170412.12381@email.tuwien.ac.at>
Source record: 204710

In <C8B7vp.MB9@news.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
[...]
> One can hope that something like "The 7th Guest" would become available for the
> Falcon. I seriously doubt that developers are going to have the funds to do
> it, though -- what with the salaries for the actors, the musical score
> (although it DOES become a bit boring during the 'puzzles'!) and the need for
> extensive digitizing. Something like it *might* be done in the European
> market, I suppose, given the larger number of Falcons actually sold there.

It should be fairly easy to port "The 7th Guest" to the Falcon, and if
game companies have the budget to produce such games for the PCs, they
surely won't mind the little additional effort to produce a Falcon
version - IF the Falcon turns out to be a platform to be taken
seriously...

-MY
--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

389. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 17:11:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.246.739559483@dhhalden.no>
Source record: 204711

In article <1v2bhhINN29h@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>>From what I've read, it costs upwards of $20,000 to make a CD-ROM...
>>Even at $200 a pop, they couldn't guarentee selling 100 copies (and
>>players) in the current Atari market.
>
>If you mean mastering a CD-ROM from digital data, it's far less
>expensive than you think. I believe that (in the US, at least) you can
>get CD's pressed for about $1 a piece. There are places that will give
>you around that rate for small runs, like 500 or a thousand.
>
>For $20,000 you could buy your own mastering machine! (Though, not a
>very fast one...)

If you're thinking about doing small runs, Pinnacle has a CD-ROM writer
priced at US$4,000 with discs rumoured to be available for as low as $6
apiece. The SRP is $15-20 I think. Now, you've got to have a PC or a Mac to
run the software though...

>Dave Baggett

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

390. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 17:32:54 UTC
From: neurom@u.washington.edu
Message-ID: <1v2ig6INNf5j@news.u.washington.edu>
Source record: 204713

In article <C8B7vp.MB9@news.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
> In article <82961@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
> One can hope that something like "The 7th Guest" would become available for
the
> Falcon. I seriously doubt that developers are going to have the funds to do
> it, though -- what with the salaries for the actors, the musical score
> (although it DOES become a bit boring during the 'puzzles'!) and the need for
> extensive digitizing. Something like it *might* be done in the European
> market, I suppose, given the larger number of Falcons actually sold there.

7th Guest....7th Guest...is that all people can bring up? It's not that great,
people, and I've (finally) beaten it. The graphics are amazing, and the
animation surpurb, but it's more an experience than a game. Hell, you could
probably port 7th guest directly to the Falcon, since they used some commercial
rendering package to render the damn thing, all you need is a translation mask.
(No, don't ask what the package is, I forget)

Sorry for sounding so pissed, but Jeez, it's not like it's the best game ever.
Now, starcon (which 'I' might consider proting), now that's a great game.

--Neuromancer

391. Re: Scrolling Thunder on a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 17:50:28 UTC
From: ken@isgtec.com
Message-ID: <4878@isgtec.isgtec.com>
Source record: 204722

In article <13810@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> ... which makes it pretty useless, except on an STe.

So don't use it. Numerous people seem to think it's quite useful.

> Does ANYONE use
> STmedium or SThigh on a TT or Falcon?

There are several good reasons why it has to use these resolutions, but
I won't bore you.

> Pity it doesn't auto-change to SThigh - that would be almost bearable.

Well if you tell me how to do that in a way that will work on any TT
or Falcon, I'll gladly add it. Since I have no access to either type of
machine (like most of the Atari world), I cannot experiment. If a simple
Setscreen call will work, with a check for the machine type, fine.
However, if that would be only "almost bearable", don't bother.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

392. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 18:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A3034@K.maus.de>
Source record: 204735

>If the Falcon game programmers assume that the clock speed is, and always
>will be 16 Mhz, then yes.. there's a good probability that your Falcom030
>games will either break on faster models, or will be to fast to be playable.

Well, better not rely on 16 MHz. The first 32 MHz expansion begins to show up
here in Germany...

393. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 18:27:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A3035@K.maus.de>
Source record: 204736

>Are there any external Zmodem protocols that let me download in the
>background while doing other things? Some accessories or the like? If there
>are, where can I find them?

Download the German Zmodem program GSZRZ. The public version 1.9b does not
feature "Zmodem-in-a-window", but the version you'll get once you register
does. It can be installed as an Accessory for CoNnect OR, with MultiTOS, run in
plain multitasking as a _program_.

Works fine, I have it and use it regularly in the background.

bye, Peter

PS: registration costs are DM 30, and it's definitely worth it.

394. Re: Seagate HD problems...

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 19:24:34 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Jun8.152434.1@ulkyvx.louisville.edu>
Source record: 204716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <93156.150238BOYHC@CUNYVM.BITNET>, <BOYHC@CUNYVM.BITNET> writes:
> Hi There, I have a 40 MB Seagate HD and cannot format it because I don't konw
> all the information about my controler. Does anyone know those things about
> how many hedas, cylinders, sectrors, SCSI etc...

I have an older pamphlet by Seagate listing all their hard drives. If you can read the label on the unit, you can tell us about it. It usually starts with an STxxxx with the xxxx being the number of the unit. That will tell us about it and what we can do to help out.

395. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 19:28:47 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8BI3z.Bsq@netcom.com>
Source record: 204715

In article <1v2bhhINN29h@life.ai.mit.edu> dmb@ai.mit.edu writes:
>If you mean mastering a CD-ROM from digital data, it's far less
>expensive than you think. I believe that (in the US, at least) you can
>get CD's pressed for about $1 a piece. There are places that will give
>you around that rate for small runs, like 500 or a thousand.
>
>For $20,000 you could buy your own mastering machine! (Though, not a
>very fast one...)

Pinnacle Micro is selling a recordable CD-ROM for Mac and PCs that costs
$3,995. The ad says that you can produce data or audio CDs "within
minutes." For more information call 800-553-7070. I think I read
somewhere that they use a Sony mech.

You would definitely need special software to run this on an ST.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

396. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 19:36:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8BIG4.C45@netcom.com>
Source record: 204717

In article <1v2ig6INNf5j@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>
>7th Guest....7th Guest...is that all people can bring up? It's not that great,
>people, and I've (finally) beaten it. The graphics are amazing, and the
>animation surpurb, but it's more an experience than a game. Hell, you could
>probably port 7th guest directly to the Falcon, since they used some commercial
>rendering package to render the damn thing, all you need is a translation mask.
>(No, don't ask what the package is, I forget)

7th Guest is very cool. Game play, what game play? Just look at the
graphics. :-)

The graphics were created using Autodesk 3D Studio. They've got some
pretty cool renderings in there too. For example, they have a telescope
in one scene, and when you move closer to look through the eyepiece,
there's a great reflection on the brass. All in all, it's very well done.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

397. Re: Amiga DSP

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 20:06:47 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.60.739570007@dhhalden.no>
Source record: 204718

In article <jorngh.1473.739481675@dhhalden.no> jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>From: jorngh@dhhalden.no (JORN GUNNAR HALONEN)
>Subject: Re: Amiga DSP
>Date: Mon, 7 Jun 1993 19:34:35 GMT
>Hans Holmberg wrote:

Halonen you are so stupid !!!!!!!!

16MB of ram???? is it SRAM as on the Falcon ????

The dsp in falcon can also access main memory which can be (as far) 128MB + 14MB ......

Brainstorm in France has both JPEG and MPEG decompression on the Falcon ...

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

398. Software-Modems for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 21:27:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A54691@KI.maus.de>
Source record: 204739

Hello!

Does anybody know whether there is a software-modem for the FALCON available or
if there is a progamm in work which uses the DSP in that way?

Which other shareware- or pd-programms, special for the FALCON and it's DSP,are
available via ftp ?

Greetings,
Christian

****
* Christian Mittendorf - Manrade 41 - 24106 Kiel - Germany *
* chris-m@pz-oekosys.uni-kiel.dbp.de *
* christian_mittendorf@ki.maus.de *
****

399. Porting games to the Falcon (was PC memory -- Atari memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 21:45:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun8.214509.19420@newshost.lanl.gov>
Source record: 204728

In article 12381@email.tuwien.ac.at, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>
>It should be fairly easy to port "The 7th Guest" to the Falcon, and if
>game companies have the budget to produce such games for the PCs, they
>surely won't mind the little additional effort to produce a Falcon
>version - IF the Falcon turns out to be a platform to be taken
>seriously...

Serious or not, it's NUMBERS that count to the big game companies. Unless the Falcon's installed user base _really_ becomes large, I would not hold my breath for very many ports of the more popular pc/amiga/mac games. It is most definitely _not_ a trivial matter to port the software, market it, and provide support for a game product. Even considering such "sunk" costs as packaging design and user manuals. porting software is a costly propsition.

Consider... suppose it costs ACME GAME CO. $20,000 to create "Road Kill Fever" (insert your favorite dream game title here) for a platform with an installed user base of 1,000,000. Statistics show that a successful product will sell to perhaps 1% of these users, meaning total sales of 10,000 units. A very successful game might sell upwards of 3% to 5%, meaning total sales of from 30,000 to 50,000 units (any more than that would be amazingly successful). At an optimistic $10 net profit per unit, that's $100,000 to $500,000 profit.

Now suppose ACME can port this program to another platform for only $5,000 (since the basic game design has already been laid out) but this platform has an installed user base of perhaps only 20,000. Using the same statistics, ACME could expect to sell only 200 to 500 units for this platform netting anywhere from $2,000 to $5,000 profit.

Now deduct development, operating, marketing, and overhead costs from each profit line. If you were president of ACME, what would YOU do? These statistics are just numbers that I seem to recall from some article I read and you can argue over them all you want, but the basic premise is clear.

> IF the Falcon turns out to be a platform to be taken seriously...

Aye, mate... there's the rub!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

400. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 21:53:37 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun8.215337.3026@convex.com>
Source record: 204723

In article <Jun08.143718.53228@yuma.ACNS.ColoState.EDU> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
>Disc Manufacturing Inc. is offering a summer special of
>$500 for a master and $1/disc for replication. 10 day
>turn, 1000 disc minimum, 2 color label. Packaging not
>included. The offer is subject to change without notice.

>so for $1500 one would get 1000 made, 100 user with $25 each should leave
>eoungh for covering the time and misc.

audio CD recorders start at about $7k or so. at $1500/CD above, the cost of the recorder could be amortized after less than 10 CDs. i was considering getting a CD-audio recorder for mastering vs DAT in the home studio i am trying to build (if i can ever get my hands on a Mackie 24*8).

are CD-audio recorders that much different than CD-ROM recorders? CD-audio holds ~75 min music (i'm told that figure was picked because Beethoven's 9th is about 74 min :-). assuming 16-bit at 44.1kHz (stereo), that works out to about 740 MB of data. what is the capacity of CD-ROM? i thought 5.25" optical disks were about 600 MB.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

401. Re: MPEG viewer in the making??

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 22:25:16 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun8.222516.5168@convex.com>
Source record: 204724

In article <1993Jun08.121502.1@gst-soft.demon.co.uk> cwood@gst-soft.demon.co.uk (Chris Wood) writes:
>
> I suppose I should have added this to my post about a GRASP
> viewer, but anyway...

i have just finished a DL viewer for monochome ST (a hack). i am going to start porting an X grasp clone (also for monochrome). i'll post both when i am done...(a week or two). if you can run MGIF, both of these will work. if you can't, i'll post source so you can hack them yourselves...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

402. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 23:29:54 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <Jcku5B1w165w@sys6626.bison.mb.ca>
Source record: 204725

Have there been any rumours about SONY turning their mini-disc into a storage device? It's small, hold the same amount as a cd AND you can write to it. Hard drive of the future it looks like :)

403. comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 23:55:04 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.dlVi3jyyOao@s0jxb.exnet.co.uk>
Source record: 204732

```
To anyone out there who uses a Supercharger PC emulator:
Would you be interested in a discussion and mutual help group for
Supercharger owners? I have no idea how to start a new news group but
it must be possible if enough people are interested.
Mail me.

John
--
================================================================================
From: John Budden Email: s0jxb@exnet.co.uk
```

404. Atari at the Sydney Home Computer Show...

Newsgroup: comp.sys.atari.st
Date: 1993-06-08 23:59:28 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1993Jun8.235928.15129@mega.com.au>
Source record: 204727

I went over to the Sydney Home Computer Sow last weekend.
There were big crowds there. There was lots of money being
spent on software and hardware ... AND ...
Atari weren't even there!

I guess there's something in that for everybody!

Geoff.
(swanee@megadata.com.au)

405. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 00:00:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13824@uqcspe.cs.uq.oz.au>
Source record: 204726

>...message from Ken Newman to All :

> KN> Methinks it would be a pretty cool idea to put all of atari.archive
> KN> on one cd - only problem is just about nobody with an Atari has a cd-
> KN> rom drive.

On this note, a friend of mine locally has just received his FREE COPY
of the SIMTEL-20 MS-DOS CD-ROM. All people with a program on Simtel
have been eligible for a free copy (insane if you ask me - that could
be VERY expensive! - but someone must have stuck a deal somewhere).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

406. Re: ICD hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 00:09:56 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.jFOKPgJ&5M2@s0jxb.exnet.co.uk>
Source record: 204731

In <1993Jun8.001036.12565@IRO.UMontreal.CA>, Odisseas Kosmatos writes:
>Greetings.
>
>Problem : Can't access the hard disk.
>Equipment: I have here a mega ST, with ICD host adaptor and Quantum 52LPS
> hard drive.
>Formatted: 4 partitins of 13 megs each (type: GEM)
>
>Tried : running ICDBOOT.PRG from auto folder on drive A:\
> it says "Version 5.3" and gives information about
> the cache sizes.
>
> then, clicking on icon of drive A, installing icon of
> drive C. Double clicking on this new icon (capital C)
> makes the desktop say something like "Drive identifier
> does not exist" or "drive does not exist"
>
> This simple procedure should have worked, right?
>
>Tried 2 : Checking partitions with the format program, and yes,
> they are there
>
>Tried 3 : running ICDboot.prg from desktop after booting with it
> and it says "can't install" (just giving you details!)
>
>Tried 4 : ratehd on the drive works
>
>
>Yesterday, I had no problem accessing the drives C: D: E: F:...
>
>I need Ideas on how to be able to access the files on this drive.
>
>Thank you. Please reply promptly.

Try running HDFORMAT.PRG and go to 'Partition' - if the detail of your
partitions are correct then click on 'Write partition info'
it is possible something has wiped the info from the disk. I had a
similar thing happen to one partition and this got it back for me -
with all data intact.

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

407. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 00:54:08 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0pUu9H9SyhY@sanity.tdkcs.waterloo.on.ca>
Source record: 204759

In <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

}From what I've read, it costs upwards of $20,000 to make a CD-ROM...
}Even at $200 a pop, they couldn't guarentee selling 100 copies (and
}players) in the current Atari market.

Yeah, but you read that in a Mac magazine. that should say it all. Mac
people just naturally pay more :-)

}
}Now, if they had something like the Sherlock Holmes disc to produce,
}maybe...

well, no.

}------------------==------------------
} .--. cherborth@semprini.tdkcs.waterloo.on.ca
}(OS/2) The choice of a New Generation. Chris Herborth
} `--'
--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |

Also, lots of Tori Amos, Julian Cope and more......

408. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 01:27:15 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun9.012715.12099@tdb.uu.se>
Source record: 204729

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
: Have there been any rumours about SONY turning their mini-disc into a
: storage device? It's small, hold the same amount as a cd AND you can
: write to it. Hard drive of the future it looks like :)

A MD holds much less information than a CD (something like 85 percent
less than a CD). The reason why there's still room for 75 minutes of
music is that the music is "compressed". Sounds that the human ear
can't hear are removed, and also "weak" tones close to "strong" tones
are removed. I'm sure someone else can explain it better... :-)

But a writable 80MB medium with the MD-format sounds VERY attractive!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

409. Re: ICD hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 02:08:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C8C0LE.Fxt@mailer.cc.fsu.edu>
Source record: 204730

Odisseas Kosmatos (kosmatoo@carre.iro.umontreal.ca) wrote:
> Greetings.

> Problem : Can't access the hard disk.
> Equipment: I have here a mega ST, with ICD host adaptor and Quantum 52LPS
> hard drive.
> Formatted: 4 partitins of 13 megs each (type: GEM)

> Tried : running ICDBOOT.PRG from auto folder on drive A:\
> it says "Version 5.3" and gives information about
> the cache sizes.

> then, clicking on icon of drive A, installing icon of
> drive C. Double clicking on this new icon (capital C)
> makes the desktop say something like "Drive identifier
> does not exist" or "drive does not exist"

> This simple procedure should have worked, right?

Try using the desktop.acc utility (from the floppy) to check and see if the
partitions are turned "on" (there will be a checkmark next to them, if I
remember correctly). This utility can be used to select various partitions
to be active. It is possible that yours are "deactivated".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

410. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 02:54:07 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun09.025407.49270@yuma.ACNS.ColoState.EDU>
Source record: 204733

```
In article <13824@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>...message from Ken Newman to All :
>
>> KN> Methinks it would be a pretty cool idea to put all of atari.archive
>> KN> on one cd - only problem is just about nobody with an Atari has a cd-
>> KN> rom drive.
>
>On this note, a friend of mine locally has just received his FREE COPY
>of the SIMTEL-20 MS-DOS CD-ROM. All people with a program on Simtel
>have been eligible for a free copy (insane if you ask me - that could
>be VERY expensive! - but someone must have stuck a deal somewhere).
>
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> \_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

That's the standard treatment from WalnutCreek CD-ROM production.
All their CD-ROM are either from Internet ftp site or user group (like C-User group CD-ROM are the recent C codes from C - User group).
If you have contributed to the program that was included in the CD-ROM, you can send him a note telling which one it's and where to find your name on it (so not everyone would pretent to have a program there).

Walnutcreek use silmilar CD-ROM manufature as posted eariler (the summer special offer from DMI). They take 8mm tape, DAT, 4mm tape, optical disk etc then make the master from there. So in principal one don't even need to have a ST to make the collection. A machine with Ethernet connection, big hard drive and one of those media drive, then just ftp over the atari.archive.umich.edu to it and/or add some others files, dump to the tape or what ever media that DMI can handal.

As far as I can see, the primary factor for Atari specific CD-ROM to appear is us -- the users. If there is a collective voice for buying such products, say 100 definitly would buy one for $25 to $40 range. Then some one might be willing to take the task and use DMI's special offer to make a run of 1000. With the 100 sold which would cover the cost, rest become profite then it would be more attrative to him then just grouch about chicken and egg, or ....

Just my 2 cents.

Tang
sytang@lamar.colostate.edu

411. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 03:28:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.EfKAvv3b47k@semprini.tdkcs.waterloo.on.ca>
Source record: 204764

In <1993Jun6.104001.22942@prime.mdata.fi>, Rasmus Paetau writes:
>
> Are there any external Zmodem protocols that let me download in the
> background while doing other things? Some accessories or the like? If
> there are, where can I find them?

STalker III is probably your best bet, unless you're running MiNT.

STalker is a desk ACC terminal program with Zmodem and a zillion other
featuers.

If you had MiNT running, you could run rz in the background or a TOSWIN
window and you'd be laughing... Unless you tried something like compiling
C++ code with GNU C++...

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

412. Re: HSC MiNTlibs pl30 uploaded to atari.ar

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 04:21:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.304738@cix.compulink.co.uk>
Source record: 204737

In article <1v2683$mn2@obelix.uni-muenster.de>, julian@math.uni-muenster.de (Julian F. Reschke) writes:
>
>As far as I know, this bug can happen in older GEMDOS versions too (when trying too
>hard to write to a full disk). Good hard disk drivers have a partition boundary
>check, so this will never wipe out the following partition (I guess that Atari
>will do the same for AHDI soon :-)
>
>---

I think that somehow the bug is worse on the Falcon. I have been using my
ST for ages with a hard disk and never even heard of this bug. I only got
my Falcon this year and the bug hit me 3 times already.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

413. PMC Summer Tour (show announcement)

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 04:30:35 UTC
From: darekm@microsoft.com
Message-ID: <1993Jun09.043035.14469@microsoft.com>
Source record: 204742

I'm posting this for someone else, so contact PMC if you have questions...

PURPLE MOUNTAIN ST SUMMER TOUR 5/27/93
==========

Purple Mountain Computers, Inc. will be sending a representative during the summer across North America including Canada, Mexico and the United States to promote Atari ST products.

PMC encourages user groups to contact Oscar Steele to setup a show. Demos will include Gemulator, the Freedom Floptical Drive, ICD's Link host adaptor, Stealth PMC 1.5 telecommunication program, CompuCycled books and software and two very special surprises (upcoming products).

CompuCycled software will be available for a 25 percent discount at the show or a 40 percent discount if ordered before the show (software will be brought to the show for users).

"This North American tour continues our tradition of trying to support and expand the Atari ST product line," said Oscar Steele, President of Purple Mountain Computers, Inc. "We've already begun establishing our local rep program and we're publishing a free newspaper for ST users. ST users don't need to sit on their butts - they have useful computers, and I'll be showing them that."

PMC is very ST pro-active and will be very happy to work directly with user groups to promote shows in unique ways. Vendors who are interested in attending shows are encouraged to contact PMC.

There's already one show scheduled in Tacoma, Washington. It is set for June 12, 1993 from 10:00 a.m. to 12:00 p.m. It will take place at the Fern Hill Library Branch located at 765 S. 84th St. (between Yakima and Park Ave's).

For instructions, a map or answers to any questions contact PMC. We will gladly mail out a flyer, which includes a map.

WESTERN WASHINGTON ST SHOW
==========

June 12, 1993 10:00 a.m. to 12:00 p.m. DON'T MISS IT!

DEMOS OF:
---
* Gemulator (Atari ST & 8-bit emulator for PC clones)
* Freedom Floptical Drive
* Freedom CD ROM Drive

* Syquest's new 105mb Removable Cartridge Hard Drive
* ICD's Link Host Adaptor

* much more!

AWESOME SALE:
---
* CompuCycled software at below wholesale prices

* 25% off already low prices
* 40% off for reserved programs (brought to you at the show)

* Buy/sell/trade your used software, bring a list with you!

* Bring a blank disk or $1 for list of over 3,000 computer
books as well as a PD/Shareware catalog.

DIRECTIONS:

Southbound I-5: take exit 129. At light make left onto Tacoma
Mall Blvd. Follow to So. 84th St. Make left and go
over freeway.

Northbound I-5: take exit 129. At end of exit make a left on Hosmer
St. then a right on So. 84th St.

Show Address : Fern Hill Library Branch, 765 S. 84th St., Tacoma

CONTACT:

GEnie: PMC.INC
CompuServe: 72567,302

Purple Mountain Computer, Inc.
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
206-399-8700
--

414. PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 04:44:10 UTC
From: palefox@carson.u.washington.edu
Message-ID: <1v3pqqINN8gu@news.u.washington.edu>
Source record: 204752

I will be using my ST to term for the next few weeks, provided that the serial port is still intact. What term programs are out there in the PD that are worth the download? I've tried Rufus, but can't get it to work. Any tips?

Thanks,

RF

415. 80M SCSI HD, Atari SCSI interface

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 04:56:05 UTC
From: jbleaza%peruvian.cs.utah.edu@cs.utah.edu
Message-ID: <1993Jun8.225605.8033@hellgate.utah.edu>
Source record: 204740
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following items for sale:

$150 Seagate 80Meg SCSI 3.5" HH hard drive
perfect working condition
not sure about the exact model

$70 ICD AdSCSI interface card for Atari ST
add any SCSI device to an Atari ST computer

$15 power supply for above drive
not sure about total wattage, but powers drive
+ interface card

$210 for entire package. Also, will include external case (more of a
metal box. It currently doesn't hold the drive + interface card +
power supply, but it could be modified to do so).

e-mail if interested of for more details

-- Jason
jbleaza@peruvian.cs.utah.edu

416. Re: PC memory -- Atari memory

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 05:33:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83030@cup.portal.com>
Source record: 204741

Marinos, if you'd like to question the appropriatness of anything I've written, in E-Mail, I'd be glad to respond there...

If you'd rather question it for all to see, and waste bandwith in the process then that's OK with me too.

What you did was to pull several lines out of context and question their place in this newsgroup, without considering what they were in reply to.

I don't remember seeing you flame the original questioner, nor anyone else who posted about PC memory in the ST newsgroup.. did I miss them..?

BobR

417. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 05:52:54 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.055254.1459@sactoh0.sac.ca.us>
Source record: 204748

In <82807@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>PC owners went through this exact same thing when faster machines started to
>become routinely available. The "stock" PC had been frozen at 4.77 Mhz for
>a long time... when 8 Mhz or faster PCs started showing up, a lot of the
>games written for those original machines ran twice as fast, or faster..

As an added comment here, the same thing happened to users of the
Apple IIGS when it was released. The Apple II used a 1MHz 6502 (The
Atari used a slightly faster 6502) and of course, everyone thought
that Apple IIs would be 1MHz forever. Then the Apple IIGS comes
along with a 65816 (As I believe, the same chip in a SuperNintendo)
and all of a sudded, games ran ALOT faster, that Apple even made
the system speed selectable to be able to play the older Apple II
games.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

418. Re: Atari Falcons in San Diego???

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 05:57:49 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.055749.1552@sactoh0.sac.ca.us>
Source record: 204749

Where is the local Atari dealer(s) in San Diego? I plan to go there
in a couple months and would like to check out any dealers there.
(I know the area well, went to SUDS, err.. SDSU and used to go to a
place called Warner's... Are they still around? Where?)

.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

419. GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 06:41:53 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.064153.2062@sactoh0.sac.ca.us>
Source record: 204750

In <739403768.AA03285@tdkt.kksys.com> Steve.Yelvington@f47.n282.z1.tdkt.kksys.com (Steve Yelvington) writes:

>Oh, goody: Atari has another machine to release "close to Christmas." Which
>means there might be 30 or 40 of them in the country by the following June.
>

Please, not another grouch...
I am cautious about the Jaguar release before Christmas, but I certainly hope that it will happen. This would be crucial to Atari if the system is be successful. It is especially imperative for the machine to be shipped in quantity for the Christmas selling season, which accounts for the most of some companies profits for the whole year, and we all know how much Atari needs profits.

That reminds me, I'll have to contact our buyer to see if he has ordered any Jaguars, I'd be the first in our store to buy one.
(I bought the first TurboGrafx AND the CD-ROM back in 1989 in our store, too)

To all you other grouches out there, now that the Falcon is hitting the store, are you going to buy one now, or start moaning about the Jaguar?

"If it's not one thing, it's another."

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

420. Amiga DSP - Complete Specs

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 06:48:43 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1482.739608523@dhhalden.no>
Source record: 204743

ROGER ALLAN WAHLGREN wrote:

[Specs attached at end of post]

>Halonen you are so stupid !!!!!!!!

Good argument. I merely posted information. It's
not my fault that you can't stand the Amiga having
a better DSP.

>16MB of ram???? is it SRAM as on the Falcon ????
>The dsp in falcon can also access main memory which can be (as far) 128MB +
>14MB ......

Yeah, but it has to pull it via the 96 Kb cache,
it cannot access 16 Mb directly as the 3210. BIG
difference.

>Brainstorm in France has both JPEG and MPEG decompression on the Falcon ...

Oh, two hackers have coded this ? It's nothing
official like Commodore's and third party developer
support.

Here's some info on the AT&T 3210 DSP CHIP.... If anyone
has info on the newer 3207 chip, please post!

DSP3210 Overview

The DSP3210 is a full 32-bit floating point DSP implemented in .9 micron CMOS.
It provides many advantages over fixed point DSPs such as the Motorola 56000.
Some of the main features of the DSP3210 include:

* 32-bit floating point arithmetic.
* 32-bit addressing.
* Large (8k) on-chip, zero wait-state memory.
* Single cycle instructions (for up to 33 Mflops).
* Share bus with Motorola or Intel style CPU.
* Serial I/O with DMA transfer conters for up to 25 Mbits/second transfer:
Serial data transfers occur without processor intervention.
Cycles are stolen when necessary.
DMA control for serial in and serial out.
* Barrel Shifter for bit manipulation in graphics or data encryption.
* Both mu-law and A-law encoding.
* Bit I/O general purpose 8-bit I/O port for control of external hardware.
* Programmable 32-bit timer for interval timing, rate generation, event
counting or waveform generation.

* Fully vectored interrupt structure with hardware context save:
Allows very fast interrupt processing, up to 2 million/second.
* Low power CMOS design.

No special programming is required on the DSP3210 to implement floating point algorithms, or to process signals with a much larger dynamic range (in excess of 1500 dB as opposed to < 300 dB for fixed point). The DSP3210 is also designed to share a host memory bus with either a Motorola or Intel style CPU. This greatly reduces system cost by removing the requirement for expensive fast local memory for the DSP. This also removes any practical restrictions on program or data size. A large on-chip cache (8k) combined with software that intelligently utilizes the cache allows the DSP3210 to execute complex signal processing algorithms without expensive local memory. All instructions execute in a single cycle (four clock periods> 80 ns for a 50 MHz part or 60 ns for a 66 MHz part) and includes all floating point normalization (which is performed automatically). A single instruction may have two floating point operations: a floating point multiplication and a floating point addition. The DSP3210 also supports up to four memory accesses in a single instruction cycle (quad-word transfer). The DSP3210 architecture features seven functional units:

* Control Arithmetic Unit (CAU)
* Data Arithmetic Unit (DAU)
* On-chip memory (RAM0, RAM1, Boot ROM)
* Bus Interface
* Serial I/O (SIO)
* DMA Controller (DMAC)
* Timer/Status Control (TSC)

The Control Arithmetic Unit

The CAU is responsible for address calculation, branching control and all 16 and 32-bit integer logic and arithmetic operations. It is a RISC core consisting of a 32-bit Arithmetic Logic Unit (ALU), a 32-bit Program Counter (PC), 22 32-bit general purpose registers (r0-r22) and a 32-bit barrel shifter. This core executes instructions at up to 16.7 million instructions per second. There are special register considerations in the CAU:

r0 hardwired to 0 (always)
r1-r14 DA instruction memory reference (X,Y,Z) pointer registers
r15-r19 DA instruction memory reference (X,Y,Z) increment registers
r20 used by error exception facility to store old pc
r21 stack pointer (sp)
r22 pointer to the exception vector table (evtp)

The CAU provides the following branching and control instructions:

if (COND) goto {N,rB,rB+N} Conditional branch based on flags
if (rM-->=0) goto {N,rB,rB+N} Conditional branch using loop counter
goto {N,rB,rB+N,M,rB+M} Unconditional branch
nop No operation
call {N,rB,rB+N,M}(rM) Call subroutine

return {rM} Return from subroutine
do K,{L,rM} Do next K+1 instruction(s) L+1 or (rM+1)
times. K=0,1,2...127; L=rM=0,1,2...2047
dolock K,{L,rM} Signals interlocked bus transfer
doblock {L,rM} Signals quad-word transfers
ireturn Return from interrupt
sftrst Soft-reset; changes error level to base
level; encoded as spc=(byte)r0
waiti Wait for interrupt; encoded as spc=(long)r0

where: rB = pc, r0-r22
rM = r1-r22
N = 16-bit unsigned integer
M = 24-bit unsigned integer
COND = one of the DSP3210 condition codes (refer to DSP3210 manual)

The Data Arithmetic Unit

The DAU consists of a 32-bit floating point multiplier, a 40-bit floating point adder, four 40-bit floating point accumulators (a0-a3), a clip test register (ctr), and a control register (dauc). The multiplier and adder operate in parallel to perform up to 16.7 million computations per second (12.5 million for a 50 MHz part) of the form (a=b+c*d), also known as a multiply-accumulate. The DAU contains a four stage pipeline which is visible to the application programmer. The DAU supports the following floating point formats:

Single precision (32-bit) in both DSP32 and IEEE format
Extended single precision (40-bit) (uses 8 mantissa guard bits)

Single instruction data type conversions are done in the DAU hardware:

DSP32 and IEEE 32-bit floating point
16/32-bit integer
8-bit unsigned
mu-law and A-law

The DAU has a number of special instructions to greatly simplify data type conversions and other common operations:

[Z=] aN = ic(Y) Input conversion mu-law, A-law, 8-bit linear to float.
[Z=] aN = oc(Y) Output conversion float to mu-law, A-law, 8-bit linear.
[Z=] aN = float16(Y) 16-bit integer to float.
[Z=] aN = float32(Y) 32-bit integer to float.
[Z=] aN = int16(Y) Float to 16-bit integer (round or truncate, dauc[4]).
[Z=] aN = int32(Y) Float to 32-bit integer (round or truncate, dauc[4]).
[Z=] aN = round(Y) Round to nearest, float(40) to float(32).
[Z=] aN = ifalt(Y) Condidional assignment/memory write.
[Z=] aN = ifaeq(Y) Conditional assignment/memory write.
[Z=] aN = ifagt(Y) Conditional assignment/memory write.
[Z=] aN = dsp(Y) IEEE to DSP format conversion.
[Z=] aN = ieee(Y) DSP to IEEE format conversion.

[Z=] aN = seed(Y) 32-bit to 32-bit reciprocal seed.

Where [Z=] indicates that condition codes may be set. Note that Y may not be a0-a3 for the dsp() special function.

Addressing Modes

DSP3210 assembler language exhibits a syntax very similar to 'C'. The notation conventions are as follows: a0-a3 are the accumulators (DAU), and r0-r22 are the CAU registers. Instructions take the following appearance:

```
r2 = (long)r1 ; CAU register direct: store the contents of r1 in r2
r1 = (long)*r1 ; store value pointed to by r1 in r2
r1 = (long)r1 + 1 ; increment r1 by 1
*r2++ = (long)r1 ; postmodify increment r2 after storing r1 there (in *r2)
r3 = (long)r1 + r2 ; add two numbers in r1, r2: store result in r3
r3 = (long)*r1++r2 ; post modify increment r1 by r2: store the result in r3
a2 = a2 + *r2 * a3 ; use that pipeline!
```

The following table lists the various addressing modes supported by the DSP3210:

Instruction Type Addressing Mode	CA Data Move Group (CAU Reg)	CA Data Move Group (I/O Reg)	CA Arithmetic/ Logic Group	DA M/A & Special Func
Short Immediate			Yes	
24-bit Immediate			Yes	
Memory Indirect			Yes	
CAU Register Direct	Yes	Yes	Yes	
IO Register Direct			Yes	
DAU Register Direct			Yes	Yes
Register Indirect	Yes	Yes	Yes	
Register Indirect with Postmodification	Yes	Yes	Yes	

Latency Issues

The most difficult aspect of programming the DSP3210 is being aware of latency in the instruction pipeline. There are four cases in the DAU when the pipeline affects latency. The cases are:

1. DA Memory Writes. When a DA instruction specifies a write to memory, the value written is not available to be read from that location until four instructions later (a three instruction latency). For example:

```
*r3 = a0 = a0 ; instruction 1
*r3 = a3 = a3 ; instruction 2
```

```
. ; instruction 3
. ; instruction 4
a1 = *r3 ; instruction 5
```

The value read in instruction 5 is the value written in instruction 1, not instruction 2. Instructions 3 and 4 are latent instructions for instruction 1 and instructions 3, 4 and 5 are latent for instruction 2.

2. Accumulator as Multiplier Input. When an accumulator is used as an input to the multiplier, its value is established no sooner than three instructions prior to the multiply instruction (a two instruction latency). Note that this also applies to an accumulator using the X field of an instruction of the form:

```
[Z=] aN = [-]Y {+,-}X
```

For example:

```
a0 = a0 + *r1**r2 ; instruction 1
a0 = a0 + a1 ; instruction 2
. ; instruction 3
a2 = a0 * a0 ; instruction 4
a1 = a2 + a0 ; instruction 5
```

The value of a0 used in instruction 4 is calculated in instruction 1. The value of a0 used in instruction 5 is calculated in instruction 4 since there is no latency effect on accumulators used as inputs to the adder.

3. Branching. When a CA Control Group instruction of the form if()goto, call, return, goto is executed, the instruction immediately following is also executed before the branch occurs. This is commonly referred to as a delayed branch. The ireturn instruction is different, and execution of the base-level program resumes in the following instruction cycle. For example:

```
if(eq) goto over ; instruction 1
r1 = 3 ; instruction 2
. ; instruction 3
```

Instruction 2 is executed even if the condition is true and the branch is taken. If this is undesirable, a nop can be placed after the branch instruction, or if possible, the instructions can be rearranged. Because of this latency, a complex situation arises if successive branch instructions are coded in the following manner:

```
goto A ; instruction 1
goto B ; instruction 2

A:
.
B:
.
C:
.
```

The order of execution is instruction 1, instruction 2, A, B. If the instruction at A is not a goto, execution continues from B. If the instruction at A is goto C, the order of execution is instruction 1, instruction 2, A, B, C, and execution continues from C. Successive branch instructions are useful in some applicationss.

4. Conditional Branching on DAU Conditions. A DAU conditional branch or conditional arithmetic/logic instruction is established by the last DA instruction that affects DAU flags no sooner than four instructions prior to the test (a three instruction latency):

```
a0 = a0 + a1 ; instruction 1
a2 = a0 * a2 ; instruction 2
. ; instruction 3
. ; instruction 4
if(agt) goto next ; instruction 5
. ; instruction 6 (latent instruction)
```

The condition tested in instruction 5 is established by instruction 1, not instruction 2. Because of this latency effect, use the zero-latency ifalt(), ifagt() and ifaeq() functions where possible (see DA Special Instructions). The DA condition tested by these conditional accumulator loads is established by the last DA instruction that affected the DAU flags.

Ref.

"DSP3210 Digital Signal Processor. The Multimedia Solution", Information Manual. AT&T, September 1991 printing.

"VCOS Multimedia Development Kit, Technical Reference". AT&T Release 1.0, March 1992 printing.

DSP3210 Support Software Toolkit Manual, Release 1.3

DSP3210 Support Software Library Manual, Release 1.3

[Source] Pluto UN-MCG-71
[Received/Transmitted] Jupiter Relay X-42
[Destination] Washington DC TTY (202) 855 1234

JORN - THOR's & ODIN's Public Relation Manager - Division Earth
Valhalla can be reached via: jorngh@dhhalden.no

"Die today, Party Tomorrow !!!"

421. Re: Strange no CES, but press release

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 06:51:49 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.065149.2648@sactoh0.sac.ca.us>
Source record: 204751
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In <1utjn7Eccg@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>ekrimen@netcom.com (Ed Krimen) writes:

>>In article <C86nLx.Jyo@cbnewsl.cb.att.com> conty@cbnewsl.cb.att.com (E. Kontei) writes:
>>>Err, Bob? That's *exactly* what they did.
>>>
>>...and Tramiel says it will cost just $200."

>He really said this again? Two hundered dollar for a 64 Bit machine?! I can't
>believe that!

>Either they mean that without any hardware (joystick, case, ram) or they
>don't want to earn any money with that machine...

You do not understand the retail business where it realtes to game systems.

In the current market, game consoles are sold virtually at dealer cost. There typically is NO profit in selling either Nintendos, Segas, or the TTI Duo for that matter. (There is a little, but VERY little)

The profits come from selling the software, in some cases have a 30 to 40 point margin. Especially on the most popular titles.

$200 appears to be the magic entry price point, people will NOT spend more for a game system, typically. How Atari will manage that on a 64-bit RISC system is a secret to me. Digital has the Alpha 64-bit processor, and their systems are thousands of dollars more. (Too bad it won't run OS/2. Digital's loss)

I certainly hope that the Jaguar is successful, and Atari rises back to prominence... (Please, no snide kiddie remarks, eh?)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

422. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 07:10:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1v42e2INNc76@golem.wcc.govt.nz>
Source record: 204746

In article <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <13735@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> ken@isgtec.com (Ken Newman) writes:
>>
>> >Methinks it would be a pretty cool idea to put all of atari.archive on
>> >one cd - only problem is just about nobody with an Atari has a cd-rom drive.
>From what I've read, it costs upwards of $20,000 to make a CD-ROM...
>Even at $200 a pop, they couldn't guarentee selling 100 copies (and
>players) in the current Atari market.

> .--. cherborth@semprini.tdkcs.waterloo.on.ca
>(OS/2) The choice of a New Generation. Chris Herborth

********* ATARI CD ROM ***********

I have just seen a UK CD Rom for Atari, but it was old 1989 from memory, they
were sold here in NZ, but I don't know for how much, but can find out the Firm
and cost for those that are interested........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

423. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 07:23:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.304997@cix.compulink.co.uk>
Source record: 204744

In article <1993Jun9.012715.12099@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>A MD holds much less information than a CD (something like 85 percent
>less than a CD). The reason why there's still room for 75 minutes of
>music is that the music is "compressed". Sounds that the human ear
>can't hear are removed, and also "weak" tones close to "strong" tones
>are removed. I'm sure someone else can explain it better... :-)
>
>But a writable 80MB medium with the MD-format sounds VERY attractive!
>

As far as I know the compression part was why it so long to develop. It is similar to JPEG compression in the sense that it is a lossy compression algorithm. The sound quality is said to be 13-14 bit as opposed to 16 bit on a standard CD. Note, that is subjective quality, the data itself is 16 bit. Since it only needs to read something like 1.5MB a minute I don't know how fast the mechanism is, but it could be the ideal backup medium. It could also be used for game software that uses samples and digitised images.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

424. Re: Software-Modems for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 07:53:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.305065@cix.compulink.co.uk>
Source record: 204753

In article <A54691@KI.maus.de>, Christian_Mittendorf@ki.maus.de (Christian Mittendorf) writes:
>Hello!
>
>Does anybody know whether there is a software-modem for the FALCON available or
>if there is a progamm in work which uses the DSP in that way?
>
>Which other shareware- or pd-programms, special for the FALCON and it's DSP,are
>available via ftp ?
>

There's WINREC - a hrad disk recorde with DSP effects, shareware. There's also FRAC.CPX which draws fractals using the DSP.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

425. Re: Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 07:53:44 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1v44u8$1jto@info2.rus.uni-stuttgart.de>
Source record: 204745

In <C8B53H.6vu@sys.uea.ac.uk> cmp0141@oxygen.sys.uea.ac.uk writes:

> Does anybody have any programs (and fonts) to allow me to use a different font than the system
> one. I use high resolution and the standard 8*16 font really gets on my nerves. I've been using
> Harlekin so that I can have the IBM VGA font but Harlekin takes up quite a bit of memory.
>
> Thanks
Try NVDI.

>
> Ian B.
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

426. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 08:17:18 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C8CHou.Ezx@dcs.glasgow.ac.uk>
Source record: 204747

jesa@s0jxb.exnet.co.uk (John Budden) writes:

>To anyone out there who uses a Supercharger PC emulator:
>Would you be interested in a discussion and mutual help group for
>Supercharger owners? I have no idea how to start a new news group but
>it must be possible if enough people are interested.
>Mail me.

Rather than comp.sys.atari.st.supercharger what about
comp.sys.atari.st.emulation
since I don't think that any specifc piece of emulation hardware could
warant a group to it`s self, also there maybe related issues ie between
supercharger and PC Ditto II etc..

--

Darren J Moffat
(moffatd@dcs.glasgow.ac.uk) (dmoffat@nyx.cs.du.edu)

UK Parliment Virus:
Splits the screen into two with a message in each half blaming other side for
the state of the system.

427. Digital making ST computers

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 08:46:02 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.084602.4047@sactoh0.sac.ca.us>
Source record: 204770

Recently I got a mail order catalog from Digital (you know, the VT-100, Rainbow, and Alpha guys) and I was surprised to see...

ST computers.

Actually, it is not what you think, they are marketing a line of IBM-compatibles with the ST moniker.

I thought that Atari had trademarked "ST" for themselves. Does anyone at Atari know about the use of ST by Digital? If not, who can I call at Atari to tell them?

The catalog call it, DECpc ST Deskside Family. They are tower-style systems with EISA architecture.

The models are:

433ST 486DX, 33MHz
452ST 486DX2, 50MHz
450ST 486DX, 50MHz
466ST 486DX2, 66MHz

Dos this mean that a 520ST is a Pentium, 20MHz machine?

Oh, and for the curious:
433 ST $2829
452ST $2879
450ST $3229
466ST $3279

Includes 4Mb, VGA monitor, and 245Mb hard disk.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

428. Atari Portfolio replacement service

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 08:52:47 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Jun9.085247.4169@sactoh0.sac.ca.us>
Source record: 204771
Cross-posted to: comp.sys.atari.st,comp.sys.handhelds

Since the screen display on my Portfolio has died (the rest of the system works) I inquired a few dealers on fixing it.

Since no dealers work on Portfolios, I called Atari, and was told to send the Portfolio to them, and it would not be fixed, but REPLACED with a new one.

They charge $110 for this service, quite reasonable considering the charge for fixing ANY computer, and the best part is that they give you a new one. New Portfolios cost $219.

So if anyone has a broken Portfolio and saving money for another, there is hope.

Send it to
Atari Corporation
390 Caribbean Drive
Sunnyvale, CA 94089

Now I should call about my dead SC1224 monitor.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

429. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 09:07:10 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jun9.090710.3704@cee.hw.ac.uk>
Source record: 204754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <4677@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>-------------------- From RECLAIM_V2 textfile ----------------------------
>...
>(long expanation on how to reclaim two wasted clusters on a disk by
>increasing sector count in bootsector deleted)
> It occurred to me that this might also work on Floppies
>and, indeed, it seems to. However I know of no formatter program that will
>format floppies in this "RECLAIMed" state.

Well I did put that feature in my formatter (AFMT) once but removed it once I
realised the implications. If you increase the sector count on a floppy then
you are also effectively increasing the track count. So an 80 track disk
becomes an 81 track disk. We all know that disks with >80 tracks are a no-no
since their usage can trash some drives and not only that but the 81st track
of an 80 track disk is usually not formatted. Disk copiers won't like that.

I guess the procedure is fine for RAMdisks though.

+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+-----------------------------------------------------------------------------+
```

430. Re: MPEG viewer in the making??

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 09:15:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Jun09.101502.1@gst-soft.demon.co.uk>
Source record: 204755

> TITLE: Re: MPEG viewer in the making??

> i have just finished a DL viewer for monochome ST (a hack). i am going
> to start porting an X grasp clone (also for monochrome). i'll post both
> when i am done...(a week or two). if you can run MGIF, both of these will
> work. if you can't, i'll post source so you can hack them yourselves...

I had a source to an X grasp viewer but decided that it
wasn't feasable, so I junked it! Now with the TT and Falcons
graphics, things should look brighter!

I can run MGIF, love it, so I wait with baited breath!

Thanks.

CW.

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

431. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 09:30:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C8CL30.Fvp@hpbbrd.bbn.hp.com>
Source record: 204605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Fischer (bobf@milne.geology.yale.edu) wrote:
> Suppose instead, Atari had changed the format routines to do as
> RECLAIM.ZOO does. Now, you format on a new Atari. Consider what
> happens when you write to that disk on a PC!!

Right, the PC would think that it there are two more clusters on the
disk than are actually available, and would run into write errors.
Therefore, the approach used by RECLAIM is dangerous. Ancient
versions of my "Hyperformat" program did the same, but I soon
removed this feature. Instead, I once wrote a TSR that hooks
into Getbpb() and manipulates the disk's BPB *in memory*, so that GEMDOS
thinks the disk is bigger than it actually is. Thus, you don't
have to change anything on the disks (-> PC no compatibilty
problems). I wonder if this utility still exists somewhere on
my HD ... if somebody is interested in this TSR, drop me a line.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

432. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 11:11:46 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.249.739624306@dhhalden.no>
Source record: 204757

In article <Jcku5B1w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:

>Have there been any rumours about SONY turning their mini-disc into a
>storage device? It's small, hold the same amount as a cd AND you can
>write to it. Hard drive of the future it looks like :)

They are working on it. It cannot hold as much as a standard CD-ROM disc, though. I know the playing time is about the same, but we're dealing with compressed data here. The amount of data available on a MD will be 128MB, the same as today's 3,5" opticals. To me it's more like the floppy of tomorrow as the carts will be dirt cheap as soon as the audio side gets more widespread.

Isn't life just wonderful sometimes?

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

433. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 11:16:58 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.250.739624618@dhhalden.no>
Source record: 204760

In article <13824@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>> KN> Methinks it would be a pretty cool idea to put all of atari.archive
>> KN> on one cd - only problem is just about nobody with an Atari has a cd-
>> KN> rom drive.
>
>On this note, a friend of mine locally has just received his FREE COPY
>of the SIMTEL-20 MS-DOS CD-ROM. All people with a program on Simtel
>have been eligible for a free copy (insane if you ask me - that could
>be VERY expensive! - but someone must have stuck a deal somewhere).

I've said it before and I'm saying it again - Walnut Creek will put out an
Atari disc sometime this summer (at least Dan Cable told me so - his
usergroup are putting together the stuff to be on it). This would in effect
mean that anyone having their app on it will get a copy for free. Yup, we'll
soon have both the chicken and the egg :)

Dan, can you give us bit more info? Puh-leeeezzze?

>Warwick

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

434. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 11:19:40 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun9.111940.20813@email.tuwien.ac.at>
Source record: 204756

In <A3034@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:

> >If the Falcon game programmers assume that the clock speed is, and always
> >will be 16 Mhz, then yes.. there's a good probability that your Falcom030
> >games will either break on faster models, or will be to fast to be playable.

> Well, better not rely on 16 MHz. The first 32 MHz expansion begins to show up
> here in Germany...

And 36MHz expansions too... (50MHz FPU and DSP)

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

435. Re: Software-Modems for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 11:27:47 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun9.112747.23617@unix.brighton.ac.uk>
Source record: 204761

I know that there was talk of a falcon s/w modem and I see no reason why some enterprising person could not produce one.

For ftp s/w for the falcon a.a.u.e and its mirrors have a directory called Falcon which is full (well it has some) falcon s/w in. Its growing pretty fast and most of it is pretty good.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

436. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 11:35:31 UTC
From: azog@world.std.com
Message-ID: <C8Cqv7.9Dv@world.std.com>
Source record: 204758

palefox@carson.u.washington.edu (Romeo Fahl) writes:

>I will be using my ST to term for the next few weeks, provided that the
>serial port is still intact. What term programs are out there in the PD
>that are worth the download? I've tried Rufus, but can't get it to work.
>Any tips?

>Thanks,

> RF

Ive tried Rufus, Connect, and a whole bunch others, but I still keep
going back to Uniterm. All the others are nice and pretty, but Uniterm
is fast and easy to use... You can snag it from umich.edu.

--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

437. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 12:21:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1357@usdtsg.DaytonOH.NCR.COM>
Source record: 204767

In article <A3034@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>
>Well, better not rely on 16 MHz. The first 32 MHz expansion begins to show up
>here in Germany...

This may leave things a little open-ended for programmers, but to
make sure that a program will work as wished on a line of computers,
it may be a good idea (especially these days) to never assume
a maximum speed of the computer, maximum resolution, maximum number
of colors, etc. An individual program may dictate a maximum # of whatever
(say, it only *needs* 16 colors for a particular game, etc), but for
things that can be color-independent (like Gemview, that will handle
just about any screen mode/color palette, etc) it's probably a safe thing
to leave those options open.

Same goes for non-Atari computers (like the PC - it's always funny to
see a game set up to run under 8mhz played on a 33mhz system :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

438. Re: Software-Modems for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 12:27:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1358@usdtsg.DaytonOH.NCR.COM>
Source record: 204768

In article <A54691@KI.maus.de> Christian_Mittendorf@ki.maus.de (Christian Mittendorf) writes:
>Hello!
>
>Does anybody know whether there is a software-modem for the FALCON available or
>if there is a progamm in work which uses the DSP in that way?

I think Atari (U.S.) intends on marketing a DSP modem in the future.
Bob Brodie sort of mentioned the idea in his latest GEnie RTC (get
the latest Znet for the full transcript). Dunno if there's any
currently available, however...

>Which other shareware- or pd-programms, special for the FALCON and it's DSP,are
>available via ftp ?

Check atari.archive.umich.edu in the atari/Falcon directory (and its
various mirrors). I'd imagine some european sites are building such
a collection as well (if the Falcon gets real popular, they might
need to split atari/Falcon into atari/Falcon/Art, atari/Falcon/Telecomm, etc)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

439. Music Software for Atari ST (Pointers Wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 12:30:48 UTC
From: floyd@ss11fiveg.icl.co.uk
Message-ID: <6512@ozz.oasis.icl.co.uk>
Source record: 204763
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.compose

i'm posting this for a friend, from another friend's account.

as i don't read these groups, please reply by email
(richard@fss1.icl.co.uk).

my friend would like some recommendations for midi software
and sample manipulation software for the atari.

he's interested in all types: freeware/shareware/commercial.

preferably stuff that's available in the uk, although i have
ftp access.

thanks in advance

-- richard

==========
richard barnett richard@fss1.icl.co.uk
(posting from a friend's account)

440. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 12:33:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1359@usdtsg.DaytonOH.NCR.COM>
Source record: 204769

In article <C8CHou.Ezx@dcs.glasgow.ac.uk> moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>
>Rather than comp.sys.atari.st.supercharger what about
>comp.sys.atari.st.emulation
>since I don't think that any specifc piece of emulation hardware could
>warant a group to it`s self, also there maybe related issues ie between
>supercharger and PC Ditto II etc..

That wouldn't be such a bad idea. Actually, such a group could
handle the PC emulators (Supercharger, PCditto(II), ATspeed, ATOnce),
MAC emulators (Spectre 128/GCR,etc), Xformer, etc. Once the Falcon
gets situated, the emulators for that could even be taked about
there (in addition to what I would imagine would be a comp.sys.atari.falcon
once the demand warrants)...

>UK Parliment Virus:
>Splits the screen into two with a message in each half blaming other side for
>the state of the system.

Funny, that sounds like the U.S. Executive/Legislative Virus :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

441. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 13:07:27 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1v4nafINNped@rs2.hrz.th-darmstadt.de>
Source record: 204773

In article <1993Jun6.104001.22942@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
> Are there any external Zmodem protocols that let me download in the
> background while doing other things? Some accessories or the like? If
> there are, where can I find them?

Michael Ziegler's GEM-SZRZ can do that, but you've to be registered to get the newer versions with windows. The public shareware-versions are in modal dialogs, so you can't do anything else.

But I would register, it's the best Zmodem I've ever seen and tested (and the fastest one). All the other XYZ, Stalker are not that good in my eyes.

Believe me...Roland

(Using on a 8Mhz Mega ST with HSSPEED: download 1950 cps, Upload 1650 cps in ZyX16800, ZIP-files)

442. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 13:25:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.305992@cix.compulink.co.uk>
Source record: 204765

In article <1v3pqqINN8gu@news.u.washington.edu>, palefox@carson.u.washington.edu (Romeo Fahl) writes:
>I will be using my ST to term for the next few weeks, provided that the
>serial port is still intact. What term programs are out there in the PD
>that are worth the download? I've tried Rufus, but can't get it to work.
>Any tips?
>

Try Connect (conn196.zip), it is very good. DTerm is not that good but is very easy to use. Rufus is OK, but I don't know it that well so can't help. You would need a good zmodem protocol - you have a choice between XYZ.PRG or TTP as well as GSZRZ.PRG, both are shareware.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

443. Re: Falcon in the Netherlands?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 13:47:19 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <C8Cwyw.2KE@cbfsb.cb.att.com>
Source record: 204766

In article <C8AxMy.KHE@news.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
> I'm going to visit the Netherlands next week and would appreciate if someone
> could tell me the cost of a Falcon there.
>
> Is there a dealer with good prices in Amsterdam?
>

In the 2 still existing Atari magazines I don't see any advertisement from dealers in Amsterdam. That doesn't mean there aren't any. You could always call Atari Benelux in Niewegein. They gave me the address of one in Utrecht.

I have addresses of a few other dealers I would rather send you to like ATIN and Data Skip. If you want those then drop me an email.

What would you consider good prices. All dealers quote f 2699,- for a 4/65 model (those are Dutch guilders). They claim to have them on the shelve. One dealer will give you a f 150,- discount on anything else you buy an other will throw in an active speaker set, but they stich with the f 2699,-.

By the way $ 1.00 = f 1.82, don't know the Swedish crown here and now.

Ed

444. Diamond Edge patch 1.03/1.04 -> 1.10 to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 14:04:48 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun9.110448.14284@ac.dal.ca>
Source record: 204772

Just a brief note to say I've put a patch program to upgrade Diamond Edge from v1.03/1.04 to v1.10 into the New directory on a.a. this morning. The file name is d1034_110.lzh. With some luck it may become available in Newitems within a day or two.

445. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 14:14:35 UTC
From: wabe@ukc.ac.uk
Message-ID: <4729@eagle.ukc.ac.uk>
Source record: 204762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun9.090710.3704@cee.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4677@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>-------------------- From RECLAIM_V2 textfile ----------------------------
>>...
>>(long expanation on how to reclaim two wasted clusters on a disk by
>>increasing sector count in bootsector deleted)
>> It occurred to me that this might also work on Floppies
>>and, indeed, it seems to. However I know of no formatter program that will
>>format floppies in this "RECLAIMed" state.
>
>Well I did put that feature in my formatter (AFMT) once but removed it once I
>realised the implications. If you increase the sector count on a floppy then
>you are also effectively increasing the track count. So an 80 track disk
>becomes an 81 track disk. We all know that disks with >80 tracks are a no-no
>since their usage can trash some drives and not only that but the 81st track
>of an 80 track disk is usually not formatted. Disk copiers won't like that.
>
This is quite possibly a valid criticism (although all ST's I've used
can easily manage 82 tracks!). Nevertheless Neil's point is that some disk
copiers, when they read the bootsector and discover there are declared (say)
1644 sectors (10 sectors per track) would assume that 83 rather than 82
tracks would be needed. However this is _NOT_ the case with the diskcopier
I (and many others) use namely DCFORMAT (form Double Click Software). The
fact that the last 2 clusters are MARKED_BAD ensures that in the "Disk Copy"
option of DCFORMAT at least, only 82 tracks will be formatted and written
i.e. you get an exact copy of the RECLAIMed disk.

So the message is (if you use RECLAIM) to check whether your
favourite diskcopier as as "intelligent" as DCFORMAT and, if not, change
to DCFORMAT. Sorry, I don't have an encyclopaedic knowledge of disk-copiers
so cannot comment further.

Cheers,
W. Alan B. Evans

446. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 14:27:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun9.142729.13848@newshost.lanl.gov>
Source record: 204777

In article 13824@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>On this note, a friend of mine locally has just received his FREE COPY
>of the SIMTEL-20 MS-DOS CD-ROM. All people with a program on Simtel
>have been eligible for a free copy (insane if you ask me - that could
>be VERY expensive! - but someone must have stuck a deal somewhere).

Wowsa, I better make sure _my_ programs are up on SIMTEL20! Actually, they
must have done well with their CD as I've seen it for sale at just $20. I
don't know if this includes everything or just the PC areas though. There's
a LOT of data on SIMTEL20!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

447. Misc. Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 15:13:03 UTC
From: pauld@umbc.edu
Message-ID: <1v4ulvINN28t@umbc7.umbc.edu>
Source record: 204774

With everyone chatting about the falcon, I thought I would post my impressions of it. My friends music store, Toad Music (Yes.. very much related to Toad Computers..) has a falcon now, and has some of the music software installed.

The Gem looks nice, but still doesn't look as slick as other interfaces. It is a nice step in the right direction though.. and the colorful icons are really nice. The music software however was not all that impressive. It sounded find, but was fairly slow and sort of flaky. (Ie: some audio was recorded to disk, but it woult play back. [This could very well have been his fault though.. ;)]) The music (that did play) sounded great though..

I think the machine's hardware is very good.. and at this point it will be up to the people to make good, solid, professional software for it. The 4 Track editor looked ok, but in 256 color mode, the colors were awfully ugly.. not very professional looking. And as we all know, looks count for an awful lot.

I'm hoping to pick up a few of the falcon demos floating around though, and really impress peoplee going to the store though.. ;)

Paul

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-- Beware of the Leopard -------

448. Re: Multitasking Zmodems?

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 15:28:50 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993Jun09.152850.112022@zeus.calpoly.edu>
Source record: 204786

I have STalker 3.02 and use it as an ACC (4MB 1040STe) and when I do Zmodem txfers, I can't even move the window without halting the flow! When I close the ACC, the lights on the modem (indicatin RD/SD) go off--doesn't sound like "Background Transfers" to me... perhaps 3.02 is an older version.
What is wierd is that I can close the ACC window and still have regular data (RD) coming in. Perhaps this is the background transfering I hear about 8-) .
Overall though, STalker is one of the best terminal programs I have used (I tried FDZT, Flash, etc.) and for what I need/do it is fine.

BTW: the modem I use (for txfers, etc. above) is a Supra FAX/Modem (the V.32bis/V.42bis) 14400... piece of $hit if you ask me (less than 2 months after purchasing it new, the speaker died! -- I called supra and their database had crashed/changed/whatever, and they did not have my reg. card --how convenient!).

der Bre\/\//\/\eister

449. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 15:41:19 UTC
From: dossey@math.ufl.edu
Message-ID: <1v50av$8ua@cutter.clas.ufl.edu>
Source record: 204775

I don't know about starting a supercharger section, but I do
have a SuperCharger for sale, if anyone is interested.
Please send me e-mail if you are.

Jim Dossey
dossey@math.ufl.edu

450. mono DL viewer upload to a.a

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 15:47:28 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun9.154728.9449@convex.com>
Source record: 204776

i have uploaded mdl10.zoo to a.a. mdl (version 1.0) is a program to view
view DL animation files (.dl) on a monochrome ST. this is a 1 day hack
and uses the Setscreen flicker trick to make images appear to be grayscale.
the zoo file contains executable (.ttp), source code, and a test .dl
file (along with a program that creates the .dl file). if you can run
MGIF on your system, this should work ok. if not, have at the sources
to "fix" it. i have only tested it with a very few version 2 (medium
format) DL files and it works ok.

if i have time in the next couple of weeks, i'll also make a simple grasp
viewer (for .gl files), again for monochrome (only).

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

451. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 15:51:13 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.739641073@unix2.tcd.ie>
Source record: 204780

In <H.dlVi3jyyOao@s0jxb.exnet.co.uk> jesa@s0jxb.exnet.co.uk (John Budden) writes:

>To anyone out there who uses a Supercharger PC emulator:
>Would you be interested in a discussion and mutual help group for
>Supercharger owners? I have no idea how to start a new news group but
>it must be possible if enough people are interested.
>Mail me.
It's funny John that I only suggested that to you a few days ago..
Anyway I would very much like a group for general emulation and
stuff like that.. David Oakley did the vote-taking for the last
Atari group so he might be the one to ask... I suppose I'd do
it if I knew how :^) now that my finals are over....

>John
>--
>==
> From: John Budden Email: s0jxb@exnet.co.uk
Sean.
--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

452. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 16:07:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.306545@cix.compulink.co.uk>
Source record: 204779

In article <1993Jun9.111940.20813@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>
>And 36MHz expansions too... (50MHz FPU and DSP)
>
>-MY
>

Do you have a contact email, fax or phone number for this item?

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

453. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 16:09:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C8D3JD.4I4@cs.bham.ac.uk>
Source record: 204778

In article <1993Jun8.215337.3026@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <Jun08.143718.53228@yuma.ACNS.ColoState.EDU> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
>>Disc Manufacturing Inc. is offering a summer special of
>>$500 for a master and $1/disc for replication. 10 day
>>turn, 1000 disc minimum, 2 color label. Packaging not
>>included. The offer is subject to change without notice.
>
>>so for $1500 one would get 1000 made, 100 user with $25 each should leave
>>eoungh for covering the time and misc.
>
>audio CD recorders start at about $7k or so. at $1500/CD above, the cost
>of the recorder could be amortized after less than 10 CDs. i was considering
>getting a CD-audio recorder for mastering vs DAT in the home studio i am
>trying to build (if i can ever get my hands on a Mackie 24*8).
>
>are CD-audio recorders that much different than CD-ROM recorders? CD-audio
>holds ~75 min music (i'm told that figure was picked because Beethoven's 9th
>is about 74 min :-). assuming 16-bit at 44.1kHz (stereo), that works out to
>about 740 MB of data. what is the capacity of CD-ROM? i thought 5.25" optical
>disks were about 600 MB.
>

Well, CD-ROMs have a lot more error detection/correction bits than
audio CDs (consider how many 'bits' of music you hear are just
interpolated (aka guessed) by the CD player-these would become hard
errors in a CD-ROM!). Thus the reduction to ~600Mb per CD-ROM.

There's also such things as directory structures (etc) that audio CDs
don't really have and CD-ROMs do have.

454. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 17:18:46 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jun9.171846.14067@email.tuwien.ac.at>
Source record: 204781

In <memo.306545@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

> In article <1993Jun9.111940.20813@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> >
> >And 36MHz expansions too... (50MHz FPU and DSP)

> Do you have a contact email, fax or phone number for this item?

Not really. It was mentioned in the german magazine "ST Computer" after the CeBit, and in ST Computer 6/93 the company "FCS" advertised it - I think it's called "<something> Sonic" (like Mighty Sonic, their TT Fast-RAM board), and it's supposed to cost only 400DM. Personally, I don't think it's being sold yet, but perhaps someone on the Net has bought it...

-MY

--

Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)

455. Supercharger for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 18:25:39 UTC
From: tarwater@vnet.IBM.COM
Message-ID: <9306091825.AA24766@deepthought.cs.utexas.edu>
Source record: 204782

```
For Sale:

Supercharger IBM emulator with 1 Meg RAM, DOS 4.01, power supply, and
the latest software. It's like new. I have all the documentation.
$200

Atari SC1224 color monitor (JVC type). Works great!
$150

Send E-mail if interested.

Jim Tarwater

tarwater@vnet.ibm.com
```

456. Need SM124 wiring help!

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:13:14 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jun9191314@wpi.WPI.EDU>
Source record: 204790

My ST came with both the SM124 and SM1224 monitors. Unfortuinately, the previous owner had decided to try to get the SM1224 to work as a VGA monitor and in the process has destroyed the Atari connector on the end of the cable. So I have one connector and two monitors...

I have the pinouts as presented by Atari in the manual, but I don't know which wire goes to which pin. Can someone help me out? I'd really like to get at least the SM124 working... It's got a yellow wire, a red wire, a green wire, a "clear" wire surrounded by copper insulation, and this all is surrounded in a weave of silver wire. According to my manual, the pinouts for Monochrome are:

1 - audio out (does this go to the speaker in the monitor?)
2 - composite video (is this any use?)
3 - general purpose out (what's this?)
4 - mono detect (this gets grounded I guess)
5 - audio in (does this go to some sort of A/D?)
6 - green
7 - red
8 - plus 12 volts
9 - h sync (I think this is the green wire on the SM124)
10 - blue
11 - monochrome
12 - v sync (I think this is the red wire on the SM124)
13 - ground (this goes to the shield, right?)

So why can't I get my monitor to work? It flickers like it's either getting no sync or like the vertical and horizontal hold are way off. The same happens for the SM1224.

Does anyone know more about the wires in those monitor cables?

Thanks a lot!

.s.

This newsgroup has been just great... Thanks to everyone who responded about my earlier questions. I'll write to you all as soon as I can!

--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

457. Atari Stock Price

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:14:56 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun9.191456.9955@btree.uucp>
Source record: 204789

Just before the stock market closed today, Atari was trading at
2 15/16 up 3/8, while Commodore (CBU, right?) was trading at 3,
down 1/8. Does everyone have their smileys ready? :)

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

458. Purple Mountain Computers Atari shows

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:19:42 UTC
From: dud@stein.u.washington.edu
Message-ID: <1v5d4eINN5a2@news.u.washington.edu>
Source record: 204783

```
PURPLE MOUNTAIN ST SUMMER TOUR 5/27/93
======================================================================

Purple Mountain Computers, Inc. will be sending a representative
during the summer across North America including Canada, Mexico and
the United States to promote Atari ST products.

PMC encourages user groups to contact Oscar Steele to setup a
show. Demos will include Gemulator, the Freedom Floptical Drive,
ICD's Link host adaptor, Stealth PMC 1.5 telecommunication program,
CompuCycled books and software and two very special surprises
(upcoming products).

CompuCycled software will be available for a 25 percent discount
at the show or a 40 percent discount if ordered before the show
(software will be brought to the show for users).

"This North American tour continues our tradition of trying to
support and expand the Atari ST product line," said Oscar Steele,
President of Purple Mountain Computers, Inc. "We've already begun
establishing our local rep program and we're publishing a free
newspaper for ST users. ST users don't need to sit on their butts -
they have useful computers, and I'll be showing them that."

PMC is very ST pro-active and will be very happy to work directly
with user groups to promote shows in unique ways. Vendors who are
interested in attending shows are encouraged to contact PMC.

There's already one show scheduled in Tacoma, Washington. It is
set for June 12, 1993 from 10:00 a.m. to 12:00 p.m. It will take
place at the Fern Hill Library Branch located at 765 S. 84th St.
(between Yakima and Park Ave's).

For instructions, a map or answers to any questions contact PMC.
We will gladly mail out a flyer, which includes a map.

CONTACT:

GEnie: PMC.INC
CompuServe: 72567,302

Purple Mountain Computer, Inc.
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
206-399-8700
```

459. Re: 1/4" tape ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:23:58 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <C8DCJy.2p6@mailer.cc.fsu.edu>
Source record: 204785

craig@nomad.uk.sun.com wrote:
> I've just heard from a friend that there are some ICD utils to drive a 1/4" tape cartridge device, I have v6.0.6 of ICD but no drivers, anyone know where I might be
> able to get hold of these.

I don't believe the ICD stuff is for 1/4" tapes. However, the Beckenmyer guys supposedly have such drivers, and there are some PD ones available via ftp (I think ftp..tu-clausthal.de has them).

Post if you are successful!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

460. Re: Poll for MINIX FS

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:32:42 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun9.193242.28214@mnemosyne.cs.du.edu>
Source record: 204784

In article <1993Jun7.173031.21362@berlioz.nsc.com> foster@rufus.nsc.com (Paul Foster) writes:
>
> This is to the author of MINIX FS.
>
> I talked to Atari after reading your statement that it would be nice to
>include your FS as part of the new OS.
>
> The person I talked to seemed interested and said that you should contact
>Eric (The author of MultiTos) here on the net to discuss it.
>
> Anyway, good luck.
>
> Paul F.
I don't know who you spoke to at Atari, but officially it appears
that Atari 'likes' minixfs but don't want to currently ship any non GEMDOS
filesystems with MultiTOS. I'm too biased to give an opinion of this.
So that is currently 'it' as far as Atari is concerned. Offers from
other interested parties welcomed.
Steve.

461. Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 19:33:01 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93160.45181.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 204787

That thumping noise you're hearing is the sound of me kicking myself for not buying a s--tload of Atari stock when it was under a dollar a few weeks ago. In fact it was trading for 15/16 (or less) in April or May, and yesterday it closed up on the AMEX at 2-9/16. That's close to triple its value from just a few weeks ago. Obviously, this is not a blue chip stock, but something is going on to convince people to buy Atari. The question is - how high will it go? Has the elevator reached the top, or are we still on the bottom floor? We missed the last train. Is there another one leaving the station soon? :-)
---Mark van Wyk

462. Re: Diamond Edge patch 1.03/1.04 -> 1.10 to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 20:25:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v5h01INNffq@golem.wcc.govt.nz>
Source record: 204788

In article <1993Jun9.110448.14284@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
> Just a brief note to say I've put a patch program to upgrade Diamond Edge
>from v1.03/1.04 to v1.10 into the New directory on a.a. this morning. The
>file name is d1034_110.lzh. With some luck it may become available in

Was there a patch for v1.02 to v1.03 released? (I can't recall seeing one...)

463. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-09 22:57:40 UTC
From: ken@isgtec.com
Message-ID: <4882@isgtec.isgtec.com>
Source record: 204794

In article <H.ea.cZw1FjkG&f6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> From what I've read, it costs upwards of $20,000 to make a CD-ROM...
> Even at $200 a pop, they couldn't guarentee selling 100 copies (and
> players) in the current Atari market.

It's not that much anymore. Recently I've seen ads for writable CD-ROM
mastering stations for Macs for a few thousand $. It is now feasible for
a *very* small company (or rich individual!) to make their own CD's.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

464. To uploader of McMinos: File missing in archive.

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 01:00:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13841@uqcspe.cs.uq.oz.au>
Source record: 204791

```
The file "MCMINOS.0_8/MCMINOS.OBJ" was not included.

(I assume this is why MCMINOS.PRG locks up when you try to start)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

465. Bug fix: minixfs 0.60 pl2+pl4

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 01:46:59 UTC
From: usenet@mnemosyne.cs.du.edu
Message-ID: <1993Jun10.014659.1728@mnemosyne.cs.du.edu>
Source record: 204792

```
This article was probably generated by a buggy news reader.
```

466. Bug fix: minixfs 0.60 pl2+pl4

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 01:49:34 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun10.014934.1834@mnemosyne.cs.du.edu>
Source record: 204793

I've finally tracked down an elusive bug in minixfs 0.60 . I could never
reproduce it myself until recently.
Basically if you have a V2 filesystem and a directory bigger than
7K it will bomb when accessing/reading the directory. A fixed version of
the binaries is/will be on atari.archive and ftp.uni-muenster.de as
mfs602b1.zoo.
If you are recompiling the pl4 sources then change the single
occurence of NULL in minixfs/zone.c to &dummy .
Keep bug reports coming, they are most helpful ...
Steve.

467. Re: Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 04:00:53 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10040053@hal.cerfacs.fr>
Source record: 204799
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

my problem was having metados2 active in my auto folder. that kills
stzip and friends.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

468. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 04:10:27 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10041027@hal.cerfacs.fr>
Source record: 204800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 8 Jun 93 04:24:44 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:

> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
> able to read the disks.

Ian> I don't buy that. I typically format disks that use only 3 sectors per
Ian> FAT instead of the wasteful 5 per that the desktop creates. The number of
Ian> clusters per disk is thus even more than the extra 2k RECLAIM would give
Ian> you. I have no problem using such disks on either older version of TOS,
Ian> or on MSDOS.

I agree with Ian! I often formatted my disks on my Sun SPARC at work,
and on occasion filled it all the *way* up. On my ST I was still able
to read the files. After all, it just follows the FAT pointers. I
suppose that the problem would be a file that starts in these last 2
clusters!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

469. ESS UUCODER 4.0 (MultiTOS Compatible) (a.a & c.b.a.st)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 08:19:04 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.ZMdaDhRFCi_@elfhaven.ersys.edmonton.ab.ca>
Source record: 204582

Hi!

I have sent ESS UUEncode/UUDecode (one program) to atari.archive and comp.binaries.atari.st just a few moments ago. It should appear on atari.archive under the name uucode40.zoo (or UUCODE40.ZOO).

Here is a bried summary of the new features, followed by a general description of the program.

ESS UUEncode/UUDecode 4.0 is a significant improvement over the previous version. It is now MultiTOS compatible, and it uses non-modal window dialogs (so you can use accessories even while inside a dialog box). This version has a configuration file (loaded at the start of the program), and also allows you to load and save additional configuration files from within the program. Lastly, it allows you to choose the target file name and path name manually.

ABOUT ESS UUEncode/UUDecode:

*) A *GEM Program* (menus, dialogs, mouse) that can both encode and decode files (one program does it all). The user can set the size of the file segments (if any) and whether or not the full path of the file being encoded will be stored in the encoded file, or just the filename. While encoding or decoding, the user is shown an _informative_ progress display, featuring a percentage indicator, the name and path of the current file being processed, and the name and the path of the target/source file. For users who like to install programs on the desktop as icons, this program is equiped to handle an unlimited number of files (like a batch). It will automatically decide whether it should encode the file or decode it. The program is faster than any other encoder/decoder I have seen, and has support for the ARGV, xArg, and old-standard command line formats. The dialog boxes are all moveable (click on the window mover bar) and the screen is redrawn very quickly. This program is ideal for floppy disk users and hard disk users alike.

Enjoy!

--
Regards,

() - - -

() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - - -

470. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 10:17:29 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10101729@hal.cerfacs.fr>
Source record: 204615

Well, ICD 5.5.0 is available by anon ftp on ftp.uni-muenster.de. For
what that's worth. It's not the latest but better than ICDBOOT
v4.4.2.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

471. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 10:18:30 UTC
From: ritz@ritz.mordor.com
Message-ID: <9306101302@ritz.mordor.com>
Source record: 204798

Mark Newton-John (mnj@sactoh0.sac.ca.us) wrote:
: In <739403768.AA03285@tdkt.kksys.com> Steve.Yelvington@f47.n282.z1.tdkt.kksys.com (Steve Yelvington) writes:

: >Oh, goody: Atari has another machine to release "close to Christmas." Which
: >means there might be 30 or 40 of them in the country by the following June.
: >

: Please, not another grouch...
: I am cautious about the Jaguar release before Christmas, but I
: certainly hope that it will happen. This would be crucial to Atari
: if the system is be successful. It is especially imperative for the
: machine to be shipped in quantity for the Christmas selling season,
: which accounts for the most of some companies profits for the whole
: year, and we all know how much Atari needs profits.

I find it unlikely that there will be any units by Christmas
given that they didn't even have a prototype ready to show
anyone last week.

Besides, a 64-bit RISC machine for $200? Hehe, who are they
trying to kid? You cannot design and fabricate your own
64-bit RISC mpu's for that, much less an entire device.
Barring any recent wrinkles in the laws of physics or economics,
I'd say that this is more smoke and mirrors from Sunnyvale.
Remember how long it took them to release their other products
and then remember how many products simply never arrived.
I think this was just an inexpensive ploy to take the wind
out of 3DO's sails.

: To all you other grouches out there, now that the Falcon is hitting
: the store, are you going to buy one now, or start moaning about the
: Jaguar?

I find it interesting that you are relegated to talking about
mythical GAME machines when it comes to Atari. If they DO
come out with some sort of game console, you can bet that
the pc's made by Atari will suffer. They simply don't have
the capital to stay active in both markets. A successful
game console would ironicly probably kill off any future
for your beloved GEMbox.

Cheers,

Chris

--
Christopher Mauritz -- ritz@ritz.mordor.com

Ritz International BBS
Ask me about public access internet access in Jersey City, NJ

472. Re: Word Writer Replacement So

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:23:20 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739711309@rw8.urc.tue.nl>
Source record: 204601

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>In article H.ea.QDgzj78he9s@semprini.tdkcs.waterloo.on.ca, Chris Herborth
>(cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>>As a major oversight, SpeedoGDOS does not come with a PostScript drive.
>>It doesn't have CPX modules to configure it either, just a couple of
>>largish ACCs.

>Yes, but you can use them as programs (just rename them to *.app).

No yo mention it, what is the difference between *.app programs and
*.prg applications ?
The *.app seems a pretty useless recent addition to the *.tos *.ttp
*.prg and *.gtp series.

Erlend.

473. Re: Music Software for Atari ST (Pointers Wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:43:15 UTC
From: floyd@ss11fiveg.icl.co.uk
Message-ID: <6599@ozz.oasis.icl.co.uk>
Source record: 204606
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.compose

ooops!

had a bit of finger trouble/confusion with the mail address for
replies -- it should be

richard@fss.icl.co.uk

sorry/thanks

-- richard

==========
richard barnett richard@fss1.icl.co.uk
(posting from a friend's account)

474. Re: Amiga DSP - Complete Specs

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:44:21 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jun10.114421.16809@eng.cam.ac.uk>
Source record: 204607

jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:

<< Lots of good information about AT&T DSP3210 deleted >>

>processing algorithms without expensive local memory. All instructions execute
>in a single cycle (four clock periods> 80 ns for a 50 MHz part or 60 ns for a
>66 MHz part) and includes all floating point normalization (which is performed
>automatically). A single instruction may have two floating point operations:
>a floating point multiplication and a floating point addition. The DSP3210
>also supports up to four memory accesses in a single instruction cycle (quad-
>word transfer). The DSP3210 architecture features seven functional units:

It should be noted that each access to RAM in a given instruction
cycle will, in general, introduce a wait-state of one clock period.
This is also the case with the DSP56001, when using the external RAM.

<< Lots more detailed specs and discussion deleted >>

>Ref:

>"DSP3210 Digital Signal Processor. The Multimedia Solution", Information
>Manual. AT&T, September 1991 printing.

>"VCOS Multimedia Development Kit, Technical Reference". AT&T Release 1.0,
>March 1992 printing.

>DSP3210 Support Software Toolkit Manual, Release 1.3

>DSP3210 Support Software Library Manual, Release 1.3

Thanks for a very well research and written post, despite it having
nothing whatever to do with Atari computers...

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

475. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:45:04 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739712578@rw8.urc.tue.nl>
Source record: 204602

winnipg@sys6626.bison.mb.ca (Winnipg) writes:

>Have there been any rumours about SONY turning their mini-disc into a
>storage device? It's small, hold the same amount as a cd AND you can
>write to it. Hard drive of the future it looks like :)

This was on the German program Computerclub. Apparently some German
hackers have made some adaptor thingy to use the minidiscs. The
software to use the minidiscs is not that good yet.
But can a minidisc contain the same amount of data as a CD?? I can't
believe that. Minidisc needs extensive compressing for one hour of
music while a cd gets it all uncompressed.

Erlend.

476. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:55:47 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739713130@rw8.urc.tue.nl>
Source record: 204604

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>minute I don't know how fast the mechanism is, but it could be the ideal
>backup medium. It could also be used for game software that uses samples
>and digitised images.

No, the MD is not very well suited for storing computer data, except with good recovery strategies. The problem with Minidisc is that it has good quality sound when doing playback, but has major troubles doing decent recording. Minidisc has 10 seconds of RAM to straighten out troubles when reading (vibrations and so), but this does not work when recording, so just a small vibration could ruin what you were writing. Someone correct me if I am wrong. I am obviously biased since I live in the Netherlands where Philips (or Phillips for Americans) makes the DCC ;-)

Erlend.

477. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 11:59:21 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.739713445@rw8.urc.tue.nl>
Source record: 204603

azog@world.std.com (azog) writes:

>palefox@carson.u.washington.edu (Romeo Fahl) writes:

>>I will be using my ST to term for the next few weeks, provided that the
>>serial port is still intact. What term programs are out there in the PD
>>that are worth the download? I've tried Rufus, but can't get it to work.
>>Any tips?

>>Thanks,

>> RF

>Ive tried Rufus, Connect, and a whole bunch others, but I still keep
>going back to Uniterm. All the others are nice and pretty, but Uniterm
>is fast and easy to use... You can snag it from umich.edu.

If you do not need fancy terminal emulation, but just a dialer,
download/upload protocols and easy capturing take a look aat Dterm. I
use it all the time when connecting to Michtron BBS'es.
Other BBS'es are difficult since most use the ANSI protocol for which
you need COnnect, Ansiterm or something similar.

Erlend.

478. Re: Atari Stock Price

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 12:19:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1360@usdtsg.DaytonOH.NCR.COM>
Source record: 204609

In article <1993Jun9.191456.9955@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>Just before the stock market closed today, Atari was trading at
>2 15/16 up 3/8, while Commodore (CBU, right?) was trading at 3,
>down 1/8. Does everyone have their smileys ready? :)

I just wish I bought some of the stock when it hit 7/8 - the gain
(at least short-term) would've gave me enough money for a few Falcons by now
(and hey, what the heck, even an Amiga :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...my guess for why Atari's stock is rising is 1) Falcons shipping and
2) Jaguar announcement; I wonder why Commodore's stock is dropping,
however (I'm not in tuned with the Commodore world enough to make
a guess on that though)...

479. GENIE downloads

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 14:30:53 UTC
From: taylor@iiasa.ac.at
Message-ID: <1993Jun10.143053.13531@iiasa.ac.at>
Source record: 204608

Reading through znet magazine tells me that GENIE has lots of Atari
software that never seems to make it to any of the ftp archives that
I know, eg umich, ruu, erlangen.

Anybody know where on the internet this stuff might be located?

taylor@iiasa.ac.at
signature under development ...

480. Re: 1/4" tape ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 15:33:00 UTC
From: bartok@bnr.ca
Message-ID: <C8EwJ1.7r7@news.rich.bnr.ca>
Source record: 204612

I use the Beckemeyer tape backup software with my ICD host adaptor and an Archive Viper 2150-S tape drive. It uses the 150MB DC-6150 tapes. I don't know if that is what you are talking about when you refer to 1/4" tape, but it works great for me. I back up about 105 meg in a half hour.

Vince

#include std.disclaimer

481. Help***Tweety Board

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 16:38:34 UTC
From: krakoverj@immunex.com
Message-ID: <1993Jun10.083834.93@immunex.com>
Source record: 204613

Howdy,

I just bought and installed a tweety board for my megaST4 and well....
I get sound out of the 'C' channel. What about 'A' and 'B'.

I didn't get any software or manuals with it. Could someone please tell
me if I need any drivers or need to make any settings? Or do only
certain programs take advantage of it?

Thanks,
Jonathan
krakoverj@immunex.com

482. Lacom HardDisk Util. Program

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 16:47:12 UTC
From: malmlund@kruuna.Helsinki.FI
Message-ID: <1v7oig$en6@kruuna.Helsinki.FI>
Source record: 204611

A friend of mine is in DESPERATE need for the installation program for old LACOM hard disks. His problem:

I have an old 65 MB Lacom hard disk and it should be formatted. Yet, it doesn't seem to be possible to do this with Atari's HDX. There is supposedly some program called MDDRIVE.PRG which came with new Lacom hard disks (I bought the disk used and didn't get the program).

So, if you have a Lacom hard disk (not SCSI) and the programs, please send e-mail. Or if you know some FTP site which could have the program(s), please tell me. I can't use the hard disk before formatting because it has become messed somehow (I can't boot it).

The address and telephone number of LACOM would also help.

(BTW, Lacom is a German company.)

Send your answers to the email address: malmlund@kruuna.helsinki.fi

Greetings,
Jouni

483. Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 16:54:17 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Jun10.165417.42972@urz.unibas.ch>
Source record: 204610

Hi,
(mostly) everyone knows that the official Atari MultiTos is now availble.
From a german company there exists a software product which is also called
MultiTos which exists now approx for already one year.
So when I read a software-add in a magazin, which program are they selling?
With the Atari MTos there is no reason to buy the other MTos (theoretically)
(I am speaking of non-Falcon users), does that automatically mean that they
are selling the Atari MTos?

Ask the company that is selling the software? Probably. Or does anyone
know anything more specific about this?

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

- "Are you some sort of special-agent?" -
- "No, I'm just the cook." -
- "Oh God, we're all gonna die!" -
----

484. Re: Atari Falcons in San Diego???

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 16:54:44 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun10.165444.13285@btree.uucp>
Source record: 204649

In article <1993Jun9.055749.1552@sactoh0.sac.ca.us> mnj@sactoh0.sac.ca.us (Mark Newton-John) writes:
>
>Where is the local Atari dealer(s) in San Diego? I plan to go there
>in a couple months and would like to check out any dealers there.
>(I know the area well, went to SUDS, err.. SDSU and used to go to a
>place called Warner's... Are they still around? Where?)
>
[Clever .sig Removed]

Warner's has effectively abandoned the Atari line, although they still have a small assortment of used software and hardware available for sale. There always seems to be some controversy about their marketing methods and customer relations within the Atari community, consequently I never patronize their store.

Computer Plus in nearby Chula Vista has been actively supporting the ST series no matter _how_ bad the marketplace was. True, they also sell MS-DOS clones (gotta keep that cash flow up), but there always seems to be a large display of fresh software (sometimes imported from the UK), and service is always available. Contact: Mark Lawless, (619) 691-7844 Tuesday through Saturday. Location: 642 3rd Avenue (upstairs). Or call the store BBS at (619) 691-7862. I usually wander by several times a month just to see what's going on and pick up copies of ST Format / ST User / ST Action.

-- George Crissman

P.S.: While you're in San Diego, be sure to allow time for the Reuben H. Fleet Space Theater (displays an image wider than your head's field of view), and a walking tour across the border into Mexico!

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

485. Graphic Card for sale!

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 17:01:35 UTC
From: oberle@brian.uni-koblenz
Message-ID: <1v7pdfINN32f@mailhost.uni-koblenz.de>
Source record: 204614

```
REFLEX 1024 Graphic Card for sale
=================================

* monochrome
* for MEGA STs only (MEGA Bus connector)
* TTL and analog output
* up to 1024 x 1024 at 70 Hz, non-interlaced (!)
* directly connectable to SM-124 or compatible monitors
* resolutions on an SM-124 e.g.: 768 x 496, 1024 x 480, 1024 x 960 (interlaced), 70 Hz
* connectable to almost any monitor with optional cables.
* including software (driver and utilities)

Price: 250,- DM
```

486. Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 18:01:21 UTC
From: cyclone@netcom.com
Message-ID: <cycloneC8F3E9.1vt@netcom.com>
Source record: 204617

Atari stock is simply skyrocketing - up over 500% in little more than a month. From a low of 1/2 it's now at 2 13/16 and has been among the most heavily traded AMEX stocks. It has almost surpassed Commodore (3 1/8), though I have no idea which company has more outstanding shares of stock.

Why didn't I take a risk and buy at 1/2? Arrgh!

Bill

487. Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 18:02:11 UTC
From: et@pita.cs.huji.ac.il
Message-ID: <1v7sv3$jtl@bagel.cs.huji.ac.il>
Source record: 204621

I just looked into the group, and read something about a Jaguar games machine with 3D graphics hardware.
I'm interested in graphics apps, but I don't have the cash for an SGI machine, and a cheap computer based around the Jaguar hardware seems like a perfect solution.
Anyone has any idea if such a beast will exist, and if so, when?
I think that such a machine is the only thing which will prevent me from buying an Amiga when Commodore releases the new chipsets.

Please e-mail me a reply. I don't usually read this group.

ET

P.S. Like WOW! 3D shaded polygons in hardware on a $200 machine - I'm really impressed.

488. Internet Access from STs

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 18:24:57 UTC
From: J.M.Ross@man0507.wins.icl.co.uk
Message-ID: <MNEWS.739736697.21758@demon.co.uk>
Source record: 204618

Does anyone have any experience of accessing Internet in the UK from an ST using a modem? I'd like to know if it can be done, what software do you need etc. Please reply by e-mail (I've no read access to netnews).

James

James M. Ross ICL, Corporate Servers Division
Email: j.m.ross@man0507.wins.icl.co.uk

1@LN]

489. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 18:52:25 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <sg5s=de00VAtA3aUYZ@andrew.cmu.edu>
Source record: 204619

Excerpts from netnews.comp.sys.atari.st: 10-Jun-93 Which MultiTos is being sold? Capt.J.Mayol @urz.unibas (975)

> Hi,
> (mostly) everyone knows that the official Atari MultiTos is now availble.
> From a german company there exists a software product which is also called
> MultiTos which exists now approx for already one year.
> So when I read a software-add in a magazin, which program are they selling?
> With the Atari MTos there is no reason to buy the other MTos (theoretically)
> (I am speaking of non-Falcon users), does that automatically mean that they
> are selling the Atari MTos?

> Ask the company that is selling the software? Probably. Or does anyone
> know anything more specific about this?

I've never heard of this other MultiTOS? Maybe you're thinking of MultiGEM (which, by the way, is not worth buying... most of the programs I use don't like it, and the version of NeoDesk I had when I bought it didn't work with it, so I haven't used it since.)

This .sig is $hareware. If you use it for more than a month, send me all of your money, then see a psychologist. Or kill me.

490. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 18:52:53 UTC
From: wabe@ukc.ac.uk
Message-ID: <4765@eagle.ukc.ac.uk>
Source record: 204616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.93Jun10041027@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>>>>> On 8 Jun 93 04:24:44 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:
>
>> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
>> able to read the disks.
>
>Ian> I don't buy that. I typically format disks that use only 3 sectors per
>Ian> FAT instead of the wasteful 5 per that the desktop creates. The number of
>Ian> clusters per disk is thus even more than the extra 2k RECLAIM would give
>Ian> you. I have no problem using such disks on either older version of TOS,
>Ian> or on MSDOS.
>
>I agree with Ian! I often formatted my disks on my Sun SPARC at work,
>and on occasion filled it all the *way* up. On my ST I was still able
>to read the files. After all, it just follows the FAT pointers. I
>suppose that the problem would be a file that starts in these last 2
>clusters!
>
Almost! (Your last sentence is not quite true).

Although I almost never use a PC, I've looked into this business of compatibility between the PC format and the ST. I found that the TOS "bug" merely prevents WRITES to the last two clusters - the ST will quite happily READ them and (Dr. Sobek!) it _is_ quite happy to read a small file of <= 2 clusters that may exist there - indeed it will even DELETE it, but if you do that you will NOT be able to _write_ anything in its place (without using RECLAIM or similar trick to kid TOS there are more clusters on the disk). I should add I did these tests using an IBM formatted disk on a TOS 1.2 machine.

As far as my tests show, RECLAIMed disks are fully compatible with the PC format in the sense that you can both READ and WRITE a disk full on either machine. Some comments made on this Newsgroup seem to ignore the fact that the non-existent declared clusters on a RECLAIMED disk are MARKED_BAD and so, even on a PC, no attempt will be made to overwrite them.

As far as I can see, Claud Brod's utility that does not alter the floppy but alters the total Clusters No. held in memory in the Bios Parameter Block for drive A:\ achieves exactly the same thing as RECLAIM. However it needs to be memory-resident if it is to do this automatically and thereby deprives your machine of some RAM. It also needs to worry about what you put in drive B:\ if you have one. It does, however, safeguard against using utilities (like DISK_TOOL (DT.TTP) with option "-w" that will wipe off ALL the fats including MARK_BAD marks (0xFF7)). If such a RECLAIMed disk that

subsequently had its FATS wiped were used on the PC then there could be trouble if you attempt to fill the disk. The documentation I included with RECLAIM warns against these things.

W. Alan B. Evans.

491. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 19:22:51 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1v81mbE5od@uni-erlangen.de>
Source record: 204620

L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

>closed up on the AMEX at 2-9/16. That's close to triple its value from just
>a few weeks ago.

Hey, that sounds great. Something is happening! Is ATARi doing some
marketing or what? Or are there some interesting insider things going on
about the Falcon and the Jaguar?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

492. Re: Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 19:53:56 UTC
From: remyh@cco.caltech.edu
Message-ID: <1v83gkINNgg6@gap.caltech.edu>
Source record: 204622

cyclone@netcom.com (Bill Sheppard) writes:

>Atari stock is simply skyrocketing - up over 500% in little more than a
>month. From a low of 1/2 it's now at 2 13/16 and has been among the most
>heavily traded AMEX stocks. It has almost surpassed Commodore (3 1/8), though

Currently, Atari is trading at 2 1/2, Commodore at 2 7/8

>I have no idea which company has more outstanding shares of stock.

Commodore has 33.1 million shares outstanding, Atari has 57.8 million.

>Why didn't I take a risk and buy at 1/2? Arrgh!

Because hindsight is an exact science.

Remy
--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ 3cpu!remy@percy.rain.com I -Sartre) You do not want to believe. /

493. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 20:00:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v83srlNNku6@golem.wcc.govt.nz>
Source record: 204624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Hm. Think it over: you save 2048 Bytes per disc, and you *might* get into
] trouble with newer versions of TOS or DOS in general. You have to process

Why all this fuss over *2K*?

494. Re: Word Writer Replacement So

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 20:01:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v83ulINNku6@golem.wcc.govt.nz>
Source record: 204625

```
] No yo mention it, what is the difference between *.app programs and
] *.prg applications ?

As far as GEM in concerned, nothing!
```

495. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 20:40:52 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun10.164052.6221@spcvxb.spc.edu>
Source record: 204626

In article <1v81mbE5od@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>
>
>>closed up on the AMEX at 2-9/16. That's close to triple its value from just
>>a few weeks ago.
>
> Hey, that sounds great. Something is happening! Is ATARi doing some
> marketing or what? Or are there some interesting insider things going on
> about the Falcon and the Jaguar?

Frankly, I'm baffled. Atari's balance sheet is a shambles, they
have very little capital compared to their peers and they are
in debt up to their eyeballs. My guess is that it has something
to do with that ridiculous comment about putting out a 64-bit
game machine for $200 by Xmas. P.T. Barnum would love the Tramiels.

BTW, the stock peaked at 3 and closed today at 2 7/16 (off 1/8) on
fairly heavy (for Atari) volume.

Cheers,

Chris

496. who thinks the stock is going to continue to rise? hmm??? :)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 20:54:00 UTC
From: v115lue3@ubvmsd.cc.buffalo.edu
Message-ID: <C8FBC4.7AJ@acsu.buffalo.edu>
Source record: 204623

sure, we're all wishing we had picked up Atari at 1/2, hell, I wanted to - but didn't have any free cash around...sigh. But what about now? Yes the stock has already cleared 2 1/2, but do you think it will make it up to 4 or 5? I'm curious to hear other peoples opinions. Why? Because we may be able (albeit marginally, but who knows) to help further that rise ourselves.

I'm open to thoughts & debate..

.Philip

497. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 21:07:47 UTC
From: sourada@iastate.edu
Message-ID: <sourada.739746467@vincent1.iastate.edu>
Source record: 204627

In <1v7sv3$jtl@bagel.cs.huji.ac.il> et@pita.cs.huji.ac.il (EYAL TELER) writes:

[warning: personal opinion follows...]

>I'm interested in graphics apps, but I don't have the cash for an SGI
>machine, and a cheap computer based around the Jaguar hardware seems
>like a perfect solution.
>Anyone has any idea if such a beast will exist, and if so, when?

I would highly doubt it. Although Atari evidently spent quite a bit making an impressive chipset for the Jaguar, things like that rarely migrate back to the computers... The primary obstacle is that they have a lot invested in current line (including a (relatively) BRAND NEW one), and setting up a real OS, apps, and support for a new line would be a big stress on a struggling company.

Of course, there are always people (myself included) who would live without the support and software to get some really neat hardware cheap, but that segment is not large enough to support even a bare-bones offering (observe the great amount of public complaints that Atari gets for there support already...).

I also don't know if the Jaguar chipset would be good for a general purpose machine, since (presumably) it's highly tuned for game graphics (read: it probably cheats a lot).

>P.S. Like WOW! 3D shaded polygons in hardware on a $200 machine -
> I'm really impressed.

Don't be too surprised about the price. After all, this machine cannot be used as a general purpose computer (lacking any reasonable I/O except graphics and sound), it requires relatively little support, and it's price is made to sell _cartridges_.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

498. Re: who thinks the stock is going to continue to rise? hmm??? :)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 21:53:37 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1v8ah1E972@uni-erlangen.de>
Source record: 204628

v115lue3@ubvmsd.cc.buffalo.edu (Apprentice Of The Obvious) writes:

> sure, we're all wishing we had picked up Atari at 1/2, hell, I wanted to
>- but didn't have any free cash around...sigh. But what about now? Yes
>the stock has already cleared 2 1/2, but do you think it will make it up
>to 4 or 5?

If - I say if - ATARI should really be able to sell the Jaguar this year (something the I can hardly believe) then the stock will go up more. But as long as ATARI can't show the machine to the public they surely can't sell it...

The market for video games is big - not everybody wants to buy a 486 for good games. And the market for the Falcon is there - too. Even more for the next Falcon.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

499. ST computers FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 22:19:51 UTC
From: dth@cs.brown.edu
Message-ID: <1993Jun10.221951.25868@cs.brown.edu>
Source record: 204631
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers,comp.sys.atari.st,ne.forsale

I have two Atari ST systems plus software for sale.

Atari 1040STf w/ 1M RAM, 720K floppy $150
Atari 520ST w/ 1M RAM*, modulator, 360K floppy $75
* piggyback memory addon, flakey
Atari SC1224 color monitor $125
homemade adapter for connecting multisync
monitor to any ST, can switch between
color and monochrome modes $15
lots of Start disks and games (original disks) $50
grabbag, guaranteed to be worth much
more than the asking price

Buyer pays UPS shipping. No COD.

Contact me at dth@cs.brown.edu or hoang@super.org. Or call (301) 805-7302.
--

Dzung T. Hoang Graduate Student
dth@cs.brown.edu Brown University, Providence, RI
---

500. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 22:44:14 UTC
From: logajan@ns.network.com
Message-ID: <1993Jun10.224414.5130@ns.network.com>
Source record: 204630

mauritz_c@spcvxb.spc.edu writes:
>mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>> Something is happening! Is ATARi doing some marketing or what?
>
>Frankly, I'm baffled. Atari's balance sheet is a shambles, they
>have very little capital compared to their peers and they are
>in debt up to their eyeballs.

It could be "the bigger fool" phenomena. On a slight upturn, people will buy into a stock on the assumption that there is a bigger fool than them who will buy the stock at yet a higher price. Eventually there are no more bigger fools, and then the stock price comes a tumbling down.

--
- John Logajan MS602, Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@network.com, 612-424-4888, Fax 612-424-2853

501. audio sculpture (audio.lzh)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 22:50:08 UTC
From: sfwhite@sciborg.uwaterloo.ca
Message-ID: <C8FGrL.5LF@watserv2.uwaterloo.ca>
Source record: 204629

i've downloaded this from atari.archive, but can't figure all of it out..
are there any docs about? if not, just knowing how to change a pattern's
tempo within a MOD would be nice..

email would be great.

-- sfw
--
Stephen F. White
sfwhite@sciborg.uwaterloo.ca
"Too bad we can't dance on USENET." - Brian Behlendorf

502. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 23:31:21 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Jun10.233121.18923@solaris.rz.tu-clausthal.de>
Source record: 204645

Ralph Sobek (ralph@cerfacs.fr) wrote:
> Well, ICD 5.5.0 is available by anon ftp on ftp.uni-muenster.de. For
> what that's worth. It's not the latest but better than ICDBOOT
> v4.4.2.

..and you should know: its not allowed to distribute ICD-Software via
anonymous FTP.

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
W-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
---

503. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 23:31:43 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun10.233143.15447@convex.com>
Source record: 204632

In article <1993Jun10.164052.6221@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>BTW, the stock peaked at 3 and closed today at 2 7/16 (off 1/8) on
>fairly heavy (for Atari) volume.

time to go short...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

504. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 23:36:35 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1v8gi3$afp@elroy.jpl.nasa.gov>
Source record: 204633

In article <82599@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>That's right... if someone doesn't already know enough to ask a question
>in a way that indicates they alredy know the answer, let's just make fun
>of them.. it's the "Atari Way"...

Actually, it seems that we have to make fun of *everyone*, regardless of
whether or not they know an answer, have something meaningful to say, etc...
>
>Let's not explain anything, or try to help anyone understand the way
>things work.. let's just call their questions "quesswork mumbo-jumbo
>made up trash"...
>
>What do you think this newsgroup is for, anyway..? Helping people...?
>Answering questions..? Get real... this is the ATARI newsgroup..

Judging from your posting, I guess this group is mainly for *asking* questions.
With a heavy dose of snappy comebacks, of course, especially for rhetorical
and sarcastic questions...

You know things are bad when the discussion in a group is about the discussion
in the group, as opposed to the topic the group was originally chartered to
discuss, eh?

But anyway... I guess it's too easy for those of us who've been participating
in this newsgroup for so long to dismiss "naive" questions or answer them out
of hand with biting retorts. We've probably rehashed things a zillion times
and this time is nothing different from the last, etc. (Does that mean that
there isn't anything new or interesting to discuss about Atari systems any
more? Hm...) We're only human, there are limits to patience, (there's a loaded
statement...) so it goes.

This is probably going to come out as extremely rude, but I feel the need to
mention it anyway... I'm somewhat puzzled by the level of questions Len has
been posing to this group. Coming from a forum (Cleveland Free-Net) which he
was billing as the premier Atari forum in the electronic world, I would have
expected him to know these answers already. The TT has been around long enough,
I'd figure that most people who knew that two kinds of RAM existed on that
system would also already know what the distinctions were... Obviously I
figured wrong, but it's still surprising to me.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

505. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-10 23:53:38 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun10.235338.16124@convex.com>
Source record: 204634

In article <C8D3JD.4I4@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>Well, CD-ROMs have a lot more error detection/correction bits than
>audio CDs (consider how many 'bits' of music you hear are just
>interpolated (aka guessed) by the CD player-these would become hard
>errors in a CD-ROM!). Thus the reduction to ~600Mb per CD-ROM.

yes, of course. error correction. is this hardware or software though? i would guess software (8+1 parity, for example, which would take the audio ~720MB down to ~600MB with FAT-like structures). i would think you could write a driver to talk to a digital interface on an audio CD recorder (say AES/EBU or S/PDIF). the appropriate standard would be the main issue. for example, you can implement RAID 5 on disk drives without changing the drives themselves or their controller hardware.

>There's also such things as directory structures (etc) that audio CDs
>don't really have and CD-ROMs do have.

this is definitely just a software (driver) issue. and i believe audio CDs do have a table of contents, analogous to a directory...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

506. PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 00:37:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.99JaH9ox&DI@yonder.equinox.gen.nz>
Source record: 204648

Is PC-Ditto now PD???

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Be careful not to wake up the sleeping pills. - Captain Kreman. ::

507. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 00:45:19 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <9XFy5B6w165w@iowegia.dsm.ia.us>
Source record: 204638

jesa@s0jxb.exnet.co.uk (John Budden) writes:

> To anyone out there who uses a Supercharger PC emulator:
> Would you be interested in a discussion and mutual help group for
> Supercharger owners? I have no idea how to start a new news group but
> it must be possible if enough people are interested.
> Mail me.
>
> John
> --
> ==
> From: John Budden Email: s0jxb@exnet.co.uk
>

I have PC-Ditto II which no longer works, but I would be glad to
get involved with such a news group.
Any help on PCDITTO in mail would be helpfull :)

508. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 02:03:07 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1362@usdtsg.DaytonOH.NCR.COM>
Source record: 204636

In article <sg5s=de00VAtA3aUYZ@andrew.cmu.edu> gspear+@CMU.EDU (Geoffrey Spear) writes:
>
>I've never heard of this other MultiTOS? Maybe you're thinking of
>MultiGEM (which, by the way, is not worth buying... most of the
>programs I use don't like it, and the version of NeoDesk I had when I
>bought it didn't work with it, so I haven't used it since.)

I dunno - I use MultiGEM sometimes - it seems to like GEM-based applications
the best (like say WordwriterST, Gemview, etc). It does work with the
Gemini desktop *if* you set Gemini as a "booted" program (i.e. if you
boot up with MultiGEM like normal, THEN load in Gemini, it's not quite
right) - could be a related thing to Neodesk as well?

I just like being able to switch between things as easily as say under
Windows or Multifinder (I just wish they allowed you to change
task priority settings so zmodem wouldn't take up so much CPU time :-(

I wonder what would happen if you booted with *both* MTOS and MGEM :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

nostalgia: "remember when MTV played really GOOD videos?"

509. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 02:09:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1363@usdtsg.DaytonOH.NCR.COM>
Source record: 204637

In article <1v81mbE5od@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>
>
>>closed up on the AMEX at 2-9/16. That's close to triple its value from just
>>a few weeks ago.
>
>Hey, that sounds great. Something is happening! Is ATARi doing some
>marketing or what? Or are there some interesting insider things going on
>about the Falcon and the Jaguar?

It's probably a combination of the fact that the Falcons are finally
starting to reach the public, and the press release on the Jaguar,
plus who knows what else.

Maybe someone could answer me 2 simple stock questions (no, I'm
not asking for advice - just info :-)

1) who or what cause the price of the stock to change?
2) does Atari send a newsletter/brochure/etc to its stock holders?

We might just get caught up in a GOOD catch-22:
-Atari releases products and stock goes up
-stock goes up, influencing people to make products for the Atari

Of course, it can always change, but it's looking on the up side for
the time being :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

why is it that the unbelievable seems to happen more often than the believable?

510. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 03:39:56 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8Fu6L.E23@netcom.com>
Source record: 204639

In article <1993Jun10.165417.42972@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.Mayol) writes:
>Hi,
>(mostly) everyone knows that the official Atari MultiTos is now availble.
>From a german company there exists a software product which is also called
>MultiTos which exists now approx for already one year.
>So when I read a software-add in a magazin, which program are they selling?
>With the Atari MTos there is no reason to buy the other MTos (theoretically)
>(I am speaking of non-Falcon users), does that automatically mean that they
>are selling the Atari MTos?
>
>Ask the company that is selling the software? Probably. Or does anyone
>know anything more specific about this?

Could the product which the german company produces be called MultiGEM, not MultiTOS?
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

511. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 03:56:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.zxwOukfuGPs@semprini.tdkcs.waterloo.on.ca>
Source record: 204562

In <wmtwen.739713130@rw8.urc.tue.nl>, Erlend Nagel writes:
> No, the MD is not very well suited for storing computer data, except
> with good recovery strategies. The problem with Minidisc is that it has
> good quality sound when doing playback, but has major troubles doing
> decent recording. Minidisc has 10 seconds of RAM to straighten out
> troubles when reading (vibrations and so), but this does not work when
> recording, so just a small vibration could ruin what you were writing.
> Someone correct me if I am wrong. I am obviously biased since I live in
> the Netherlands where Philips (or Phillips for Americans) makes the DCC
> ;-)

From what I've read, the Minidisc uses a lossy compression to store its
data... this means its not suitable for data storage, unless the
compression in the hardware can be turned off.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

512. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 04:04:03 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8FvAr.FBA@netcom.com>
Source record: 204640

In article <sourada.739746467@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>
>I would highly doubt it. Although Atari evidently spent quite a bit making
>an impressive chipset for the Jaguar, things like that rarely migrate
>back to the computers... The primary obstacle is that they have a lot
>invested in current line (including a (relatively) BRAND NEW one), and
>setting up a real OS, apps, and support for a new line would be a big
>stress on a struggling company.

While I also doubt that a computer will emerge from the Jaguar chipset, isn't it at least a bit intriguing what this small, struggling, "will be dead in a few hours" company is doing?

First, they have the Falcon which is shipping. Sure, it's in small numbers, but it always starts out that way. This is their main concentration at this time. Home/multimedia/music computer with DSP and SCSI-II for under $1500 with 4megs of RAM and an 84meg hard drive built-in. That's a deal if I ever saw one.

TTs and MegaSTEs are in production again.

They have the Lynx which is doing well. Indications from the outside show that it's not blowing the others out of the water in terms of market share, but it sells well.

The Jaguar should be out in a year. Without a doubt, it's been in development for a good amount of time.

MultiTOS, a sophisticated, pre-emptive multitasking OS, for the ST/TT computers is shipping.

SpeedoGDOS, an excellent outline font extension, for the ST/TT computers is shipping.

AtariWorks, an integrated word processor, database, spreadsheet program, for the ST/TT computers is shipping within the month, if not now.

They licensed that Cinepak video compression technology, so something must be cookin' in the oven.

While they might or might not be struggling, they definitely are small, and they definitely are working hard. Just like little elves. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

513. SOFTWARE FORSALE

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 04:22:07 UTC
From: rast@vice.ico.tek.com
Message-ID: <1v919f$bhf@vice.ico.tek.com>
Source record: 204641

```
Atari ST Software FORSALE:

Migraph Titles
TouchUp v1.02 $20
Easy Draw v2.3 $20
w/Easy Tools #1
OSpooler $10
LabelMasterElite $10
HPDeskJet Printer
Driver $5

NeoDesk v3.0 $10
GramSlam $10
UIS II $5
CodeKeys $10

Future Systems 5 1/4 $35
floppy drive

Shipping extra. COD fee is $4.50

Make me an offer!
Keith
rast@tal.ICO.TEK.COM
```

514. Magic Sac Plus Nightmare

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 05:09:00 UTC
From: automan@stein.u.washington.edu
Message-ID: <1v941cINN3gb@news.u.washington.edu>
Source record: 204642

Greetings!

I aquired a 1987 Magic Sac Plus and a a Set of Apple II Roms for free. Problem is, when I put the two together, they don't work. I am sure the ROMS are fine, and the Magic Sac had never been used till I tried it, but I think I know what the problem is.

The manual (also dated 1987) states that the Apple ROMS must be 1983 to work, and mine are from 1984, guess these are some kind of 128k ROMs that do not work with Magic Sac.

My question is, is there new software out there to let these ROMs work with Magic Sac Plus? I can't seem to locate an address for Dave Small, or I would just ask him directly.

In the event that I can't get these ROMs to work, I would be in the market for aset of ROM chips that would work. I check on used busted up MAC stuff today and found a FUNCTIONING MACII for $380, which would be my last alternative.

But before I do anything rash, I wanted to see if the Atari Braintrust out there could provide any useful suggestions, ideas, sales pitches, etc.

Your assistance would be greatly appreciated!

Thanks in advance!

515. syquest cart on ST, Mac, and PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 05:14:34 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993Jun11.011434.23055@newstand.syr.edu>
Source record: 204650

I would like to have msdos formatted syquest carts availble for ST, Mac, and PCs. An ICD-ST format, and even an msdos format provided by ATSpeed, are not readable by the Multi-Driver init from Insignia Solutions, which is made to allow Macs to read carts. A format done on a real PC via a scsi card can be read by Macs using Multi-Driver. Unfortunately, such carts are not readable on an ST! (I'm using v 5.x of ICD's software.) Actually, I'm not sure that they are not readable, but they cannot be written to. Regardless of whether I partition the cart into 2 or leave it in 1 partition, the ST tells me that there is no room left on the cart when I try to copy files to it (even if it is the first file to be copied!). Of course, if I use the ICD software to repartition the cart, the Mac can no longer read it.

Do you get the picture? The ICD software will not properly recognize the PC-formatted cart, and the ICD-formatted cart will not be read by the Mac! Is there any way to solve this problem?...perhaps via newer ICD software?

Any help will be greatly appreciated.
--Gerry
ggreenbe@rodan.acs.syr.edu

516. Atari ST Spring Cleaning

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 05:31:21 UTC
From: andy@jarthur.claremont.edu
Message-ID: <C8FzCA.DBs@news.claremont.edu>
Source record: 204643

It's spring cleaning time; time to clean out some of the stuff I
haven't used in a while. I have the following Atari ST stuff for
sale:

Hardware:
Atari 1040 ST, with SS internal drive and 520 STfm faceplate. Missing
shifter chip. Nonfunctional after shipment, but should be easy to fix.
GTS-100 DS/DD external drive
Z-Keys external keyboard interface, with driver
Keyboard springs
Standard Atari joysticks
2 Atari mice with flaky cords

Development:
Laser C
Personal Pascal
GFA Basic 3.0, with compiler
GFA Companion
AssemPro
A-Seka
Tempus II

Development documentation:
Tackle Box ST
Compute!'s Technical Reference Guide, Volume One: VDI
Compute!'s Technical Reference Guide, Volume Two: AES
Compute!'s Technical Reference Guide, Volume Three: TOS
Atari ST Application Development
Compute!'s ST Applications Guide: Programming in C
Atari ST Internals
Atari ST Tricks and Tips
GFA Basic Book, with disk
A binder of notes on Atari ST hardware
Atari ST Machine Specific Programming in Assembly, printed and in a binder
Professional GEM series, printed and spiral-bound

Applications:
Easy Draw, with SuperCharger, IMG Clip Art, utilities disk
Flash
Base Two
A-Calc Prime
A-Chart

Utilities:
Multidesk Deluxe
Hotwire

Codehead Utilities
Lookit and Popit
G+Plus
Turbo ST
DC Desktop
Universal Item Selector
Migraph Deskjet GDOS drivers

Games:
Flight Simulator II
The Bard's Tale
Red Storm Rising
Phantasie
Golden Path
Impossible Mission 2
The Guild of Thieves
Tower Toppler (no manual)
Gunship (no manual)
Witness (no manual)
The Hitchhiker's Guide to the Galaxy (no manual)

Public Domain collections:
ST Informer: Jul 1987 - Jul 1990; Nov 1990
AIM: Jan 1990 - Mar 1990, May 1990 - Sep 1990
Accusoft: #139, 192, 249, 269, 292, 367, 399, 409, 480, 549, 557

The development documentation contains all the information you need to know to develop for the Atari ST. I don't really want to let it all go, but I haven't had time to spend on ST development for quite a while. That means a great opportunity for you to pick up some great development documentation and tools! I'd prefer to keep the documentation bundle together, since it makes a great set.

Make me an offer on any of this stuff. (The bigger bundle you want, the better deal I'll make you! And no, you can't have my main ST!) Send me mail at andy@jarthur.claremont.edu if you're interested.

-- Andy

517. Atari magazines available

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 05:32:20 UTC
From: andy@jarthur.claremont.edu
Message-ID: <C8FzDw.DDG@news.claremont.edu>
Source record: 204644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Limited space necessitates my getting rid of some back issues of
Atari magazines, and I'd like them to go to someone who could use
them. These magazines contain a lot of good information about the
Atari ST and Atari 8-bits, and they're getting hard to find nowadays.
Available to the best offer:

Antic:
1984: Jan, Oct-Dec
1985: all
1986: all
1987: all
1988: Jan-Sep

Disks: Aug 1986, Dec 1987

ANALOG Computing:
#14 (Nov/Dec 1983) - #72 (May 1989)
#78 (Nov 1989) - #79 (Dec 1989)

Disks: #38

Compute:
1983: Jul, Dec
1984: Jan, Mar-May, Jul, Sep-Dec
1985: all
1986: all
1987: all except Nov
1988: all
1989: all
1990: Jan-Apr

Disks: Oct-Dec 1986, Jan-Mar 1987

STart: (all include disk)
1986: Summer, Fall, Winter
1987: Spring, Summer, Fall, Special Issue #1
1988: Special Issue #2, Spring, Special Issue #3, Summer,
Special Issue #4, Oct-Dec
1989: all
1990: all except Sep
1991: Jan-Apr/May

ST Informer:
1987: May, Jul, Oct, Dec
1988: all
1989: all

1990: all
1991: Jan-May

ST Log:
1987: Jan-Jul/Aug
1988: Apr-Dec
1989: Jan-Oct

Disks: Issues #11, 16, 22, 24-26, 28, 30-38

Atari Explorer:
1986: Sep/Oct, Nov/Dec
1987: Jan/Feb, Spring, Summer, Sep/Oct, Nov/Dec
1988: Jan/Feb-Nov/Dec
1989: Jan/Feb-Nov/Dec

AIM:
1990: Feb-Apr, Sep-Dec
1991: Jan

Current Notes:
1987: Dec
1988: Jun
1989: Dec

Compute!'s ST:
1988: Feb

PSAN:
1987: Apr

ST Express (w/disk):
1988: Apr

If you're interested in these, please send mail to
andy@jarthur.claremont.edu. Thanks.

-- Andy

518. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 06:14:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83191@cup.portal.com>
Source record: 204647

Couple of Jaguar related things..

Jez San, the programmer of Starglider I and II for the ST/Amiga, and
StarFox for the SNES, has said that the Jaguar chipset was designed by
a company out of the U.K....

Also, Atari has already stated that they have no plans to turn the Jaguar
into a "computer"...

BobR

519. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 06:36:22 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <4g62Tae00YUnEaAJZX@andrew.cmu.edu>
Source record: 204646

Actually, the new version of NeoDesk was supposedly fixed to work
with MultiGem. I actually have it installed on my HD; I just haven't run
it in about 7 months. Maybe I'll fool with it next, if I ever get my
multi-user MiNT setup to work with ka9q.

As for applications problems under MultiTOS, the 2 things I used
my computer for most when I bought it were calling BBS's (Interlink)
and Word Processing (WordPerfect). WordPerfect just didn't like
MultiGEM at all... every time you select a new window, WP re-activates
its window. As for Interlink, I really had no reason to run it under
MultiGEM, since it doesn't run in a window anyway.

Now I use my computer as a dedicated terminal most of the time,
until recently when I've been hacking MiNT and network software. Still
no reason for MultiGEM. But I did buy it, and it would be nice to at
least have it working...

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

520. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 07:12:48 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.2ilSDmbc0Ho@yonder.equinox.gen.nz>
Source record: 204553

In <wmtwen.739713445@rw8.urc.tue.nl>, Erlend Nagel writes:

>If you do not need fancy terminal emulation, but just a dialer,
>download/upload protocols and easy capturing take a look aat Dterm. I
>use it all the time when connecting to Michtron BBS'es.
>Other BBS'es are difficult since most use the ANSI protocol for which
>you need COnnect, Ansiterm or something similar.

I like UNITERM, it's okay for ANSI too, you don't get the IBM PC graphics,
but it handles all the control codes.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Be careful not to wake up the sleeping pills. - Captain Kreman. ::

521. Re: HSC MiNTlibs pl30 uploaded to atari.ar

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 08:03:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jun11.080342.17771@cee.hw.ac.uk>
Source record: 204551

In article <1v2683$mn2@obelix.uni-muenster.de>
julian@math.uni-muenster.de writes:
>As far as I know, this bug can happen in older GEMDOS versions too (when trying
>to hard to write to a full disk). Good hard disk drivers have a partition
>boundary check, so this will never wipe out the following partition (I guess
>that Atari will do the same for AHDI soon :-)

This phenomenon hit our SH204s some time back. Drive D got trashed when drive
C got full I checked and found the partition tables had overlapping. They
were formatted and partitioned using the early version of AHDI that came with
them. I repartitioned the drives with AHDI v3 and all has been well ever
since.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

522. No PageStream III. But new Falcon case?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 08:23:43 UTC
From: djs@jet.uk
Message-ID: <1993Jun11.082343.18418@jet.uk>
Source record: 204552

```
PageStream
----------
Soft-Logik have confirmed that they do not expect to release PageStream v3
for the ST. They feel that they cannot justify any more work on the project
in the view of poor sales of the current version on the ST. :-(
Source: ST Applications, issue 31.

(Perhaps if they fixed the PostScript screen rendering, more people would
be interested in buying it.)

Falcon
------
Darryl Still, Atari UK's Marketing Manager has confirmed that the Falcon will
appear in the new case later this month, with a substantial prive cut
expected.
Source: ST Applications, issue 31.

(However, Mr Still does not have a great track record for accuracy...)

--
+-------------------------------------------------------------------------+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+-------------------------------------------------------------------------+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.
```

523. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 10:25:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1364@usdtsg.DaytonOH.NCR.COM>
Source record: 204558

In article <4g62Tae00YUnEaAJZX@andrew.cmu.edu> gspear+@CMU.EDU (Geoffrey Spear) writes:

[STuff deleted]

>WordPerfect just didn't like
>MultiGEM at all... every time you select a new window, WP re-activates
>its window. As for Interlink, I really had no reason to run it under
>MultiGEM, since it doesn't run in a window anyway.

I have a feeling that the same thing would happen with WP with MultiTOS.
Most GEM programs don't force their window to top, so WP must have been
doing something differently.

With Interlink - did you have access to the ACCessories? If so, then
it would've worked fine with MultiGEM. You don't really need to have
things run in a window somuchas you need access to the ACCessory
area (where the different MultiGEM slots were). For instance, Uniterm
works fine under MultiGEM - the caveat being that you had to switch to
the drop-down menu screen (HELP key) to get at it...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"if I had a nickel for everytime I asked this, I'd have, well, I'd
have a bunch of nickels I tell ya..."

524. Re: Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 11:20:37 UTC
From: julian@math.uni-muenster.de
Message-ID: <1v9pq5$h7b@obelix.uni-muenster.de>
Source record: 204556

In article 93Jun10040053@hal.cerfacs.fr, ralph@cerfacs.fr (Ralph Sobek) writes:
> my problem was having metados2 active in my auto folder. that kills
> stzip and friends.

ST-Zip doesn't save 'enough' registers before GEMDOS calls (MetaDOS is destroying
all registers that it is allowed to destroy: a0-a2 and d0-d2).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
----

525. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 11:26:32 UTC
From: julian@math.uni-muenster.de
Message-ID: <1v9q58$h7b@obelix.uni-muenster.de>
Source record: 204555

In article 42972@urz.unibas.ch, minidis@urz.unibas.ch (Capt.J.Mayol) writes:
> Hi,
> (mostly) everyone knows that the official Atari MultiTos is now availble.
> From a german company there exists a software product which is also called
> MultiTos which exists now approx for already one year.
> So when I read a software-add in a magazin, which program are they selling?
> With the Atari MTos there is no reason to buy the other MTos (theoretically)
> (I am speaking of non-Falcon users), does that automatically mean that they
> are selling the Atari MTos?
>
> Ask the company that is selling the software? Probably. Or does anyone
> know anything more specific about this?

This is news to me. There once was MultiGEM (which won't be developed further).
And there's Mag!x, really really fast (but lacking some of MTOS' features).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
---

526. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 11:32:32 UTC
From: julian@math.uni-muenster.de
Message-ID: <1v9qgg$h7b@obelix.uni-muenster.de>
Source record: 204557

In article 16124@convex.com, rosenkra@convex.com (William Rosenkranz) writes:
> yes, of course. error correction. is this hardware or software though? i
> would guess software (8+1 parity, for example, which would take the audio
> ~720MB down to ~600MB with FAT-like structures). i would think you could
> write a driver to talk to a digital interface on an audio CD recorder
> (say AES/EBU or S/PDIF). the appropriate standard would be the main issue.
> for example, you can implement RAID 5 on disk drives without changing the
> drives themselves or their controller hardware.

CD-DA (digital audio) uses 2336 bytes of a sector for audio information. CD-ROM
(normally) uses 2048 bytes and spends the rest for error correction and headers.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
----

527. Re: Diamond Edge patch 1.03/1.04 -> 1.10 to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 11:47:21 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun11.084721.14327@ac.dal.ca>
Source record: 204563

In article <1v5h01INNffq@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> In article <1993Jun9.110448.14284@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
>> Just a brief note to say I've put a patch program to upgrade Diamond Edge
>>from v1.03/1.04 to v1.10 into the New directory on a.a. this morning. The
>>file name is d1034_110.lzh. With some luck it may become available in
>
>
> Was there a patch for v1.02 to v1.03 released? (I can't recall seeing one...)
>
>
Yes, the older patches are on a.a., with names beginning with de... (I
don't recall the precise file names). I believe they may still be showing
up in the Newitems directory. If I remember correctly, you have to go from
1.00 to 1.02, then from 1.02 to 1.03.

528. Re: Interesting speed note (486, 68000)

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 11:54:15 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun11.115415.13909@cs.ruu.nl>
Source record: 204554

```
>} This must be a load of rubbish because I used to regularly use a 486-33
>} at work and a TT at home to compile a fairly large C program (40,000+)
>} and the 486 ripped through the compilation (Zortech) while the TT just
>} slowly muched its way through - if I had a choice I'd compile on a
>} 486 rather than a TT. As for graphics, yes maybe the TT graphics are
>} faster than your average 486 steup BUT the TT graphics are complete crap
>} in comparison. And yes one could buy a graphics card for the TT but have
>} YOU got a leg and arm to spare.

THEOREM Given two machines a and b, a is faster than b
PROOF Take a commercial C compiler on machine a and GNU C on the other.
Compile the same program. QED.

COROLLARY All machines are equally fast.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)
```

529. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 12:18:52 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <C8GI7I.A36@cbnews.cb.att.com>
Source record: 204560

In article <1993Jun10.164052.6221@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <1v81mbE5od@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>> L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>>
>>
>>>closed up on the AMEX at 2-9/16. That's close to triple its value from just
>>>a few weeks ago.
>>
>> Hey, that sounds great. Something is happening! Is ATARi doing some
>> marketing or what? Or are there some interesting insider things going on
>> about the Falcon and the Jaguar?
>
>Frankly, I'm baffled. Atari's balance sheet is a shambles, they
>have very little capital compared to their peers and they are
>in debt up to their eyeballs. My guess is that it has something
>to do with that ridiculous comment about putting out a 64-bit

It's called a press release. And it's not ridiculous. The Jaguar is very real.
The proprietary chips have been sent out for mass production, and there are
games written, with more being developed. This is fact. Believe it.

>game machine for $200 by Xmas. P.T. Barnum would love the Tramiels.
>
>BTW, the stock peaked at 3 and closed today at 2 7/16 (off 1/8) on
>fairly heavy (for Atari) volume.
>

Atari stock will eventually top 10. Mark my words.

>Cheers,
>
>Chris
>

Tom

--
+----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+----------------------------------+---+

530. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 12:26:06 UTC
From: cmedley@wam.umd.edu
Message-ID: <1v9tku$e7c@cville-srv.wam.umd.edu>
Source record: 204559

As far as a Jaguar-based computer... what systems are being used for game development on the Jaguar? I remember that originally Lynx games were done on the Amiga (and who can forget Dave Baggett's post about the Lynx programming team when he visited there?). Does anyone know or is there some other way to find out?

Also, it seems most of the world is pretty skeptical of Atari's claims that they have a 64-bit system "coming soon". I would hope that the people who buy stock are reasonably picky (after all, they were picky enough to make it plummet for quite some time), so perhaps some info about the Falcon or Jaguar has encouraged the surge in price?

531. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 12:32:54 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1v9u1m$bvr@lily.csv.warwick.ac.uk>
Source record: 204561

In article <83191@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Couple of Jaguar related things..
>
>Jez San, the programmer of Starglider I and II for the ST/Amiga, and
>StarFox for the SNES, has said that the Jaguar chipset was designed by
>a company out of the U.K....

I think that this company is Psygnosis - I remember hearing about it a
while ago.

About 4 years ago, I read an interview with Psygnosis, and they were
basically saying that all present hardware was not powerful enough for the
kind of games that they wanted to write, but that they would like to
design their own machine. Maybe the Jaguar is their 'dream machine'.

>BobR

Paul
cstadbs@warwick.ac.uk

532. so which mac emulator do I have?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 12:35:51 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun11123551@ramanujan.WPI.EDU>
Source record: 204580

I've got an all software emulator. It's called Spectre, but I have no hardware with it. I just run the disk and it works! This makes me think it's a non-legit one... I'm looking for a Spectre GCR or Magic Sac since I don't feel so hot about using a pirated copy of such an important piece of software...

Anyway, is there any way to get anything other than the Spectre GCR to read Mac disks? I got a copy of a Shareware program (specstuf.arc) that claims to do this but I haven't tried it and it says you need to register it to get your ST to read Mac disks. Sadly it's not too clear whether it'll let my ST read ANY Mac disk or certain Mac disks or what so I'm hesitant to pay for it. I don't want to end up paying for something that MAY or may NOT do what I need...

So anyway, my questions boil down to these:

What is the program I have called?

What is the easiest and/or cheapestway for me to get my ST to read real Mac 800k disks?

Is the registered specstuf.arc package worth it?

Feel free to post or email...

thanks,

.s.

(While I'm at it, anyone know anything about IMG Scan? I've got the original disk and documentation, but not the hardware. Since I got it second hand, it looks like it got lost or broken or something... Anyone want the disk and docs?)
--
- lancer@wpi.wpi.edu - - such is the way of the SysOp: -
- You are a bug. I am superior to you. I can squash you anytime. -

533. Gamers..

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 13:47:17 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Jun11.134717.6455@ousrvr.oulu.fi>
Source record: 204566
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

Ever played a computer game and wished they hadn't put something in, or maybe there was something that would have been better left out?

Ever thought to yourself "If I was the programmer, I would have done it differently"?

Well now's your chance to influence some games programmers!

What type of game do you like best? Shoot-em-up? Role-Player? Strategy? Simulation? etc.

What are your favourite games?

What do you think makes these games good?

Are there any things you would like to change in these games?

Thanks in advance..

Paul

534. Re: No PageStream III. But new Falcon case?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 13:48:45 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1va2ft$76f@charm.magnus.acs.ohio-state.edu>
Source record: 204565

```
> PageStream
> ----------
> Soft-Logik have confirmed that they do not expect to release PageStream v3
> for the ST. They feel that they cannot justify any more work on the proje
> in the view of poor sales of the current version on the ST. :-(

I haven't called SoftLogik in about a week, but as of last week they said
that they had not made a decision yet and WOULD NOT make the decision until the
full rollout of the Amiga version of PageStream 3 had been completed.

> Falcon
> ------
> Darryl Still, Atari UK's Marketing Manager has confirmed that the Falcon w
> appear in the new case later this month, with a substantial prive cut
> expected.

Bob Brodie continues to emphatically deny this.

->->->((JP))<-<-<-
```

535. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 13:55:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1365@usdtsg.DaytonOH.NCR.COM>
Source record: 204575

In article <1993Jun10.164052.6221@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>
>Frankly, I'm baffled. Atari's balance sheet is a shambles, they
>have very little capital compared to their peers and they are
>in debt up to their eyeballs. My guess is that it has something
>to do with that ridiculous comment about putting out a 64-bit
>game machine for $200 by Xmas. P.T. Barnum would love the Tramiels.

One thing you have to give Atari: they certainly do not do things
the usual way (this can be good or bad at times). Kinda fits in with
the average Atari user's persona - not "following the pack" for
whatever reasons. In any case, in a world where companies like
Wang have faltered (if I read right), Atari is STill chugging along...

>BTW, the stock peaked at 3 and closed today at 2 7/16 (off 1/8) on
>fairly heavy (for Atari) volume.

Since 3 seems to be the current ceiling right now, I would imagine
that once it manages to break through it might accelerate a little
more (of course, I have nil knowledge on the STock scene, so
who knows? :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"it's strange how things seem to be different
when you're living in a dream..." - Pseudo Echo

536. BlowUp030 vs ScreenBlaster?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 13:55:58 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Jun11.155558.287@cathy.ijs.si>
Source record: 204567
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I expect to buy a Falcon and a SVGA monitor within the next month or so.

Can anybody please tell me what is the difference between screen blaster
and BlowUp030? Will NVDI Falcon work with both?

Should I take both? How much would they cost and where can I buy them in
Germany or Austria?

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
Slovenia I speak for no one but myself.

537. Re: who thinks the stock is going to continue

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 14:08:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun11.140813.28877@newshost.lanl.gov>
Source record: 204569

In article 7AJ@acsu.buffalo.edu, v115lue3@ubvmsd.cc.buffalo.edu (Apprentice Of The Obvious) writes:
> sure, we're all wishing we had picked up Atari at 1/2, hell, I wanted to
>- but didn't have any free cash around...sigh. But what about now? Yes
>the stock has already cleared 2 1/2, but do you think it will make it up
>to 4 or 5? I'm curious to hear other peoples opinions. Why? Because we
>may be able (albeit marginally, but who knows) to help further that
>rise ourselves.
>
>I'm open to thoughts & debate..

Best advice: Playing the stock market is a lot like gambling. If you can't afford to lose the money you invest, then you shouldn't play. NO ONE can guarantee you the stock will continue to rise and there is no solid reason for Atari's recent upward spurt, which in my mind, makes it a very risky proposition. And don't forget friends, unless you invest big money, broker commissions and such will eat up the profits on a small investment fast. Even if you lose money on a stock, you still have to pay the fees to sell.

I hope they do great! But _my_ money is staying in my pocket.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

538. Re: To uploader of McMinos: File missing in archive.

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 14:19:56 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8Gnt8.I89@mailer.cc.fsu.edu>
Source record: 204568

Warwick Allison (warwick@cs.uq.oz.au) wrote:
> The file "MCMINOS.0_8/MCMINOS.OBJ" was not included.

> (I assume this is why MCMINOS.PRG locks up when you try to start)

Hmmm, I just snarfed this file last night, and it worked fine for me (great mono game, by the way).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

539. Re: Magic Sac Plus Nightmare

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 14:27:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun11.142736.2205@newshost.lanl.gov>
Source record: 204570

In article 1v941cINN3gb@news.u.washington.edu, automan@stein.u.washington.edu (Roger McGhee) writes:
>
>I aquired a 1987 Magic Sac Plus and a a Set of Apple II Roms for free.
^^^^^^^^^^^^^

I'm sure that's not what you meant. The Apple II was a 6502 8-bit computer whose ROMs most definitely would not work in the MagicSac _Macintosh_ emulator.

>Problem is, when I put the two together, they don't work. ... The manual (also >dated 1987) states that the Apple ROMS must be 1983 to work, and mine are from >1984.

Bingo. Didn't know there was a difference but Dave should know, eh?

>My question is, is there new software out there to let these ROMs work with >Magic Sac Plus?

Nope. Not that I know of. The MagicSack is no longer supported, anyway.

I can't seem to locate an address for Dave Small, or I would just ask him directly. Dave Small's email address is dsmall@well.sf.ca.us but I don't think he checks in very frequently. He's been pretty much of a ghost lately. You can try to send him a fax at (303)791-0253 or send him mail on GEnie at DAVESMALL. Good luck. ;-)

Rather than spend needless money on trying to get your MagicSak to work, I'd suggest you buy someone's used Spectre GCR off the net. At least then you would have a reasonable Mac clone. The Sak was neat in it's time, but that day has long come and gone. Bottom line... don't throw good money after bad.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

540. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 14:32:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun11.143252.3185@newshost.lanl.gov>
Source record: 204571

In article DI@yonder.equinox.gen.nz, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>
>Is PC-Ditto now PD???

Not that I know of. Just because a company goes out of business (Avant Garde) does not automatically make their products freely distributable. Too bad as a hopped up PC Ditto I (the software version) would be a neat PD or shareware product for the Atari. Ooops... I said "shareware" and "Atari" in the same sentence... how foolish of me. Sorry. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

541. Re: Magic Sac Plus Nightmare

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 15:23:24 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8Gqr0.LJJ@mailer.cc.fsu.edu>
Source record: 204572

Roger McGhee (automan@stein.u.washington.edu) wrote:
>
> I aquired a 1987 Magic Sac Plus and a a Set of Apple II Roms for free. Problem is, when I put the two together, they don't work. I am sure the ROMS are fine,
> and the Magic Sac had never been used till I tried it, but I think I know what
> the problem is.

> The manual (also dated 1987) states that the Apple ROMS must be 1983 to work, and mine are from 1984, guess these are some kind of 128k ROMs that do not work
> with Magic Sac.

The Magic Sac is the predecessor to the Spectre 128 and Spectre GCR. These
both allow one to use the 128k ROMs (which you want to do). The GCR contains
additional hardware to enable the ST floppies to read/write Mac disks directly.
Both products will essentially emulate a Mac+ at very slightly faster than a
real one (regular STs, I am not sure about STe's, Falcons, TT's, etc.).

> My question is, is there new software out there to let these ROMs work with
> Magic Sac Plus? I can't seem to locate an address for Dave Small, or I would
> just ask him directly.

No, you would need a hardware upgrade as well.

> In the event that I can't get these ROMs to work, I would be in the market for aset of ROM chips that would work. I check on used busted up MAC stuff today
> and found a FUNCTIONING MACII for $380, which would be my last alternative.

I would not put any effort into getting the Magic Sac to work, as it is
old news (you may be able to work out some sort of trade in, perhaps). Your
choices are:

Get a Spectre 128 - excellent Mac emulation, but you have to do more
fiddling due to the inability to read Mac floppies. I have one of
these, and use Dos Mounter (a Mac product) to allow me to use
PC formatted floppies on the desktop with no problems. One can get
the same functionality through Apple File Exchange, included with
the Mac OS (you cannot use them transparently on the desktop, but
it will allow you to transfer from/to a PC disk with no problems).

Get a Spectre GCR - As above, except one can use regular Mac floppies with
no problems.

Get a used Mac - If you are going to do a lot of Mac stuff, this may be
the best way to go, as a used Mac could very well cost you less than
the emulation hardware (and would then free up your ST for other
things while you are Mac'ing, a sort of crude multi-tasking :-).
You should figure in the cost of a separate hard disk.

I really like my Spectre 128, and I use it quite a bit with no problems. I pretty much gave up on ST wordprocessors after getting MS Word for Mac.

> But before I do anything rash, I wanted to see if the Atari Braintrust out
> there could provide any useful suggestions, ideas, sales pitches, etc.
>
> Your assistance would be greatly appreciated!

Feel free to email specific questions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

542. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 15:30:20 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c18a642@p12.f202.n281.z2.fidonet>
Source record: 204600

In a message of <Wed 9 Jun 93 02:27>, Daniel Eriksson (2:281/202.0)
writes:
DE> Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
DE> : Have there been any rumours about SONY turning their mini-disc into
DE> a : storage device? It's small, hold the same amount as a cd AND you
DE> can : write to it. Hard drive of the future it looks like :)
DE>
DE> A MD holds much less information than a CD (something like 85
DE> percent less than a CD). The reason why there's still room for 75
DE> minutes of music is that the music is "compressed". Sounds that the
DE> human ear can't hear are removed, and also "weak" tones close to
DE> "strong" tones are removed. I'm sure someone else can explain it
DE> better... :-)
DE> But a writable 80MB medium with the MD-format sounds VERY
DE> attractive!

It would indeed, were it not that the data stored on a MD is compressed
useing a compression method where the decompressed data isn't exactly the
same as original data. Some data gets lost. This contributes to a much
better compression ratio and for music the loss of data can not be heard.
(so they want us to believe) But for computer data... nah... kind of
disastrous... ;-)

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

543. Re: syquest cart on ST, Mac, and PC

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 15:31:12 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8Gr40.M04@mailer.cc.fsu.edu>
Source record: 204573

Gerald Greenberg (ggreenbe@rodan.acs.syr.EDU) wrote:
> I would like to have msdos formatted syquest carts availble
> for ST, Mac, and PCs. An ICD-ST format, and even an msdos
> format provided by ATSpeed, are not readable by the
> Multi-Driver init from Insignia Solutions, which is made to
> allow Macs to read carts. A format done on a real PC via a
> scsi card can be read by Macs using Multi-Driver.
> Unfortunately, such carts are not readable on an ST! (I'm
> using v 5.x of ICD's software.) Actually, I'm not sure that
> they are not readable, but they cannot be written to.
> Regardless of whether I partition the cart into 2 or leave it
> in 1 partition, the ST tells me that there is no room left on
> the cart when I try to copy files to it (even if it is the
> first file to be copied!). Of course, if I use the ICD
> software to repartition the cart, the Mac can no longer read
> it.

> Do you get the picture? The ICD software will not properly
> recognize the PC-formatted cart, and the ICD-formatted cart
> will not be read by the Mac! Is there any way to solve this
> problem?...perhaps via newer ICD software?

Picture gotten, solution simple. Upgrade to ICD 6.0.8 and your problems
should be solved. It claims to read/write PC formatted SQ-555 cartridges.
I have not yet tried to swap between PC/ST, but Mac/ST swapping works fine.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

544. Re: Magic Sac Plus Nightmare

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 15:40:49 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8GrK1.MKp@mailer.cc.fsu.edu>
Source record: 204574

In article <1v941cINN3gb@news.u.washington.edu> you wrote:

> I aquired a 1987 Magic Sac Plus and a a Set of Apple II Roms for free. Problem is, when I put the two together, they don't work. I am sure the ROMS are fine,
> and the Magic Sac had never been used till I tried it, but I think I know what
> the problem is.

I just noticed the "Apple II" up there! For the Magic Sac, you need a set of 64K _Mac_ ROMs. For any kind of real Mac emulation, you need a set of 128k _Mac_ (not Apple II) ROMs.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

545. Re: Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 15:57:38 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.739814258@garbod26>
Source record: 204576

cyclone@netcom.com (Bill Sheppard) writes:

>Atari stock is simply skyrocketing - up over 500% in little more than a
>month.

I've got very little knowledge about the stock market - can anybody
explain why this increase took place? I mean, has the future of Atari
Corp ever looked so bad?

Anders Skelander

546. Re: Falcon & VGA

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 16:11:27 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun11.161127.16739@Informatik.TU-Muenchen.DE>
Source record: 204577

In article <1993Jun5.143406.8624@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
|> >>if a VGA monitor can handle the three 'standard' ST resolutions when
|> >>connected to a Falcon?
|> >YES.
|> It can? I always thought you needed a Multisync to do that, and even
|> then a Multisync that is capable of low scanrates (something like
|> 15kHz). I always thought VGA is 31 kHz. How is this done with a
|> VGA-monitor? And if this is true, what are the advantages of a
|> Multisync to a VGA monitor when used with a Falcon? Do all the video
|> improvers work with VGA (Screenblaster, Blowup etc.)?
|> | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

Hi Rasmus!
The compatibility modes of the F030 (when connected to a VGA/SVGA monitor are only compatible in the behaviour for programms running on the F030 (e.g. memory and register-values) but the frequencies are VGA-compatible.
So are all resolutions switchable from the desktop.
[320,640 * 240,480 (except 320*x in 2cols and 640*x in TC) and the ST modes]

The exact info is on the way.

--
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

547. Re: Atari stock up, up, up

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 16:37:43 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Jun11.163743.28293@mnemosyne.cs.du.edu>
Source record: 204578

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Maybe someone could answer me 2 simple stock questions (no, I'm
>not asking for advice - just info :-)
>
> 1) who or what cause the price of the stock to change?

All sorts of things affect the price of a stock; press releases, publicity, good/bad news, other people buying/selling the stock on a tip, that certain industry doing good in general (ie (sometimes) when one software stock goes up so do others), insider trading, phases of the moon, etc.

> 2) does Atari send a newsletter/brochure/etc to its stock holders?

Well, they would have to send a stockholder, annual (and probably quarterly) reports. Beyond that; stockholders?

> We might just get caught up in a GOOD catch-22:
> -Atari releases products and stock goes up
> -stock goes up, influencing people to make products for the Atari

Usually, product makers, just care about how many machines are being sold, and not how many shares are being moved... Nice thought, though...

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "A ... mind stretched by a new idea can never
rcarter@nyx.cs.du.edu \ go back to its original dimensions." -Holmes

548. Re: Digital making ST computers

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 16:40:18 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Jun11.164018.28609@mnemosyne.cs.du.edu>
Source record: 204579

mnj@sactoh0.sac.ca.us (Mark Newton-John) writes:

>Recently I got a mail order catalog from Digital (you know, the
>VT-100, Rainbow, and Alpha guys) and I was surprised to see...
>
>ST computers.
>
>Actually, it is not what you think, they are marketing a line of
>IBM-compatibles with the ST moniker.

And, about six months ago, I read that a company was releasing a
computer (I think a portable TEMPEST MS-DOS box) that was named...

JAGUAR

Ummm, can you say, lawyers?

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "A ... mind stretched by a new idea can never
rcarter@nyx.cs.du.edu \ go back to its original dimensions." -Holmes

549. Re: No PageStream III. But new Falcon case?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 17:01:19 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8GvA7.K41@netcom.com>
Source record: 204581

In article <1993Jun11.082343.18418@jet.uk> djs@jet.uk (David J Stevenson) writes:
>Darryl Still, Atari UK's Marketing Manager has confirmed that the Falcon will
>appear in the new case later this month, with a substantial prive cut
>expected.

This report is definitely not accurate. I would not expect new computers
in the Falcon line so soon.

(No, I can't comment in any more detail.)
--
Eric R. Smith ersmith@netcom.com ersmith@atari.uucp
I work for Atari, but I don't speak for them.

550. Re: Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 17:53:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1366@usdtsg.DaytonOH.NCR.COM>
Source record: 204590

In article <etxansk.739814258@garbod26> etxansk@garbo.ericsson.se writes:
>cyclone@netcom.com (Bill Sheppard) writes:
>
>>Atari stock is simply skyrocketing - up over 500% in little more than a
>>month.
>
> I've got very little knowledge about the stock market - can anybody
>explain why this increase took place? I mean, has the future of Atari
>Corp ever looked so bad?

Yes and no. In terms of *current product* (Falcon excluded) then
Atari has been rather stagnant, its userbase dwindling, and its support
waning...

"...as idle as a painted ship upon a painted ocean"
(hope I didn't screw up "Rime" too badly here :-)

However, considering they went through a restructuring (which alot
of companies are doing these days - IBM for instance on a grander
scale); have a new product out (the Falcon, Atari Works, MultiTOS);
are implementing a dealer agreement which, though controversial, seems intent
on helping the storefront Atari dealer against mail-order pricing; and are
announcing a new system for the future (Jaguar);...

I would say that at least
in terms of strategy they are acting like a *new* company trying to
make a play for the market rather than an old company trying to
regroup. Throughout all the complaints about the Falcons lateness
showing up, I think more panic buttons would been hit if they tried
to rush it out the door - *that* would've looked like a last
ditch attempt, rather than a new beginning...

Atari's marketing up to this point has been almost non-existant, but their
survival instincts still seem to be intact...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"Atari: The Jason Voorhees of the Computer Industry" (it just keeps
going... and going.... and going... :-)

551. Re: Other questions (Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:16:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1vai54$e8h@elroy.jpl.nasa.gov>
Source record: 204583

In article <82807@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
(Lots of stuff about programming assumptions that failed as hardware expanded)
>If the Falcon game programmers assume that the clock speed is, and always
>will be 16 Mhz, then yes.. there's a good probability that your Falcom030
>games will either break on faster models, or will be to fast to be playable.
>
>On the other hand, if the programmers use internal timers for delays instead
>of delay loops in the programs, then the games will probably run OK on faster
>Falcons.

I don't think that Falcon programmers will have any choice now anyway; it's too difficult to compute instruction timing on a 68020 (on upwards) because of the instruction (and data) cache on these new processors. Far easier (and correct, after all) to rely on the system timers now. Anyone who tries to use software delay loops in a game written for the Falcon is quite simply Doing It Wrong.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

552. Re: No PageStream III. But new Falcon case?

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:31:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.315432@cix.compulink.co.uk>
Source record: 204588

In article <1va2ft$76f@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

>
>> Falcon
>> ------
>> Darryl Still, Atari UK's Marketing Manager has confirmed that the Falcon w
>> appear in the new case later this month, with a substantial prive cut
>> expected.
>
> Bob Brodie continues to emphatically deny this.
>

There is no new case as far as I know.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

553. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:32:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vaj3i$frk@usenet.INS.CWRU.Edu>
Source record: 204584

Well, there are a number of reasons why Atari's stock is going up
and I'm surprised it isn't near $5 right now.

Commodore International posted a gigantic lost for 1992. This is Atari's
main personal computer competitor. If they are hurting, Atari has a chance
of getting back into the European market. It will take Commodore
a year to get their finances in order after that loss. Atari has already
restructured and is poised to take back what was theirs (Europe).

Apple Computers has a lot of sales, but they aren't making any money!
Atari's SECOND biggest competitor in the personal computer market!
And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
know where Apple DSP computers are... do they exist?

Nintendo recently announced (a month ago) that they are raising the prices
on their game cartridges.

A $50 game will now cost $60. This is because they are located in Japan
and are having a hard time transfering the U.S. dollar.

And let's use our common sense. Sega is located in Japan as well. If Nintendo
is having a hard time, Sega will be following soon.

The Falcon030 is now SHIPPING. This is good news. And better news is that
Atari is increasing production.

The Falcon030 is also the only computer for less than $1400 with a DSP
chip and port. Atari has beat the entire personal computer industry with
including these components.

The Lynx is still a hot product and Bob Brodie said that Garry Tramiel was
visiting major retailers to get them to carry it again. Will Garry be ssuccessful? Maybe...

The Jaguar is probably the biggest reason. Atari is years ahead of the
video game industry with this system. A "64-BIT" video game system folks.
And for $200? All video game players out there (millions and millions)
will buy this system. It is just a matter of Atari producing enough of them
to meet demand.

And what do we have here? Sam Tramiel announces that this system will be
made in the U.S.? This is MAJOR MAJOR MAJOR news.

We are finally going to have a system that we can pick up, look on the bottom,
and see a Made In the U.S.A. sticker. This is a little hard to believe,
but Sam Tramiel did say it...

And what else is Atari working on... a CD-ROM that is twice the speed of
CD-ROM players on the market today? GREAT NEWS.

And how about a Virtual Reality set. Atari has not officially announced it, but I GUARANTEE you that we will release it by the end of 1994.

There is so much good news going on that it is surprising that the stock hasn't hit $5 already. And I believe that $10 would not be surprising either.

The problem is that Atari needs to MANUFACTURE and MARKET these products. Will they find money to do it? I hope so!!!!

Len Stys
.
--

554. FPU-trouble

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:35:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A4973@K.maus.de>
Source record: 204513

-A1927@K

>I've have> a friend with a MegaSTE, who bougth a 68882 FPU and plugged it in
>the FPU-socket. No program seems to recognize it. As we understand it you
>can't use Line-F instruktions with a 68000.

You need an additional PAL chip to map the FPU into the I/O address space. It
is included in Atari's FPU package for the Mega STE (surprise!) and can be
purchased separately from Atari.

555. Re: who thinks the stock is going to continue to rise? hmm??? :)

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:35:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vaj94$g87@usenet.INS.CWRU.Edu>
Source record: 204585

In a previous article, v115lue3@ubvmsd.cc.buffalo.edu (Apprentice Of The Obvious) says:

> sure, we're all wishing we had picked up Atari at 1/2, hell, I wanted to
>- but didn't have any free cash around...sigh. But what about now? Yes
>the stock has already cleared 2 1/2, but do you think it will make it up
>to 4 or 5? I'm curious to hear other peoples opinions. Why? Because we
>may be able (albeit marginally, but who knows) to help further that
>rise ourselves.
>
>I'm open to thoughts & debate..
>
>.Philip
>
>

I'll tell you when it will go up past $5. This is when the Jaguar is acually
shown to the public, shipped to stores, and sold at $200.

--

556. Re: Interesting speed note (4

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:38:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A4974@K.maus.de>
Source record: 204514

-A2150@K

>True it wasn't the same compiler. I used Lattice 5.5 on the TT. But the
>speed difference is so great that I can't imagine that it would be the

Hmmm... PureC is about three to five times faster than Lattice C 5.52 on my
520ST/16 MHz...

557. Help w/ Sozo set-up.

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:38:46 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jun11.183846.194220@zeus.calpoly.edu>
Source record: 204586

I just recently plucked SOZOBON C v1.33i off the net. I assume this is also called HSC SOZOBON w/ Ian Leppore's VDI&AES, and David Brook's FP lib.

Anyway, I notice that some extra GEM variables have been added to the works by use of a GEMENV.PRG, which installs these variables (PATH:, BIN:, LIB:, ..etc) for the shell to use.

My problem is finding a shell program that is compatible with this set-up. I tried "MUPFEL.PRG" (a german shell), and it has its own little file called "MUPFEL.MUP", in which it steals it variable paths from. Shouldn't the shell automatically see the variables set up by the GEMENV.PRG, and use them???

Does anyone know of a good shell (not fancy--with a prompt), that works smoothly w/ SOZO???

Thanks in advance.

Chris Willison. (cwilliso@tuba.calpoly.edu)
---

558. Re: GNU C, MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:46:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1vajul$fu1@elroy.jpl.nasa.gov>
Source record: 204587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C85x29.E37@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>HELP ME! I have about a million questions about GNU C and MiNT.
>For instance, how do I use the MiNTLIB instead of the standard libraries?
>How do I know I have the latest archives? What are the updates directory
>for? What are the GNU things in the MiNT directory for? How do they
>differ from the archives in the GNU directories (on a.a.u.e). If I want
>to use GNU C to compile UNIX programs for MiNT and TOS what is the best
>way to do this? And what type of UNIX system should I compile for (sys V,
>BSD, etc.). What are the naming conventions for the libraries, because I
>want to delete all the archives except for the 16 bit 68000 and 32 bit
>68020, not the other combinations. How do I specifiy the libraries? Will
>GNU C choose the proper variations?
>
>Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?
>
>Thanks, please send any help to evanlang@sdf.lonestar.org
>
>

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

559. Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 18:56:22 UTC
From: azog@world.std.com
Message-ID: <C8H0M0.8nL@world.std.com>
Source record: 204594

Excuse me for about 10 minutes, but I really need to blow off some
steam here. Unless you can specificlly help me here, dont bother
to reply.

I read in an issue of Znet online mag, that Atari is not allowing
mail order of the Falcon. There was a long explaination regarding
this very stupid move on Ataris part, but I didnt really pay attention
to it.

So I called Cottonwood Computers in CA, and they have the Faclon
IN STOCK (or did when I called). Great! Execpt since I am in NJ
I CANT BUY FROM THEM! SO I get a name and number of a Sam Ask here in
NJ that is a supposed dealer, and since they arent too far away from
me, I call them, in hopes that I can pick it up tonight. Guess again.
They dont have stock, and probably never will. They need to order these
on an as-need basis or some such bullshit, and knowing Atari, that could
take like 6 months.

This is pure crap. Who in Atari made up such a bonehead policy? I dont
really care if they think that a person should see and feel the Falcon
before buying one, I want one regardless! Is Atari such a market giant
that they can stop selling thru what is probably the most successfull
channel (mail ordering), or are they just a bunch of brainless jerks?

Unless you are from Atari, and read this, and can get me a Falcon
today, or unless your from a dealer who has the Falcon in stock and
doesnt care about their fucked up policy and can get me a Falcon
today, dont bother replying.

Or is it time to say bye-bye Atari and get a Mac or Amiga?
--
Billy D'Augustine azog@world.std.com

Throw open the switches to the sonic oscillator,
and step up the reactor power input three - more - points!

560. Re: Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 19:57:01 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1vao2dINNdr6@news.u.washington.edu>
Source record: 204589

cyclone@netcom.com (Bill Sheppard) writes:

>Atari stock is simply skyrocketing - up over 500% in little more than a
>month. From a low of 1/2 it's now at 2 13/16 and has been among the most
>heavily traded AMEX stocks. It has almost surpassed Commodore (3 1/8), though
>I have no idea which company has more outstanding shares of stock.

>Why didn't I take a risk and buy at 1/2? Arrgh!

By Dad bought $2000 worth at 1/2 and he's made almost $4000 to date. Who
knows where it could go from here. Big risk he took, but it paid off!

__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm

561. CD-ROM for atari

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 21:45:32 UTC
From: fdomingu@zeus
Message-ID: <C8H8Fx.3w6@watserv1.uwaterloo.ca>
Source record: 204595

I'm curious as to whether or not any one has been able to successfuly
install a SUN CD-ROM to their ST through the ST's ADSCI PLUS. I've got
one on a SUN I'm using and would like to try it on my ST.

| Francisco Dominguez | fdomingu@zeus.uwaterlooo.ca | |
| | aa244@freenet.carleton.ca | |

562. Re: Stock is skyrocketing!

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 23:02:04 UTC
From: kreymer@fnalf.fnal.gov
Message-ID: <1993Jun11.170204.1@fnalf.fnal.gov>
Source record: 204591

This discussion really belongs in the .advocacy group, I think.

I cannot help but remember the last time that there was such a surge in Atari stock prices. The discussion was almost word for word the same as is going on now. That was just before the big stock market crash. Of course, that time the market was pushing to all time high levels, unlike .... hmmmmmm ....

Keep your fingers crossed, and your dollars out of the market unless you can afford to lose them (as has been repeatedly stated here) .

And let's get back to discussiong ST's, not $'s.

>In article <1366@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <etxansk.739814258@garbod26> etxansk@garbo.ericsson.se writes:
>>cyclone@netcom.com (Bill Sheppard) writes:
>>
>>>Atari stock is simply skyrocketing - up over 500% in little more than a
>>>month.
>>
>> I've got very little knowledge about the stock market - can anybody
>>explain why this increase took place? I mean, has the future of Atari
>>Corp ever looked so bad?
>
>
> Yes and no. In terms of *current product* (Falcon excluded) then
> Atari has been rather stagnant, its userbase dwindling, and its support
> waning...
>
> "...as idle as a painted ship upon a painted ocean"
> (hope I didn't screw up "Rime" too badly here :-)
>
> However, considering they went through a restructuring (which alot
> of companies are doing these days - IBM for instance on a grander
> scale); have a new product out (the Falcon, Atari Works, MultiTOS);
> are implementing a dealer agreement which, though controversial, seems intent
> on helping the storefront Atari dealer against mail-order pricing; and are
> announcing a new system for the future (Jaguar);...
>
> I would say that at least
> in terms of strategy they are acting like a *new* company trying to
> make a play for the market rather than an old company trying to
> regroup. Throughout all the complaints about the Falcons lateness
> showing up, I think more panic buttons would been hit if they tried
> to rush it out the door - *that* would've looked like a last

> ditch attempt, rather than a new beginning...
>
> Atari's marketing up to this point has been almost non-existant, but their
> survival instincts still seem to be intact...
>
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com
>
> "Atari: The Jason Voorhees of the Computer Industry" (it just keeps
> going... and going.... and going... :-)
>

563. Re: GNU C, MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 23:14:00 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun11181400@kropotkin.gnu.ai.mit.edu>
Source record: 204592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C85x29.E37@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>HELP ME! I have about a million questions about GNU C and MiNT.
>For instance, how do I use the MiNTLIB instead of the standard libraries?

You have two choices: either use the MiNT library exclusively, or have them both coexistent on your system. The normal names are gnu.olb (the library) and crt0.o (run-time initialization). The alternate names are mint.olb and mcrt0.o. If you choose to have both libraries on your system you use "gcc -mint" to select the alternate library names. If you have only one version of the library, you may just use the gnu.olb and crt0.o names and never use the -mint flag.

>How do I know I have the latest archives? What are the updates directory

You have the latest archives if you don't see any newer ones :-).

>for? What are the GNU things in the MiNT directory for? How do they
>differ from the archives in the GNU directories (on a.a.u.e). If I want

The updates files contain source code patches for the library and many programs ported to the TOS library, by bammi@cadence.com. If you're only concerned with the library, and not the other programs, then download the most recent version of the TOS library source code and any updates that are more recent, apply any patches for the library from the updates, and then build the patched library. Thanks to Howard Chu we applied pretty much all of the updates to the source archives a few months ago; but things have moved on since then and I'm not sure how in-synch we are at the moment.

The GNU programs in the Mint directory are compiled with the MiNT library. They respond better to MiNT signals and some of them are compiled base-relative (see other threads for related discussion).

>to use GNU C to compile UNIX programs for MiNT and TOS what is the best
>way to do this? And what type of UNIX system should I compile for (sys V,
>BSD, etc.). What are the naming conventions for the libraries, because I

Both libraries provide UNIX emulation. Of course MiNT is more UNIX-like than TOS so it's easier to port some UNIX software to MiNT and the MiNT libraries.

Both libraries currently provide a mishmash of BSD, SysV, and POSIX emulation, and often not very consistently one or the other (though I'd venture that most functions are more SysV-ish.) I'm working on cleaning this up a bit; hopefully in the future you'll be able to

define a preprocessor symbol _POSIX_SOURCE, _BSD_SOURCE, or
_SYSV_SOURCE when compiling your program, to select the emulation type
you desire (this feature is new to the soon-to-be-released patchlevel
32 of the MiNT library, and will be used to select differing
behaviours of setpgrp(), getpgrp(), setjmp(), and longjmp()
functions.) The _BSD_PGRP flag used in patchlevel 31 will be replaced
with _BSD_SOURCE in PL 32.

>want to delete all the archives except for the 16 bit 68000 and 32 bit
>68020, not the other combinations. How do I specifiy the libraries? Will
>GNU C choose the proper variations?

The standard name of the 32 bit library is gnu.olb, and the alternate
name is mint.olb.

The debugger-symbolic-information version (for use with gcc -g) has a
'g' postpended to the basename (e.g. gnug.olb). There is a problem
with the -g flag that produces strange errors and warnings (at least
on my somewhat out-of-date gcc) so these files are not produced by
default for the MiNT library.

The 16 bit library has the number 16 postpended to the base name (e.g.
gnu16.olb).

The base-relative version has a 'b' prepended to the name (e.g.
bgnu.olb, bgnu16.olb).

The 68020/68030 version has 020 postpend, bgnu16.olb).

The 68020/68030 version has 020 postpended to the basename (e.g.
gnu020.olb, gnu16020.olb)

>Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?

Sorry, can't help you with that! (No, I'm not Intel-bashing here, I
just don't know :-)

>Thanks, please send any help to evanlang@sdf.lonestar.org

Hope I've helped...
entropy

564. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-11 23:17:39 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun11.171739.13682@iscsvax.uni.edu>
Source record: 204593

In article <1vaj3i$frk@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
> Well, there are a number of reasons why Atari's stock is going up
> and I'm surprised it isn't near $5 right now.
>
> Commodore International posted a gigantic lost for 1992. This is Atari's
> main personal computer competitor. If they are hurting, Atari has a chance
> of getting back into the European market. It will take Commodore
> a year to get their finances in order after that loss. Atari has already
> restructured and is poised to take back what was theirs (Europe).

C= is still doing much better than Atari in Europe. C= U.K. has installed base of over 100,0000 AGA machines, same goes in Germany. Atari at best sold only a few thousand, if they were lucky. Atari has restructured to take back the market, thats a thought, Not!!!! Atari had sales of 10 million in the last quarter versus Apple's two billion in sales.........

>
> Apple Computers has a lot of sales, but they aren't making any money!
> Atari's SECOND biggest competitor in the personal computer market!
> And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
> know where Apple DSP computers are... do they exist?

Apples profits are many times higher than Atari's and C= put together. Apples DSP computers will be out in quantity at MacWorld in August. Apples one day production on DSP macs will be higher than Ataris entire installed base of Falcons. Apples cheapest 040 dsp mac will be about $2000. Expect more price cuts on Macs in the comming days....
>
> Nintendo recently announced (a month ago) that they are raising the prices
> on their game cartridges.
>
> A $50 game will now cost $60. This is because they are located in Japan
> and are having a hard time transfering the U.S. dollar.
>
> And let's use our common sense. Sega is located in Japan as well. If Nintendo
> is having a hard time, Sega will be following soon.
>
>
> The Falcon030 is now SHIPPING. This is good news. And better news is that
> Atari is increasing production.

You mean shipping 10 Falcons per day...
>
> The Falcon030 is also the only computer for less than $1400 with a DSP
> chip and port. Atari has beat the entire personal computer industry with
> including these components.

What do you mean....I have a two meg Amiga 1200 with eighty megs for under
$900. All the other computer companies have beaten Atari and doesn't consider
it as a competitior. Next month, for about the same price as your $1400
Falcon, you can get a Mac LC520 which is a 25mhz 030 at 32 bit data bus with an
integrated 14 inch sony trinitron with four megs, 80 meg harddisk and a sony
dual speed cdrom drive. Guess who will sell more....

Its fun to rub in reality to Ataridroids the reality of things....
>
> The Lynx is still a hot product and Bob Brodie said that Garry Tramiel was
> visiting major retailers to get them to carry it again. Will Ga
rry be ssuccessful? Maybe...
Lynx is still hot? Not!!!!!! You just contradicted yourself..... Atari had
10 million in sales last quarter. Atari must have given them away free.

>
> The Jaguar is probably the biggest reason. Atari is years ahead of the
> video game industry with this system. A "64-BIT" video game system folks.
> And for $200? All video game players out there (millions and millions)
> will buy this system. It is just a matter of Atari producing enough of them
> to meet demand.
>

Years a head of vaporware. It will end up as the same way the lynx was
sold.......Nobody will know its out there....I'd rather get a 3do machine....
> And what do we have here? Sam Tramiel announces that this system will be
> made in the U.S.? This is MAJOR MAJOR MAJOR news.
>
> We are finally going to have a system that we can pick up, look on the bottom,
> and see a Made In the U.S.A. sticker. This is a little hard to believe,
> but Sam Tramiel did say it...
>

Maybe they will get Apple to manufacture it since Apple is the only one of
handful of firms that can produce high quality products in the U.S..

> And what else is Atari working on... a CD-ROM that is twice the speed of
> CD-ROM players on the market today? GREAT NEWS.

I am laughing. When is this vaporware comming out. I bet the other companies
will becomming out with one...
>
> And how about a Virtual Reality set. Atari has not officially announced it,
> but I GUARANTEE you that we will release it by the end of 1994.
>
>
> There is so much good news going on that it is surprising that the stock

> hasn't hit $5 already. And I believe that $10 would not be surprising either.
>

The reason is, because its vaporware. Atari likes to talk....Talk is cheap....

> The problem is that Atari needs to MANUFACTURE and MARKET these products.
> Will they find money to do it? I hope so!!!!

Atari needs a new management....
>
> Len Stys
> .
> --
>

565. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 00:04:16 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <1vb6i0$9li@dront.solace.hsh.se>
Source record: 204652

In <1993Jun11.171739.13682@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:

[lots of incoherent stuff deleted]

>The reason is, because its vaporware. Atari likes to talk....Talk is cheap...
^^^^^^^^^^^^^
I'm sure YOU know that...

[stuff deleted]

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

566. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 00:11:12 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1vb6v0$830@charm.magnus.acs.ohio-state.edu>
Source record: 204596

> This is pure crap. Who in Atari made up such a bonehead policy? I dont

Just my $.02 worth. This basically puts Atari in the driver's seat and takes the consumer along for the ride. Generally people shop around until they find the best deal they can. This policy precludes that. Basically, you buy WHAT Atari says WHERE Atari says, and if you don't like it, tough: don't buy it. My reaction will be that I won't buy it. I daresay others will feel the same way. Parts of it is sound business but it simply goes way too far.

> Or is it time to say bye-bye Atari and get a Mac or Amiga?

I can't help wondering the same thing. This policy with the Falcon, and letting major retailers such as Toys "R" Us drop the Lynx, seems to very much be the grand-poobah of stupid mistakes. As a result I've begun to think

1) The people running Atari are bad business men or
2) They're just plain stupid or
3) They're having a really good laugh at all of us idiots who were dumb enough to buy their products.

->->->((JP))<-<-<-

567. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 00:20:07 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8HFLo.6zD@netcom.com>
Source record: 204597

In article <C8H0M0.8nL@world.std.com> azog@world.std.com (azog) writes:
>Excuse me for about 10 minutes, but I really need to blow off some
>steam here. Unless you can specificlly help me here, dont bother
>to reply.

I love it. People actually bitch to the net like they think it will do them some good. For cripe's sake, write a damn letter to Atari. Or even call them up and complain. Ask for Sam.

>I read in an issue of Znet online mag, that Atari is not allowing
>mail order of the Falcon. There was a long explaination regarding
>this very stupid move on Ataris part, but I didnt really pay attention
>to it.

It's not like they flipped a coin and asked, "Should or shouldn't we allow customers to buy Falcons by mail order?" It was done the way it is to protect dealers from mail order rip-off artists. It's a way to help grow a dealer network. Sure, I can think of other ways (like shipping tons of product) to aid in the development of a network, but apparently Atari can't do that right now, so they gotta do it this way.

>So I called Cottonwood Computers in CA, and they have the Faclon
>*IN STOCK* (or did when I called). Great! Execpt since I am in NJ
>I CANT BUY FROM THEM! SO I get a name and number of a Sam Ask here in
>NJ that is a supposed dealer, and since they arent too far away from
>me, I call them, in hopes that I can pick it up tonight. Guess again.
>They dont have stock, and probably never will. They need to order these
>on an as-need basis or some such bullshit, and knowing Atari, that could
>take like 6 months.

Atari's number is 408-745-2000. Tell them you want to buy a Falcon and ask where you can buy one.

Then when you get it, you can post again on the net to tell us how much you love your Falcon, that Atari's such a great company, that you're happy you didn't buy a Mac or Amiga, etc., etc., etc.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

568. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 00:31:59 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8HG5B.82s@netcom.com>
Source record: 204598

In article <1vaj3i$frk@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Commodore International posted a gigantic lost for 1992. This is Atari's
>main personal computer competitor. If they are hurting, Atari has a chance

I would disagree that Commodore is Atari's main competitor.

>And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
>know where Apple DSP computers are... do they exist?

They do exist and they should be out by the end of the year.

>And what else is Atari working on... a CD-ROM that is twice the speed of
>CD-ROM players on the market today? GREAT NEWS.

Er, don't know about that one. Pass the salt, please.

>And how about a Virtual Reality set. Atari has not officially announced it,
>but I GUARANTEE you that we will release it by the end of 1994.
^^
Oh, what do you do at Atari? Or are -you- developing this virtual reality
set? And you can guarantee it?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

569. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 01:27:44 UTC
From: rjung@netcom.com
Message-ID: <rjungC8HIq9.B4w@netcom.com>
Source record: 204599
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In article <1vaj3i$frk@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Well, there are a number of reasons why Atari's stock is going up
>and I'm surprised it isn't near $5 right now.

I can see why Atari's stock is going up a bit, but $5/share would be a bit
too much, too soon.

>The Falcon030 is also the only computer for less than $1400 with a DSP
>chip and port. Atari has beat the entire personal computer industry with
>including these components.

Existence is one thing. Distribution is another. But longtime Atarians know
this very well (and I'm as old as an Atarian can get B-).

>The Lynx is still a hot product and Bob Brodie said that Garry Tramiel was
>visiting major retailers to get them to carry it again. Will Garry be
>successful? Maybe...

Depends. Inside poop I have is that the reason retailers have been dropping
the Lynx recently is because Atari wants cash advance, and the retailers are
saying "no way, Jose". Something like that. Suffice it to say that Atari's
Lynx-distribution problems are of its own making.

>The Jaguar is probably the biggest reason. Atari is years ahead of the
>video game industry with this system. A "64-BIT" video game system folks.
>And for $200? All video game players out there (millions and millions)
>will buy this system. It is just a matter of Atari producing enough of them
>to meet demand.

Distribution, advertising, and games. Waving "64 bits" is not going to sell
units alone -- otherwise, the Lynx would have clobbered the other portable
systems eons ago (they could have waved "16-bit graphics engine", for
example). Don't get me wrong, I'm not saying the Jaguar is horrible or
anything, I'm just saying that, even if Atari does deliver a 64-bit system
for around $200, that's no guarantee of anything.

Atari insiders I know are very enthusiastic about the Jaguar, but it's hard
to tell if it's the usual "something new" enthusiasm, or if there really is a
change in the wind. I mean, let's give Atari some credit, they ARE trying not
to announce something until it's close to shipping.

(Sheesh. We yell at Atari for announcing stuff too soon, and then we yell
at Atari for not announcing stuff until it's ready. The Tramiels may not do
everything right, but the Atari-watching market is hardly the most innocent
spectator, either)

Trivia: The typical retailer, selling a Jaguar with an estimated street price of $200, will only make $8 profit. Everyone is counting on cartridge sales for the big profits.

>And what do we have here? Sam Tramiel announces that this system will be >made in the U.S.? This is MAJOR MAJOR MAJOR news.

We'll see. I still remember the "New Taiwan plants" and "new Israel plants" articles from a few years back.

>And what else is Atari working on... a CD-ROM that is twice the speed of >CD-ROM players on the market today? GREAT NEWS.

Not for the Atari computer line, that got abandoned long ago. If you are referring to a possible-Jaguar-CD-ROM thing, I'd say to wait for the main console first before we get too enthusiastic.

>And how about a Virtual Reality set. Atari has not officially announced it, >but I GUARANTEE you that we will release it by the end of 1994.

Now, now, Len. This is where you start losing credibility...

>There is so much good news going on that it is surprising that the stock >hasn't hit $5 already. And I believe that $10 would not be surprising either.

A stock market analysis may raise Atari's price on the Falcon distribution and the Jaguar press release, but that's it. There's not enough substance on anything else to justify buy-mania on Atari just yet.

>The problem is that Atari needs to MANUFACTURE and MARKET these products.

Don't forget DISTRIBUTE.

>Will they find money to do it? I hope so!!!!

Someone want to buy the Tramiels a lottery ticket? This week's California Lottery jackpot is $16 million...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
---------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

570. MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 02:56:25 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8HMu2.JqH@sdf.lonestar.org>
Source record: 204694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've compiled MiNT 1.04 but the MINIX.XFS crashes my system now. How can I fix it? I've tried to recompile MINIX.XFS but GCC gives about a thousand warnings and then gives up and tells me Error 1. If anyone has a version of MINIX.XFS that actually works with MiNT 1.04 then please E-Mail it to me. My address is evanlang@sdf.lonestar.org

The second problem is that many programs die a horrible death. MiNT tells me it encountered an illegal instruction, and I KNOW these programs don't have any illegal instructions. Could MiNT itself have gotten some non-68000 instruction in the compilation by mistake. For instance, I can crash the system just by first moving the item selector (LGSELECT), and then clicking outside the selector. Instead of dinging, it crashes with illegal instruction. If I do this from within a program instead of from the desktop then I can continue, the next file selector call pulls up the standard selector. And any program that crashes does NOT free memory properly (after 3 or 4 crashes of a decent size program, I run out of RAM, on a 4MB machine)!!!

Next is that when I compiled MiNT, the Dlock function had aliasdrv defined as an external declaration, and it shouldn't have been (according to GCC - file dosdir.c, lines 1254, and 46). How can I fix this, and has anyone else had thisproblem?

t also couldn't find prgflags. The only one I have is a GEM version, where do I get a TOS version that accepts the same arguments that MiNT's makefile wants to send it (I just set the 2 TT flags and the fastload flag)? If it's uuae then give me a full path and filename so's I can get it.

If anyone that knows is reading, like ERS, can I get bios device numbers for devices by using Fxattr on the files in the U:\dev\ directory? It didn't seem to work (should it have worked and I just programmed it wrong?). How does one find out if \dev\aux and \dev\modem2 refer to the same device without checking in the Bios (my idea was to use Fxattr and check the 'dev' field.

OK, where can I get developer documentation for MiNT/MultiTOS. I have some man pages for v.0.9 of MiNT but those are highly outdated it seems, and it doesn't tell how to use the "modified" versions of old OS calls. It looks like Fopen has some new options?? I didn't see an Flock in the manual pages, is this in MiNT, is it automatic, or it is a flag used in the Fopen mode?? File locking is pretty important in a multitasking enviroment. Also, I wanted to use Dlock to lock serial ports by getting their device numbers as above. But I have no idea at all if that will work (I think it should work that way, but what do I know???!!)

Let's see here ... I guess that's the last question, for now. Thanks...

evanlang@sdf.lonestar.org

571. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 04:07:10 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1vbkpe$5q8@terminator.rs.itd.umich.edu>
Source record: 204651

```
drwxrwxr-x root 4096 Jun 5 14:53 .
-rw-rw-r-- entropy 5813 Jun 5 14:41 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 5 14:34 ./Mint/Filesystems
-rw-r--r-- weiner 94216 Jun 5 14:18 ./Mint/Filesystems/mfs604s.zoo
drwxrwxr-x entropy 2048 Jun 5 14:41 ./Mint/Shells
-rw-r--r-- weiner 87298 Jun 5 10:00 ./Mint/Shells/sh03bin.zoo
-rw-r--r-- weiner 308855 Jun 5 10:04 ./Mint/Shells/sh03src.zoo
-rw-r--r-- weiner 335501 Jun 5 10:07 ./Mint/Shells/tcsh6033.zoo
-rw-r--r-- weiner 74217 Jun 5 14:49 ./0ls-lR.Z
-rw-r--r-- weiner 74127 Jun 5 14:53 ./0ls-lRc.Z
-rw-r--r-- weiner 88707 Jun 5 14:46 ./0compind.Z
-rw-r--r-- weiner 188618 Jun 5 14:46 ./0index
drwxrwxr-x root 4096 Jun 7 10:53 .
drwxrwxr-x weiner 2048 Jun 7 09:23 ./8bit/Cc65
-rw-r--r-- jrd 19828 Jun 7 09:22 ./8bit/Cc65/dumasuu.arc
drwxrwxr-x root 4096 Jun 7 11:12 ./Mint
-rw-rw-r-- entropy 5813 Jun 7 11:13 ./Mint/0index
-rw-r--r-- weiner 2011 Jun 7 11:14 ./Info/a.a.faq
-rw-rw-r-- weiner 4805 Jun 8 15:43 ./Applications/0index
drwxrwxr-x weiner 2048 Jun 8 15:42 ./Applications/Other
-rw-r--r-- dpz 124405 Jun 5 13:29 ./Applications/Other/puz_demo.zoo
drwxrwxr-x root 4096 Jun 8 15:27 ./Archivers
-rw-r--r-- dpz 26062 Jun 7 05:52 ./Archivers/msa_ii_3.prg
drwxrwxr-x root 6144 Jun 8 15:05 ./Demos
-rw-r--r-- dpz 287760 Jun 5 03:39 ./Demos/burning1.lzh
-rw-r--r-- dpz 172424 Jun 5 03:40 ./Demos/burning2.lzh
-rw-rw-r-- weiner 7558 Jun 8 15:07 ./Demos/0index
drwxrwxr-x root 6144 Jun 8 15:37 ./Diskutils
-rw-r--r-- dpz 5919 Jun 7 10:05 ./Diskutils/reclaim2.zoo
-rw-rw-r-- entropy 7146 Jun 8 15:38 ./Diskutils/0index
drwxrwxr-x root 10240 Jun 8 15:40 ./Games
-rw-r--r-- dpz 138803 Jun 5 13:28 ./Games/cbd_demo.zoo
-rw-r--r-- dpz 811953 Jun 4 04:54 ./Games/nh311gemc.zoo
-rw-r--r-- lenn 14483 Jun 8 15:41 ./Games/0index
drwxrwxr-x root 2048 Jun 8 15:24 ./Gnustuff/Tos/Gcc
-rw-r--r-- dpz 1095290 Jun 4 12:40 ./Gnustuff/Tos/Gcc/gcc-242b.zoo
-rw-r--r-- dpz 71090 Jun 4 12:37 ./Gnustuff/Tos/Gcc/gcc-242s.zoo
drwxrwxr-x weiner 2048 Jun 8 15:35 ./Gnustuff/Tos/Othergnu
-rw-r--r-- dpz 490271 May 30 08:03 ./Gnustuff/Tos/Othergnu/texinf31.zoo
-rw-r--r-- hyc 12132 Jun 8 15:37 ./Gnustuff/Tos/0index
drwxr-xr-x dpz 2048 Jun 8 15:34 ./Gnustuff/Tos/Sed
-rw-r--r-- dpz 51805 May 28 18:15 ./Gnustuff/Tos/Sed/sed-117.zoo
drwxrwxr-x root 8192 Jun 8 15:30 ./Graphics
-rw-r--r-- entropy 10934 Jun 8 15:31 ./Graphics/0index
```

```
-rw-r--r-- dpz 290506 Jun 8 15:23 ./Graphics/polyfilm.zip
-rw-rw-r-- entropy 5915 Jun 8 15:22 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 8 15:21 ./Mint/Filesystems
-rw-r--r-- dpz 59501 Jun 7 21:52 ./Mint/Filesystems/mfs602b1.zoo
drwxrwxr-x hyc 2048 Jun 8 15:22 ./Mint/Gcc
-rw-r--r-- dpz 474392 Jun 3 08:55 ./Mint/Gcc/mgcc242b.zoo
drwxrwxr-x entropy 2048 Jun 8 15:19 ./Mint/Utilities
-rw-r--r-- dpz 99208 Jun 5 11:09 ./Mint/Utilities/bmintzoo.zoo
-rw-r--r-- dpz 327680 May 28 18:16 ./Mint/Utilities/txtutl16.zoo
drwxrwxr-x root 10240 Jun 8 15:26 ./Utilities
-rw-r--r-- dpz 58907 Jun 7 18:26 ./Utilities/mb25bbin.zoo
-rw-rw-r-- entropy 16851 Jun 8 15:27 ./Utilities/0index
drwxrwxr-x weiner 2048 Jun 8 15:44 ./Falcon
-rw-rw-r-- weiner 1723 Jun 8 15:45 ./Falcon/0index
-rw-r--r-- dpz 753 Jun 8 15:23 ./Falcon/fpatch1.zip
-rw-r--r-- dpz 15850 Jun 8 15:23 ./Falcon/mudu_06.zip
drwxr-xr-x dpz 2048 Jun 8 15:04 ./Magazines/Str
-rw-r--r-- dpz 68688 Jun 6 00:00 ./Magazines/Str/str923.lzh
drwxr-xr-x dpz 2048 Jun 8 15:04 ./Magazines/Znet
-rw-r--r-- dpz 54636 Jun 5 23:59 ./Magazines/Znet/znet9317.lzh
drwxr-xr-x dpz 2048 Jun 8 15:10 ./Magazines/Diskmags
-rw-r--r-- dpz 380064 Jun 4 17:59 ./Magazines/Diskmags/dp3_1.lzh
-rw-r--r-- dpz 372984 Jun 5 03:38 ./Magazines/Diskmags/dp3_2.lzh
drwxrwxr-x root 4096 Jun 9 17:50 ./Mint
-rw-r--r-- entropy 109315 Jun 9 17:51 ./Mint/mntinc31.zoo
-rw-r--r-- entropy 394648 Jun 9 17:51 ./Mint/mntlib31.zoo
drwxrwxr-x root 4096 Jun 10 08:50 .
drwxrwxr-x root 4096 Jun 10 01:03 ./Archivers
-rw-rw-r-- entropy 3279 Jun 10 01:06 ./Archivers/0index
-rw-r--r-- molin 23348 Jun 10 00:55 ./Archivers/esscod36.zoo
drwxrwxr-x root 6144 Jun 10 01:19 ./Diskutils
-rw-r--r-- molin 237696 Jun 9 08:31 ./Diskutils/d1034_10.lzh
-rw-rw-r-- entropy 7212 Jun 10 01:27 ./Diskutils/0index
drwxrwxr-x root 8192 Jun 10 00:51 ./Graphics
-rw-r--r-- molin 56988 Jun 9 11:30 ./Graphics/mdl10.zoo
-rw-r--r-- entropy 10966 Jun 10 00:52 ./Graphics/0index
-rw-rw-r-- entropy 5891 Jun 10 08:41 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 10 08:39 ./Mint/Filesystems
-rw-r--r-- weiner 19429 Jun 10 00:54 ./Mint/Filesystems/ramfs.zoo
drwxrwxr-x root 10240 Jun 10 01:19 ./Utilities
-rw-rw-r-- entropy 16851 Jun 10 01:20 ./Utilities/0index
-rw-r--r-- weiner 74747 Jun 10 08:48 ./0ls-lR.Z
drwxrwxr-x weiner 2048 Jun 10 01:23 ./Falcon
-rw-rw-r-- weiner 1790 Jun 10 00:45 ./Falcon/0index
lrwxr-xr-x molin 25 Jun 10 01:23 ./Falcon/d1034_10.lzh -> ../Diskutils/d1034_10.lzh
-rw-r--r-- weiner 75047 Jun 10 08:49 ./0ls-lRc.Z
-rw-r--r-- weiner 189538 Jun 10 08:45 ./0index
-rw-r--r-- weiner 89159 Jun 10 08:46 ./0compind.Z
drwxrwxr-x weiner 2048 Jun 11 19:27 ./Gnustuff/Tos/Updates
-rw-rw-r-- weiner 456 Jun 11 23:46 ./Magazines/0index
```

```
drwxr-xr-x dpz 2048 Jun 11 23:43 ./Magazines/Diskmags
-rw-r--r-- molin 562385 Jun 11 06:18 ./Magazines/Diskmags/hpsrc2.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

572. Word Writer Replacement So

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 05:48:04 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <739890812.AA04979@tdkt.kksys.com>
Source record: 204656

In a message of 10 Jun 93 14:23:20, Erlend Nagel wrote:

EN> No yo mention it, what is the difference between *.app programs and
EN> *.prg applications ?
EN> The *.app seems a pretty useless recent addition to the *.tos *.ttp
EN> *.prg and *.gtp series.

.APP files are a hold over from the GEM sysem. They _used_ to mean programs
that would make use of the GEM system, a fairly moot point on the Atari line.

TOS 1.0 allowed .APP programs, so there's nothing recient about them.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

573. Re: No PageStream III. But new Falcon case?

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 10:02:43 UTC
From: djs@jet.uk
Message-ID: <1993Jun12.100243.21082@jet.uk>
Source record: 204653

In <ersmithC8GvA7.K41@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:

>In article <1993Jun11.082343.18418@jet.uk> djs@jet.uk (David J Stevenson) writes:
>>Darryl Still, Atari UK's Marketing Manager has confirmed that the Falcon will
>>appear in the new case later this month, with a substantial prive cut
>>expected.

>This report is definitely not accurate. I would not expect new computers
>in the Falcon line so soon.

>(No, I can't comment in any more detail.)
>--
And, as I said in the bit of the message that you edited out, Mr Still
"does not have a great track record for accuracy". I still don't understand
why so many people in Atari (esp Atari UK) lie to us. You (Eric) seem to
be one of the very few reliable sources of info.

(I am assuming that ST Applications reported Mr Still's comments accurately;
their reputation is rather better than his).

--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

574. Serial port sending ^S at wrong time?

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 16:55:39 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jun12.165539.29470@a.cs.okstate.edu>
Source record: 204654

I'm using TOS 1.4 (1.04 for the rest of you) and have a data dtream from my modem that overruns the ST occaisionally. When that happens, I notice about 2 garbled lines of text and then the data stops until I hit ^Q to restart it.

I'm trying to isolate the source of the ^S that stops the data flow and then figure out why rts/cts aren't functioning.

tos14fix
poolfx92 (Auto folder)
serialfx
uisIII

Along with superboot 7.4 is all I have in the auto folder presently. I've unloaded the "CPX" accessory.... lessee....

no accessories loaded.

Any ideas? (email if you like to cummins@a.cs.okstate.edu)

jc

575. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 19:59:01 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vdci5$t78@usenet.INS.CWRU.Edu>
Source record: 204655

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1vaj3i$frk@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>Commodore International posted a gigantic lost for 1992. This is Atari's
>>main personal computer competitor. If they are hurting, Atari has a chance
>
>I would disagree that Commodore is Atari's main competitor.

I don't see how they are not. This is the company that threw Atari off
its throne in Germany, UK, and a few other countries.

>
>>And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
>>know where Apple DSP computers are... do they exist?
>
>They do exist and they should be out by the end of the year.

We will see...

>

Ooops. You caught me Ed. yes, I'm working on one... :)

>>And what else is Atari working on... a CD-ROM that is twice the speed of
>>CD-ROM players on the market today? GREAT NEWS.
>
>Er, don't know about that one. Pass the salt, please.
>
>>And how about a Virtual Reality set. Atari has not officially announced it,
>>but I GUARANTEE you that we will release it by the end of 1994.
> ^^
>Oh, what do you do at Atari? Or are -you- developing this virtual reality
>set? And you can guarantee it?
>

Ooops. You caught me Ed. yes, I'm working on one... :)

No, actually, the system was a bit slow and when I was typing, it didn't
show up on the screen. I realized then I made a mistake and back
spaced. It was suppose to say:

but I guarantee you that we will see it released by the end of 1994.

Sorry... :) No, if I was working for Atari, I would make damn sure that
Jaguar, Lynx, and other related products were out in quantities and
pushed this year. If not, I would see what the problems were. If I thought
it was a lost cause, I would quit.

>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
>

--

576. Re: BlowUp030 vs ScreenBlaster?

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 20:05:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea._wv3SLIoaEg@nasim.sta.sub.org>
Source record: 204668
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Matija.Grabnar@ijs.si (Matija Grabnar) writes:

>I expect to buy a Falcon and a SVGA monitor within the next month or so.

If you want to install *any* resolution extension (Hardware: BlowUp030, Screenblaster or Software: FalconScreen2 (PD), BlowUp030(Soft) or BlowUP(from ddd), you should get the best monitor you can afford. The monitor should scan the horizontal frequency from (at least) 30 to 50 kHz. These monitors are often (but not always) called Multiscan monitors. If you want to use the RGB/TV resolutions on the same monitor it should scan down to 15 kHz.

>Can anybody please tell me what is the difference between screen blaster
>and BlowUp030? Will NVDI Falcon work with both?

The hardware seems to work similar but the software of both are very different:

With Screenblaster you have to use the 10 or 15 resolutions the programmers meant were nice. Every time you boot or switch the resolution you get a TOS-Screen where you have to select your next resolution. I've seen it at a local dealer in V0.9beta and it seems neither flexible nor user-friendly.

The BlowUp030 Software allows you to set any resolution at any vertical frequency interlaced or noninterlaced (if the FALCON is fast enough and the monitor good enough for that). You can use many sliders to manipulate Vsync, Hsync, etc. in order to get the best picture on your monitor. You can save for each colour mode (2, 4, 16, 256, TC) two favourite resolutions. With a small ACC (PRG) you now can set your default resolutions for each colour mode (User defined 1 and 2 and the original resolution). If you change the number of colours on the desktop the default resolution will appear without rebooting or a bad TOS-Screen. The compatibility modes still work fine.

Both products support virtual screen (very fast and really nice).

NVDI 2.50 works fine with both Hardware products but not with FalconScreen2. The problem is that the author of FalconScreen still didn't receive the NVDI-Update!

>Should I take both? How much would they cost and where can I buy them in
>Germany or Austria?

Both makes no sense until you can use only one of them the same time.

Screenblaster (Overcan GbR, Berlin) costs DM 149.- and DM 199.- with NVDI 2.5 (without manual). BlowUp030 Hard 2 (EMail: acher@informatik.tu-muenchen.de) costs DM 129.-.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

577. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 20:14:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vddfv$1js@usenet.INS.CWRU.Edu>
Source record: 204657

In a previous article, azog@world.std.com (azog) says:

>Excuse me for about 10 minutes, but I really need to blow off some
>steam here. Unless you can specificlly help me here, dont bother
>to reply.

Well, if you didn't want a reply then don't post. :)

>I read in an issue of Znet online mag, that Atari is not allowing
>mail order of the Falcon. There was a long explaination regarding
>this very stupid move on Ataris part, but I didnt really pay attention
>to it.

Why don't you read the explanation and then get back to all of us
about why this "no mail-order" policy is stupid?

>
>So I called Cottonwood Computers in CA, and they have the Faclon
>*IN STOCK* (or did when I called). Great! Execpt since I am in NJ
>I CANT BUY FROM THEM! SO I get a name and number of a Sam Ask here in
>NJ that is a supposed dealer, and since they arent too far away from
>me, I call them, in hopes that I can pick it up tonight. Guess again.
>They dont have stock, and probably never will. They need to order these
>on an as-need basis or some such bullshit, and knowing Atari, that could
>take like 6 months.

I'm sure it isn't this dealers fault. Atari most likely shipped the
Falcon030 to those that ordered them in large quantities a long time ago.
The dealer probably doesn't have any because there are no Falcon030s
to send him!

You as might as well order it from this dealer and encourage him to
get Atari to rush the unit to him.

>
>This is pure crap. Who in Atari made up such a bonehead policy? I dont
>really care if they think that a person should see and feel the Falcon
>before buying one, I want one regardless! Is Atari such a market giant
>that they can stop selling thru what is probably the most successfull
>channel (mail ordering), or are they just a bunch of brainless jerks?

No, the policy is a smart idea. But, they still need a lot more Atari
Dealers in the U.S.

If your nearest Atari dealer doesn't have one or doesn't plan on getting
any for awhile, find the NEXT nearest Atari dealer and get it from him.

>
>
>Throw open the switches to the sonic oscillator,
>and step up the reactor power input three - more - points!
>

--

578. Re: Serial port sending ^S at wrong time?

Newsgroup: comp.sys.atari.st
Date: 1993-06-12 20:59:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.318417@cix.compulink.co.uk>
Source record: 204658

In article <1993Jun12.165539.29470@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>I'm using TOS 1.4 (1.04 for the rest of you) and have a data dtream from my
>modem that overruns the ST occaisionally. When that happens, I notice about 2
>garbled lines of text and then the data stops until I hit ^Q to restart it.
>
>I'm trying to isolate the source of the ^S that stops the data flow and
>then figure out why rts/cts aren't functioning.
>
>tos14fix
>poolfx92 (Auto folder)
>serialfx
>uisIII
>

Try removing tos14fix and serialfx and installing tos14fx2 instead.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

579. Atari ST equip. for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 03:19:49 UTC
From: centaur@eskimo.com
Message-ID: <C8JIL4.JKp@eskimo.com>
Source record: 204660
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
I have the following Atari ST equipment for sale:
.
1040STf w/DS floppy built-in & mouse $125.00
SC1224 color monitor $110.00
SC124 monochrome monitor $85.00
520ST computer w/mouse $75.00
SF354 SS External Floppy (360K) - $30 (or $95 w/520St above)
.
Buyer pays shipping. Prices fairly firm, but reasonable offers
will be considered. Interested parties are encouraged to e-mail
this account, or call (206) 742-9271 (evenings PDT).
.
Thanks, Centaur
```

580. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 03:21:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ve6geINN2ef@golem.wcc.govt.nz>
Source record: 204659

```
] Is PC-Ditto now PD???

Nope!
```

581. atari archive UUencoding

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 13:41:32 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.JuiVk9A_tgc@mbase97.hacktic.nl>
Source record: 204509

Hi,
The files I receive from BART (a.a.u.e.'s mailserver) are in a special
uuencoded format that my decoder does not understand. The contents are
decoded all right, but the 'include <nextfile>' statements are ignored.
Therefore I have to glue all parts together into one file by hand.

What uudecoding program DOES understand these include statements?

--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

582. Cleveland Free-Net Atari SIG needs Atari News SysOp

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 16:04:03 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1vfj5j$2jv@usenet.INS.CWRU.Edu>
Source record: 204661

The Cleveland Free-Net Atari SIG needs an Atari News SysOp.

At the Atari SIG, we are working hard to establish a great information source
for ALL Atari users.

Presently, the Atari SIG is looking for an Atari News SysOp. If you love
to hear about Atari news and enjoy getting the word out, this position
if definitely for you!

This is a volunteer position, but there are many perks that you will enjoy
as being an Atari SIGOp.

One is the fact that you will have unlimited time access to the Cleveland
Free-Net. Another is that you will get to know many people in the Atari
Community. Third, you will be working with other SysOps to establish something
that has never been done before--a ___FREE___ Atari SIG that is comparable
to that of GEnie's and Compuserve's.

Eventually, we hope that we will be able to distribute the news that you
obtain to Atari SIGs on different Free-Nets throughout the nation.

If you enjoy Atari news and the Atari Community, you will love the position
of Atari News SysOp.

These are the qualifications:

A Cleveland Free-Net ID and password (if you don't have one now, get one!)

Perseverance -- this is a BIG one. As you may know, the happenings of Atari
do not always brighten people's day. This means that you
will need to keep at it even though things look grim.
Also, it will take work for your ATARI NEWS area on the
Atari SIG to become a popular source of Atari News. THIS
WILL EVENTUALLY HAPPEN THOUGH!

Dependability -- you will need to use the Free-Net system and Atari SIG
at least twice week. Some Atari SysOps check in three or
four times a week, while others every day.

Long-term stay -- A long-term stay has to be in mind. Unless you plan
to stay around for awhile (longer than 6 months) and make
a name for yourself and the Atari SIG, don't apply.

Ability to work -- The ability to work with people is important because this
with people is the only way the Atari SIG will be successful
This ability is the key to the Atari SIG's success.

____ TIME ____ -- This is very important. Many people just don't have time
with everything going in their lives. The prese don't have time. But, if you think you can
make yourself
some time (a minimum of 6 hours a week) then you will be in great
shape.

The need for devotion is an important part of being an Atari SIGOp.
You must be devoted to the Atari SIG. Our main goal is to create an information
source for Atari SIG that cannot be beat. We understand that Free-Net
isn't a commercial system, but we believe we can do it anyways.

If you are interested in the position, please write the Atari SIG at
xx004@cleveland.freenet.edu

Please include some information about yourself (where you live, what you do,
how long have you used Atari products, etc.)

Thank you.

Sincerely,

Len Stys

583. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 19:03:10 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <740099512.0@cyberhm.royle>
Source record: 204523

To: ogal@cix.compulink.co.uk

OG> Try Connect (conn196.zip), it is very good. DTerm is not that
OG> good but is very easy to use. Rufus is OK, but I don't know it
OG> that well so can't help. You would need a good zmodem protocol -
OG> you have a choice between XYZ.PRG or TTP as well as GSZRZ.PRG,
OG> both are shareware.

I've used quiet a few emulator to try and get good VT100 support, when
trying to connect the the Vax systems at work. Connect does a pretty
good job, but Uniterm seems to emulate the codes better.

I hope you get the message, 'cause it's my first message, outside of
FidoNet/NeST...<gulp>

.___ . .___ .
//_ //| STeve Basford (A NeSTWare Developer) //_ //|
|| || | || || |
|| || /_ NeST: 90:100/115 & FidoNet: 2:255/404.42 || || /_
_/|| ||_/ | _/|| ||_/ |
|_/ |_| _|/ InterNet: SBasford@cyberhm.royle.org |_/ |_| _|/

* Origin: STeve's Cyber-Island (2:255/404.42)

584. JAGUAR: Anyone Have Any Specs???

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 20:46:40 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <C8Kv1s.BIM@cs.uiuc.edu>
Source record: 204662

This might not be the right group to post this question, but all this talk about Atari stock rising because of the Jaguar video game machine has me interested...

Could some kind soul describe the (possibly rumored) hardware of the Jaguar (or point me to a FAQ list)? What exactly is "64 bits" about this machine? Is it 64 bit color? 64 bit sampled sound? It seems extremely unlikely that a commercial 64 bit processor could be afforded for a game machine (or even necessary), and equally unlikely that would would have the ability or desire to custom-design one. Can someone clarify this?

Any other scoop on the internal details?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

585. Virtual Modem/FAX for the FALCON.

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 22:01:12 UTC
From: markjl@bu.bu.edu
Message-ID: <122991@bu.edu>
Source record: 204663

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <A54691@KI.maus.de> Christian_Mittendorf@ki.maus.de
:(Christian Mittendorf) writes:

: >Does anybody know whether there is a software-modem for the FALCON
: >available or if there is a progamm in work which uses the DSP in that way?
: I think Atari (U.S.) intends on marketing a DSP modem in the future.
: Bob Brodie sort of mentioned the idea in his latest GEnie RTC (get
: the latest Znet for the full transcript). Dunno if there's any
: currently available, however...

I attended the Atari debut of the Falcon 030 at the Boston Computer Society show last September (it was the same place the Atari 520ST was announced in 1985 to the world). I posted an article to this USENet newsgroup and it was republished (electronically) in Atari Explorer On-line.

In that demonstration, Sam Tramiel said that a 3rd party manufacturer was creating the international phone adaptor interface for the Falcon 030's DSP port. I believe (from memory) he said that it should be out by the first quarter of 1994. From there, one only needs software to do a virtual modem or fax machine over the phone lines.

--mjl
--
|db| This is a copy of the .signature virus, pass it on.|| Mark J. Lavi
|qp| Want something to read? Finger me @ACS: ||
|db| Internet: markjl@acs.bu.edu ('til September '93) || at work:
|qp| Compu$erve: 72545.1236@CompuServe.com (might kill) ||MARKLAVI@DELPHI.COM

586. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 22:08:33 UTC
From: markjl@bu.bu.edu
Message-ID: <122992@bu.edu>
Source record: 204664

WHy don't you simply call ICD BBS and D/L the lastest software? I did about a month ago because it is the only official electronic means to get the software for free. (Unless you order it, not free! But the professional versions carry additional features, you learn about that in the P/D release of 6.0.2. Dated '92)

--mjl
--
|db| This is a copy of the .signature virus, pass it on.|| Mark J. Lavi
|qp| Want something to read? Finger me @ACS: ||
|db| Internet: markjl@acs.bu.edu ('til September '93) || at work:
|qp| Compu$erve: 72545.1236@CompuServe.com (might kill) ||MARKLAVI@DELPHI.COM

587. Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 22:57:49 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <1vgbdd$qlp@irz401.inf.tu-dresden.de>
Source record: 204665

```
In article <122992@bu.edu>, markjl@bu.bu.edu (Mark Lavi) writes:
>WHy don't you simply call ICD BBS and D/L the lastest software? I did
>about
>a month ago because it is the only official electronic means to get
>the
>software for free. (Unless you order it, not free! But the
>professional
>versions carry additional features, you learn about that in the P/D
>release
>of 6.0.2. Dated '92)

So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
and uploaded it to some common sites like a.a. or ftp-kl? This should end
this senseless discussion.
Matthias
+------------------------+--------------------------------------+
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.sax.de |
| | IRC:st-guru |
| | |
+------------------------+--------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| 'Only a dead GIF is a good GIF!' |
| God bless True Color! |
`-------------------------------------------------------------'
```

588. Re: Atari stock up, up, up (Commodore/Apple down, down, d

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 23:48:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.eY2vDY33vSI@semprini.tdkcs.waterloo.on.ca>
Source record: 204671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.advocacy

Len, I think this stuff really, really belongs in .advocacy. :-\

In <1vaj3i$frk@usenet.INS.CWRU.Edu>, Len Stys writes:
> Commodore International posted a gigantic lost for 1992. This is Atari's
> main personal computer competitor. If they are hurting, Atari has a chance
> of getting back into the European market. It will take Commodore
> a year to get their finances in order after that loss. Atari has already
> restructured and is poised to take back what was theirs (Europe).

Yah, but they've been selling A1200s for _months_ now... I still
haven't heard of a for-sale Falcon in Canada.

> Apple Computers has a lot of sales, but they aren't making any money!
> Atari's SECOND biggest competitor in the personal computer market!
> And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
> know where Apple DSP computers are... do they exist?

Does anyone care? Apple's presence is utterly overwhelming; they sold
more PowerBooks last year than Atari has sold STs/TTs/STes/Falcons ever.

> The Falcon030 is now SHIPPING. This is good news. And better news is that
> Atari is increasing production.

Shipping to where? 10 units per week?

> The Falcon030 is also the only computer for less than $1400 with a DSP
> chip and port. Atari has beat the entire personal computer industry with
> including these components.

We still haven't seen much of a use for this by "normal" people (ie,
people who aren't musicians). Sure, you can use it for JPEG
decompression, etc, but the extra horsepower in a '486 or '040 will go a
lot further than the DSP can... It'll speed up the whole system, not
just a few rarely-used operations.

> The Lynx is still a hot product and Bob Brodie said that Garry Tramiel was
> visiting major retailers to get them to carry it again. Will Garry be ssuccessful?
Maybe...

From what I've heard (from _developers_) if Gary is talking to them, you
should expect more to be dropping the Lynx...

> The Jaguar is probably the biggest reason. Atari is years ahead of the
> video game industry with this system. A "64-BIT" video game system folks.
> And for $200? All video game players out there (millions and millions)
> will buy this system. It is just a matter of Atari producing enough of them
> to meet demand.

I think this is about as likely as seeing a balanced budget in the US;
everyone talks about doing it, but there's no way they can. If it is
available within a year of now, I'll be very surprised.

> And what do we have here? Sam Tramiel announces that this system will be
> made in the U.S.? This is MAJOR MAJOR MAJOR news.

For people in the US; other people might not have such a good opinion of
Made in the US products (I certainly wouldn't buy an American-made car)...

> And what else is Atari working on... a CD-ROM that is twice the speed of
> CD-ROM players on the market today? GREAT NEWS.

Dozens of these DoubleSpin drives are already on the market, being sold
by companies with better reputations than Atari (ie, NEC, Sony, etc).

> And how about a Virtual Reality set. Atari has not officially announced it,
> but I GUARANTEE you that we will release it by the end of 1994.

We probably won't even see a faster Falcon model by then.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

589. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-13 23:51:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.t9VxhFraUoQ@semprini.tdkcs.waterloo.on.ca>
Source record: 204672

In <C8H0M0.8nL@world.std.com>, azog writes:
[...no Falcon030s via mail-order...]
> This is pure crap. Who in Atari made up such a bonehead policy? I dont
> really care if they think that a person should see and feel the Falcon
> before buying one, I want one regardless! Is Atari such a market giant
> that they can stop selling thru what is probably the most successfull
> channel (mail ordering), or are they just a bunch of brainless jerks?

The higher-ups at Atari like to think they're Apple... In the past
three years or so, the _only_ way to get any sort of Atari hardware or
software has been through mail-order.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

590. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 00:45:59 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1vgho7INN67c@tortoise.cis.ohio-state.edu>
Source record: 204666

In article <1vaj3i$frk@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Apple Computers has a lot of sales, but they aren't making any money!
>Atari's SECOND biggest competitor in the personal computer market!
>And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
>know where Apple DSP computers are... do they exist?

First. Apple is making money. Lots of it. The are making less profit
this year than before, but are selling lots more product. Note, they are
STILL making money, just less than before. In return, they are lowing prices
and going for volume. Many Wall Streeters didn't think they could make this
transition, but they still seem to be doing well. Apple also claims that
CPU sales will skyrocket once the DSP macs are releaed, and that Newton will
make loads of money on realease (but, of course they would say something like
that....)

The DSP macs aren't supposed to be out till this summer. That when evey-
one said they were due out, so Apple ain't even late yet and you're calling
them into question! If the DSP macs can do do what Apple says they can do,
then I think they might classify as
revolutionary. Of course, with the Newton being so late, maybe the DSP
macs will too.

>The Falcon030 is also the only computer for less than $1400 with a DSP
>chip and port. Atari has beat the entire personal computer industry with
>including these components.

This is the thing that Atari really has going for it. I don't really know
what market this makes for Atari, but it is a plus for the machine. Mainly
because it is shipping now, if some of the rumors are true of about the
Tempest (the DSP macs) then it might have some stiff competition, especially
since, to a professional, the price difference might be worth it.

>The Lynx is still a hot product and Bob Brodie said that Garry Tramiel was
>visiting major retailers to get them to carry it again. Will Garry be ssuccessful?
Maybe...

God I hope so....I have one! (Though that Sega game gear looks nice as well,
and isn't that much more!)

>The Jaguar is probably the biggest reason. Atari is years ahead of the
>video game industry with this system. A "64-BIT" video game system folks.
>And for $200? All video game players out there (millions and millions)
>will buy this system. It is just a matter of Atari producing enough of them
>to meet demand.

Cynical as it sounds, I think the Jag might be feuling the recent rise in stock. It's rumored capabilities put it beyond any competition other than the 3d0 which will cost much more. I think this excites investors more than the release of a new "bit" player computer. (That IS how they will view the Falcon...and they won't be able to see one to decide otherwise!)

>And what do we have here? Sam Tramiel announces that this system will be
>made in the U.S.? This is MAJOR MAJOR MAJOR news.

I missed that. That sounds like a great move on Atari's part. They have more control over production (closer) and get the positive press of being "American made" in an industry dominated by Jap. companies. I hope it's all it's cracked up to be...because tech. superiority, American made, all for a slight price increase just might work. (Of course, I hope all the rumored games are out on release...this is VITAL, so I don't think that Atari will overlook it. Let's hope this is why the new-Lynx games aren't popping up as fast as they should.

>And what else is Atari working on... a CD-ROM that is twice the speed of
>CD-ROM players on the market today? GREAT NEWS.

Do you mean the dual speed CD-ROM players. Like the one that Apple has had out for awhile now? (They were one of the first.) Or were you talking about game consoles still? If so, I wonder if it'll be able to hook up to the Falcon?

>And how about a Virtual Reality set. Atari has not officially announced it,
>but I GUARANTEE you that we will release it by the end of 1994.

Is this to run off the Jag? I think I just might have to buy one....well I'll decide after I see it.

>The problem is that Atari needs to MANUFACTURE and MARKET these products.
>Will they find money to do it? I hope so!!!!

Amen!
>Len Stys
>.
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

591. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 05:44:43 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <91a55B3w165w@sys6626.bison.mb.ca>
Source record: 204667

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Is PC-Ditto now PD???
>
> Nope!

Atari should buy the rights to it though and release the last disk
version as p.d.
If the Amiga's can have a p.d. dos-em, why can't we?

592. Falcon & VGA & BlowUP030 (was: Re: Falcon & VGA)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 07:32:00 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <740073910.AA05734@tdkt.kksys.com>
Source record: 204691

Is BlowUP030 available in the US yet? (let me guess, FCC)..
Also, who distributes NVDI in North America (Pacific Software had never hear of it!!)
Curt Fluegel
/s

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

593. LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 09:06:19 UTC
From: grellier@imag.fr
Message-ID: <C8LtAJ.BLr@imag.fr>
Source record: 204669

Hello,

I'd like to have a latex environment on my ST, because I use it as
a student. I dont want to print documents made with it at home, I
just want to prepare and debug sources.
I have seen that there were many implementation of it, so what is
the best one (compiler and previewer), and what place we need on
hard disk.
And by the way where can I find this good implementation.

--
+=+=+=

594. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 09:28:06 UTC
From: andrew@minster.york.ac.uk
Message-ID: <740050086.142@minster.york.ac.uk>
Source record: 204687

I just thought I'd mention that if you look in DC comics you will see
a full page advertisment for Atari LYNX. I've been reading Superman comics
since his recent demise and every comic this July has had a LYNX advert of
some kind.

Obviously Atari are pushing their products still!

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

595. Hard Disk problems with Minix

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 11:29:30 UTC
From: vctec@sun.pcl.ac.uk
Message-ID: <1993Jun14.112930.18989@westminster.ac.uk>
Source record: 204670
Cross-posted to: comp.os.minix,comp.sys.atari.st,comp.sys.atari.st.tech

Dear folks,

Please help me.

I recently bought Minix v1.5 for the Atari ST, second hand.

My problem seems to be that I cannot install it onto my hard drive, because of the fact that my controller is not recognised by minix using the command:

dd if=/dev/hd5 of=/dev/null count=200

I get the error message:
0.00 in
0.00 out

My set up is:
Atari 1040 STe with 2Mb RAM and TOS 2.06
720 K external Disk Drive
48 Mb Disk Drives Ltd Autobooting Hard Disk.
the components of which are:
48Mb Seagate ST157N SCSI Disc
Disc Drives Ltd DMA-SCSI interface
SCSI out, DMA out ports
Inbuilt clock
Switch for SCSI and AHDI compatability.
I use the SCSI compatability option (however, I tried the AHDI with minix and it still did not work).
Mono and Coulour monitors
Daatascan Scanner.

All the above are plugged in at the same time.

Is there any way of getting around this problem without having to resort to buying another interface?

I have tried to get in touch with Disc Drives Ltd, but it seems that they do not exist anymore. Even the reputable companies here haven't heard of them. The company was based in Kent.

I bought the drive second hand, so I do not know who to turn to.

Please help.

All replies to:
D.Bhabuta@alpha.qmw.ac.uk
vctec@westminster.ac.uk

Thanx everyone,
Danny
=);-)

596. Re: Atari stock up, up, up (Commodore/Appl

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 12:45:51 UTC
From: wolf@mt.att.com
Message-ID: <C8M3GK.1zt@cbnewsh.cb.att.com>
Source record: 204673

Semi-flame on:

In article frk@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:

"> "Apple Computers has a lot of sales, but they aren't making any money!
"> "Atari's SECOND biggest competitor in the personal computer market!
"> "And, Apple doesn't have any new major BREAKTHROUGH products... I still don't
"> "know where Apple DSP computers are... do they exist?

Where are you getting your facts? You can't even compare Apple and Atari! Apple
may not be doing as well as it used to, but it's still making a healthy profit -
unlike Atari. As far as the number of units-shipped are concerned, I would venture
to guess that Apple is selling more in a week than Atari is selling in a year (not
based on fact, but just look at the difference in earnings!) As far as "breakthrough"
products are concerned: I guess you define "breakthrough" as "a computer with
a DSP?" Apple's PDA (supposedly out this summer) probably qualifies as a breakthrough
in anybody else's book.
I don't know if Apple has a DSP in any of their computers (don't own one, so I
can't speak from expertise) but I'm pretty sure there're 3rd party vendors selling
boards for it -- IFF there's a market for it.)

"> "A $50 game will now cost $60. This is because they are located in Japan
"> "and are having a hard time transfering the U.S. dollar.
"> "
"> "And let's use our common sense. Sega is located in Japan as well. If Nintendo
"> "is having a hard time, Sega will be following soon.

...so they will be shipping xxxxxxxx - y units instead of just xxxxxxxx? Give me
a break. Atari in their own yearly statement admits that their game machines are
no longer competitive with Nintendo/Sega.

"> "The Falcon030 is also the only computer for less than $1400 with a DSP
"> "chip and port. Atari has beat the entire personal computer industry with
"> "including these components.

You keep going back to the DSP as if it's some sort of Holy Grail of computer
architecture. There are 3rd party vendors selling boards with DSP for PC clones.
I don't see the 20+ million PC customers out there flocking to those products.
Aside from the DSP (and some other nice features for the "music niche market") what
does the Falcon really have to offer that hasn't existed in the PC and Mac world
for a couple of years?
...
"> "The Jaguar is probably the biggest reason. Atari is years ahead of the
"> "video game industry with this system. A "64-BIT" video game system folks.
"> "And for $200? All video game players out there (millions and millions)
"> "will buy this system. It is just a matter of Atari producing enough of them

"> "to meet demand.

An announcement does not a system make. Clearly you're right in one respect:
The Jaguar is the most sophisticated game machine ANNOUNCED so far...but so
was the Lynx when it was ANNOUNCED (it was the first color portable system at
the time.) But by the time it shipped in quantity, Sega had come out with a
color portable of their own.

"> "
"> "And what do we have here? Sam Tramiel announces that this system will be
"> "made in the U.S.? This is MAJOR MAJOR MAJOR news.
"> "
"> "We are finally going to have a system that we can pick up, look on the bottom,
"> "and see a Made In the U.S.A. sticker. This is a little hard to believe,
"> "but Sam Tramiel did say it...

Even you're skeptical on that one, eh? :-)

"> "And how about a Virtual Reality set. Atari has not officially announced it,
"> "but I GUARANTEE you that we will release it by the end of 1994.
^^

"> "There is so much good news going on that it is surprising that the stock
"> "hasn't hit $5 already. And I believe that $10 would not be surprising either.

If you're so convinced, why don't you take out a loan and buy a few thousand
shares?

"> "The problem is that Atari needs to MANUFACTURE and MARKET these products.
"> "Will they find money to do it? I hope so!!!!

That has always been the problem. What makes you think it will change?

Semi-flame off.

Apologies to the net. I don't usually flame others like this, but this mindless
cheerleading in the face of reality is getting a little ridiculous. I've had
my ST for 6 years (granted I haven't used if for over 4 :-) but I do try to keep
my feet planted on this earth.

Tom

+---------------------------------------+ With so many signatures out in the
| Thomas Wolf | (908) 957-3955 | internet, it's becoming nearly
| Bell Labs, NJ | wolf@merlin.mt.att.com | impossible to be original in just
| MT 4D-213 | wolf@jolt.att.com | a couple of lines, so I won't try.
+---------------------------------------+
The comments made are my opinions and not necessarily those of my employer.

597. Re: so which mac emulator do I have?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 12:51:24 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun14125124@ramanujan.WPI.EDU>
Source record: 204685

>>>>> "hutch" == John Hutchinson <hutch@bellman.lanl.gov> writes:
hutch> In article 93Jun11123551@ramanujan.WPI.EDU, lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
>So anyway, my questions boil down to these:
>What is the program I have called?

hutch> It's called THEFT. But then, you know that don't you?

Easy there, killer... I got the thing when I bought my used 1040ST and was asking what it was in order to find out if it was legal or pirated (the disk has a printed label saying just "Spectre"). Now perhaps you can help me instead of yelling at/near me. Did Dave Small ever make a software-only version of Spectre?

>What is the easiest and/or cheapestway for me to get my ST to read
>real Mac 800k disks?

hutch> Find someone selling a used Spectre GCR with Mac ROMs here on
hutch> the net.

Now that really is helpful. What's a good price for a GCR with the ROMs? And do I then need to buy a mac external drive or will it allow my ST's internal drive to read mac disks? If not, is there any way to get the STs internal drive to read mac disks?

thanks again,
.s.
--
- lancer@wpi.wpi.edu - - The Fuses Have Been Lit: -
- I've got a little blue tube to give my views -
- Of a world in dischord, my life's unmoved -

598. how do you find out how much space is left on your HD (in C)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 13:45:38 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.J51agCFQnsw@harvee.billerica.ma.us>
Source record: 204504

I would like to know how to determine how much free disk space is left on
a hard drive given a path name. does the solution change if you are
running mint and the pathe name starts at U:\....

Thanks in advance for the info.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

599. Is there an MPEG viewer for the STe

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 13:55:49 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C8M6p2.5Mo@bailgate.gpsemi.com>
Source record: 204675

Does anyone know of an mpeg viewer for the ST/STe ? I've got one at work
on the Suns - but I'd like to look at some of these when I'm not supposed
to be doing other things !

Thanks,

Martin
--

```
=========================================================================
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
=========================================================================
```
Being "a bear of very little brain", I can't even spare the time to think
of a witty comment - there are more important things in life ...

600. MDK tar is faulty(maybe)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 13:58:14 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1993Jun14.135814.1142@sol.ctr.columbia.edu>
Source record: 204674
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

A word of warning here.

I've just had an error under minixfs 0.6p4 that fsck couldn't cure
(I ran it several times, and all it did was alter the location as
far as I could see). Anyway, I decided to tar everything to floppies,
run the new minit and untar back from floppy. Tarring went fine...

tar cvMf /a/unix.tar

[Create Verbose Multivol tarFile]

... for multi-volume archives (it just asks
you to put in a new disk when it gets full). So then I minit'd the
disk, and started to re-install...

tar xvMf /a/unix.tar

... which worked great for the 1st floppy.
Then it said "put in vol #2..." and I did, and it said this was out
of sequence. (alarms start ringing). The problem was that tar had
the wrong blocking factor (between the end of the files on vol #1
and the beginning of the files on vol #2 it had missed bytes, so it
couldn't restore the files which traversed volumes. Oh B***er.)
(B***er == Bother, for the humour impaired :-)

So, my advice (if you use tar to back up) is to set the amount that
tar writes to each volume (using the -b option), otherwise you'll lose
stuff.

It's quite an amazing proof of Sod's law, actually. I mean, I didn't
lose anything useless - it was stuff like gcc-cc1p, gcc-cc1, tcsh, ls,
rm, mv etc. Incredible!

I'm writing a newer version of SETUP and INSTALL using Warwick's gem++
library. Hopefully this will sort out the problems GFA was having with
TOS versions less than 1.4... At least, this is my excuse for why I've
not done anything to the MDK for the last month or so...

Simon.

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

601. help getting MIDI in faster

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:25:26 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Jun14.142526.10259@cee.hw.ac.uk>
Source record: 204676
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm writing code to grab midi data and retransmit it on the RS232 port
so I can send/recieve MIDI stuff on my Sun. It works ok as long as the
block of data from the MIDI device is smallish. When I dump all patches
in my MIDI FX, I seem to be loosing some data.

None of this is a surprise. I'm using Turbo C/Bconin/Bconout to talk to
the ports, so I tried prioritising my polling (eg only think about doing
anything else if there's no MIDI data to read) and buffering the MIDI port
in my code (ie made MIDI read a tight loop to grab data & stuff in a buffer)
which helps, but it's still less than ideal. What I really need to do
is either:

a) Increase the hardware buffer associated with the MIDI port
to ~6K (is this possible?)

b) Use assembler routines, preferably interrupt driven, to get
MIDI data and stuff it into a software buffer.

I've done b) before with a lowly Sinclair(Timex?) ZXspectrum and it managed
to keep up with MIDI traffic, I'd like to do the same with the ST.

I need help with how to do this. I would prefer to use C, but could use
assembler though I don't know much about 68000. Can anyone offer help?
Things like "Here's an assembler routine to handle interrupts caused by
MIDI data arriving" get a BIG gold star, though even little things like
references to other code, books, etc are all gratefully received.

Here's hoping....

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

602. Re: so which mac emulator do I have?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:26:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun14.142608.27338@newshost.lanl.gov>
Source record: 204677

In article 93Jun11123551@ramanujan.WPI.EDU, lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
>
>I've got an all software emulator. It's called Spectre, but I have no
>hardware with it. I just run the disk and it works! This makes me
>think it's a non-legit one... I'm looking for a Spectre GCR or Magic
>Sac since I don't feel so hot about using a pirated copy of such an
>important piece of software...

If you truly don't want to use pirated software, then just DON'T. Please... format that disk now! It's an insult to software developer's everywhere. Not only did the pirates' steal Dave Small's code, they also copied the Mac ROM code to the disk. It's very buggy and illegal as hell. Dump it.

>So anyway, my questions boil down to these:
>
>What is the program I have called?

It's called THEFT. But then, you know that don't you?
>
>What is the easiest and/or cheapestway for me to get my ST to read
>real Mac 800k disks?

Find someone selling a used Spectre GCR with Mac ROMs here on the net.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

603. Re: Atari stock up, up, up (Commodore/Appl

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:34:10 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun14.143410.24999@iplmail.orl.mmc.com>
Source record: 204681

Wow, I have never seen people get this upset over a little good news from Atari. It's funny (but sad) to see such apples vs. oranges comparisons like " but the extra horsepower in a '486 or '040 will go a lot further than the DSP can...". Yea, and the HP 9000 sitting next to me will blow away a 486 40 (see how stupid that kind of bashing sounds).

If people think that it is their duty to keep the good spirits of Atari users 'in check', they not only have a lot of free time on their hands, but could do us all a favor and take their net-police activities to the .advocacy group.

Larry Richardson
richards@elmer.orl.mmc.com

604. Falcon arrived. JUST 1!

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:35:18 UTC
From: kosmatoo@carre.iro.umontreal.ca
Message-ID: <1993Jun14.143518.29853@IRO.UMontreal.CA>
Source record: 204679

Friday morning June 11, the only registered Atari dealer in Quebec,
which had falcons on order for close to 5 weeks now, got a Falcon.

ONE MEASLY FALCON! AND THEY WON'T EVEN SELL IT TO ME!

I'm taking my $1500 and visiting Jack Tramiel in his villa on a tropical
desert Island, and really enjoy my summer! "Hi Jacky Boy. Have a Guiness?"

How many of you are with us? :-)

---------------------------+ "Technology so advanced, it's affordable"
Odisseas Kosmatos | "Power without the price"
kosmatoo@jsp.umontreal.ca | "Have you played Atari today?"
kosmatoo@ere.umontreal.ca | and now..
kosmatoo@iro.umontreal.ca | "Computers so great you wish you could buy one"
---------------------------+ "Vaporware so advanced, they can price it"

605. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:38:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun14.143842.28884@newshost.lanl.gov>
Source record: 204678

In article 91a55B3w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>>] Is PC-Ditto now PD???
>>
>> Nope!
>
>Atari should buy the rights to it though and release the last disk
>version as p.d.

Hee Hee... yeh, right. Atari is going to buy the rights to an old commercial program then make it public domain and give it away for free just so you can run DOS programs, albeit slowly, on your ST. I wouldn't hold my breath. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

606. Re: Atari stock up, up, up (Commodore/Appl

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 14:46:06 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1vi2veEmie@uni-erlangen.de>
Source record: 204680

wolf@mt.att.com (Thomas Wolf) writes:

>Semi-flame on:

>In article frk@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I don't know if Apple has a DSP in any of their computers (don't own one, so I
>can't speak from expertise) but I'm pretty sure there're 3rd party vendors selling
>boards for it -- IFF there's a market for it.)

Obviously there is a big market for DSP's for Apple users. Why else should they
now include one in theri newset and most expensive Macintoshs?

>"> "The Falcon030 is also the only computer for less than $1400 with a DSP
>"> "chip and port. Atari has beat the entire personal computer industry with
>"> "including these components.

>You keep going back to the DSP as if it's some sort of Holy Grail of computer
>architecture. There are 3rd party vendors selling boards with DSP for PC clones.

These boards aren't a kind of standard and are as expensive as a whole Falcon.
>I don't see the 20+ million PC customers out there flocking to those products.
>Aside from the DSP (and some other nice features for the "music niche market") what
>does the Falcon really have to offer that hasn't existed in the PC and Mac world
>for a couple of years?

What besides graphics, sounds and a second CPU can a computer possibly
have?!?!?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

607. Re: so which mac emulator do I have?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 16:12:00 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <kg7_BEW00YUoMEHVIX@andrew.cmu.edu>
Source record: 204684

I have a used Spectre GCR that I can't get to work... I posted this
problem before, and it was suggested I upgrade the Spectre software.
I wrote to Gadgets By Small several times, and never got a response.
Argh! I really have no desire to emulate a really old Mac on my ST, when
there are newer Macs all over campus that I can use, but it's annoying that
the thing doesn't work and that they haven't replied to my letters.

608. Re: JAGUAR: Anyone Have Any Specs???

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 16:15:42 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun14.161542.22089@btree.uucp>
Source record: 204683

In article <C8Kv1s.BIM@cs.uiuc.edu> totty@flute.cs.uiuc.edu
(Brian Totty) writes:
>Could some kind soul describe the (possibly rumored) hardware of the
>Jaguar (or point me to a FAQ list)?

From the Atari 1992 Annual Report (Just Issued):

---------- Quotation Begins ----------

The Company is developing a new interactive multimedia console based on proprietary custom semiconductor chips, including a 64-bit RISC processor. This multimedia console is code named "Jaguar".

The video features include 24-bit graphics with up to 16 million colors and a 3-D rendering engine which can manipulate 3-D polygon shapes in a "real" world in real time. The "Jaguar" also has real time texture mapping and can create special video effects. We anticipate the video output on "Jaguar" will be far superior to video games available today and will allow for more realistic simulations for moving vehicles such as spaceships, cars, airplanes and figures.

The entertainment software for the system will be first available on ROM cartridge.

The sound system is based on a high-speed custom Digital Signal Processor dedicated to audio. The audio is stereo 16-bit CD quality and can be processed from simultaneous sources of audio data. This allows for very realistic sounds to be used during software design as well as human voices.

The "Jaguar" will include a 32-bit expansion port which will allow for future connection into cable and telephone networks when such opportunities arise. There also will be a radio processing port for modem use and for connection to digital audio peripherals such as DAT players.

The Company is also developing a compact disc peripheral for "Jaguar". Software developed for this media can take advantage of lower media cost, capacity (up to 650 megabytes) and additional flexibility in the area of full motion video (FMV), voice and music. In the future, "Jaguar" will be able to connect a cartridge into the 32-bit expansion port which will allow for FMV playback at VHS quality. The compact disc peripheral is double-speed and is being designed to also play regular CD audio, CD+G (graphics) and Kodak's new Photo-CD.

The Company is developing ROM-based software for "Jaguar" concurrent with the hardware development.

---------- Quotation Ends ---------------------------------

Remember, this is from the annual report, and is written in such
a way as to "dazzle" existing and potential stockholders. We ST'ers
have heard annual rumors about CD-ROM before, but Atari *might* be
serious this time.

Copies of the Atari Corp. annual report should be available at no
charge, on request. Send your request to: Sam Tramiel, Shareholder
Relations (even if you aren't a shareholder ... um ... _yet_ :), Atari
Corporation, 1196 Borregas Avenue, Sunnyvale, CA 94089-1302. No, I do
not know if they'll send them to addresses outside of the USA -- but you
can always try!

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

609. Information in disk access for atari computers

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 16:42:03 UTC
From: jra37189@uxa.cso.uiuc.edu
Message-ID: <C8MEE3.n2p@news.cso.uiuc.edu>
Source record: 204517
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi. I didn't know exactly where to post this, because I only
have limited information about what I supposed to be asking. Anyway,
I was wondering if someone had a brief list of disk access commands
(directory listing, loading, saving, that sort of thing) for atari
computers. I have a friend who picked up a couple of computers,
printer, disk drives, modem, and about 100 disks for around $30!
Anyway, the problem is that the stuff didn't have any manuals to it,
and so he doesn't really know how to use any of it. I don't remember
exactly what the computers are...I think one is an 800 something or
other. Anyway, if someone could e-mail me some helpful commands,
I would greatly appreciate it. About all we're really interested in
right now is disk access commands, but if you had anything else helpful,
that'd be cool too! Thanks in advance.

<jra37189@uxa.cso.uiuc.edu>

610. GFA BASIC question

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 17:19:21 UTC
From: xepama@usbk03.bk5001.chevron.com
Message-ID: <1993Jun14.101921@usbk03.bk5001.chevron.com>
Source record: 204686

I'm trying to write a small program in GFA BASIC 3.5 and have a question on graphics. I would like to be able to achieve an effect I have seen in music programs in which notes can be overlaid on a staff and other notes by clicking with the mouse, and later removed by mouse click leaving the underlying images complete.

The programs which do this were written in c, a language I do not currently own. Is there a SIMPLE way to accomplish this in GFA Basic? Thanks.

--
Parker Mann xepama@usbk03.bk5001.chevron.com
Chevron Petroleum Technology Company, Bakersfield, CA.

611. Re: LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 18:48:13 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Jun14.184813.26357@ohm.york.ac.uk>
Source record: 204690

I've just got cs-tex-4 for my falcon, although I'm sure it was written for the ST. I'm very pleased with it, although its eaten about 10Megs of my hard drive, I think I can delete some stuff though.

I ftp'd it from src.doc.ic.ac.uk /computing/systems/atari/umich/Tex/Cs-tex-4 (or there abouts!) which I think is a 'mirror' of atari.archive. It comes in 8 compressed files - a floppy full each, so get some disks!

The documentation is mainly in German, but there is just enough English to get by if, like me, your German is not too hot. The shell program comes in an English and German version, although the supporting programs are all German. The DVI viewer is very good and fast (especially on a Falcon!). Its dead easy to install too.

Alternatively there seems to be loads of other versions around the ftp sites, but I've not needed to bother looking any further.

I hope thats some help...

Andrew

612. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 19:09:50 UTC
From: pegasus@cyberspace.org
Message-ID: <C8ML8J.As1@cyberspace.org>
Source record: 204534

ac.ca.us>
Organization: GREX Public Access Unix +1 313 761 3000

Perhaps I shouldn't point out that Atari plans to sell the Jaguar exactly the same way they introduced the Lynx... ie, sell 200,000 units only in NY and NJ. The formula didn't work then, and it still won't work in today's market.

Fool me once, shame on you; fool me twice, shame on me.

Pattie Rayl

613. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 19:14:37 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <gg7AsRG00WB=ERWmAa@andrew.cmu.edu>
Source record: 204689

```
Oh boy; they're advertising their little game machine in comic books.
That will really help their TT and Falcon sales.
-----------------------------------------------
This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.
```

614. Atari ST + Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 19:23:29 UTC
From: whitcomb@aurs01.uucp
Message-ID: <63372@aurs01.UUCP>
Source record: 204697
Cross-posted to: comp.sys.atari.st,triangle.forsale

For sale:
Atari 520STFM computer with 1 Meg RAM, Overscan, TOS 1.4, built-in
RF-modulator, double density floppy disk drive, MIDI ports, mouse.

Atari SM124 Monochrome monitor

=> $225/obo + shipping.

I'll throw in some utilities and games if you buy the computer and the
monitor together. Everything is in good shape and runs fine.

email at whitcomb@aur.alcatel.com
or call me at 919-850-6231
****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
****

615. Help

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 19:30:26 UTC
From: quaver@stein.u.washington.edu
Message-ID: <1vijkiINN8kn@news.u.washington.edu>
Source record: 204688

Help!
Today, I need to find a mail order house that has
MicroProse Golf in stock.. need it for a father's
day gift.

I have no listing of any mail order houses...
could someone please post a number or two for
me? either here or at my address..

thanks!

quaver@stein.u.washington.edu

616. Re: so which mac emulator do I have?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 20:15:52 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93165.47753.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 204692

```
------------------------ Original Article ------------------------
Path: butch!netcomsv!decwrl!concert!gatech!howland.reston.ans.net!noc.near.net!b
From: lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett)
Newsgroups: comp.sys.atari.st
Subject: Re: so which mac emulator do I have?
Date: 14 Jun 93 12:51:24
Organization: ZikZak Corporation
Lines: 30
Message-ID: <LANCER.93Jun14125124@ramanujan.WPI.EDU>
References: <LANCER.93Jun11123551@ramanujan.WPI.EDU>
<1993Jun14.142608.27338@newshost.lanl.gov>
NNTP-Posting-Host: ramanujan.wpi.edu
In-reply-to: hutch@bellman.lanl.gov's message of Mon, 14 Jun 1993 14:26:08 GMT

>>>>> "hutch" == John Hutchinson <hutch@bellman.lanl.gov> writes:
hutch> In article 93Jun11123551@ramanujan.WPI.EDU, lancer@ramanujan.WPI.EDU (Ste
>So anyway, my questions boil down to these:
>What is the program I have called?

hutch> It's called THEFT. But then, you know that don't you?

Easy there, killer... I got the thing when I bought my used 1040ST
and was asking what it was in order to find out if it was legal or
pirated (the disk has a printed label saying just "Spectre"). Now
perhaps you can help me instead of yelling at/near me. Did Dave Small
ever make a software-only version of Spectre?

The answer to that is - no, the elusive hack of Gadgets by Small did not make
a software only version. To my knowledge, there was an older version called
Spectre 128 using older Mac ROM chips, and the latest version, called Spectre
GCR, which uses newer version Mac ROMs. Both versions involve a cartridge that
plugs into the external card port on your ST.

>What is the easiest and/or cheapestway for me to get my ST to read
>real Mac 800k disks?

The only way I know of to emulate anything close to a later model Mac is with
Spectre GCR, V. 3.0. (System 6.X.X only - no system 7).

hutch> Find someone selling a used Spectre GCR with Mac ROMs here on
hutch> the net.

Now that really is helpful. What's a good price for a GCR with the
ROMs? And do I then need to buy a mac external drive or will it allow
my ST's internal drive to read mac disks? If not, is there any way to
get the STs internal drive to read mac disks?
```

Spectre GCR allows you to use your Atari 720K drive - albeit with bugs. There will be countless Spectre users who swear that their Spectre GCR works flawless ly, but take it from me, I get TONS of E-mail and there are dozens of posts on this net (including myself) from people who have serious problems using Spectre GCR, particularly on newer model STs (Mega STe, for example). I think you'll be OK with a 1040 ST. I would not pay any more than $150 for Spectre GCR and ROMs. Any more than that, and you may as well buy an older, used Mac. Remember, even with an old Mac, you will have the resources of Apple Corp. and countless dealers to assist you. If you get Spectre GCR, you will not get any support from the one-man operation called Gadgets by Small. (If you don't believe me, Dave Small apologists - just read the post that immediately precedes the one I am replying to.)

thanks again,
.s.
--
- lancer@wpi.wpi.edu - - The Fuses Have Been Lit: -
- I've got a little blue tube to give my views -
- Of a world in dischord, my life's unmoved -

617. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 20:20:00 UTC
From: only_bbs!Pizza_Thief@under.mind.ORG
Message-ID: <2649080@under.mind.ORG>
Source record: 204363

Is there any place on the internet that some one might have collected a bunch of commonly asked questions concerning Atari hardware/software and put them in a file available for download (with answer, of course....)? If this has/does happen, people who are new on the net would have a place to go for answers, and people on the net might not have to see that same q/a sequence another 30 times.

--
via Fortress Gateway at uumind.mind.ORG

618. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 20:42:44 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8MpJ9.8qx@sdf.lonestar.org>
Source record: 204456

In article <1vddfv$1js@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Why don't you read the explanation and then get back to all of us
>about why this "no mail-order" policy is stupid?
>
>>
>>So I called Cottonwood Computers in CA, and they have the Faclon
>>*IN STOCK* (or did when I called). Great! Execpt since I am in NJ
>>I CANT BUY FROM THEM! SO I get a name and number of a Sam Ask here in
>>NJ that is a supposed dealer, and since they arent too far away from
>>me, I call them, in hopes that I can pick it up tonight. Guess again.
>>They dont have stock, and probably never will. They need to order these
>>on an as-need basis or some such bullshit, and knowing Atari, that could
>>take like 6 months.
>>This is pure crap. Who in Atari made up such a bonehead policy? I dont
>>really care if they think that a person should see and feel the Falcon

Well I had heard that the policy does NOT mean no mail-order. It means that
you can only sell Falcon's if you have a store-front. That means you CAN get
computers sent to your address (mail order) from a regular Atari dealer that
has a store-front. It also means you can buy from Music stores since they
almost always have a store front! Who buys guitars mail-order only?

619. Re: LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 21:12:58 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <37265@castle.ed.ac.uk>
Source record: 204693

In article <1993Jun14.184813.26357@ohm.york.ac.uk> m2ac@ohm.york.ac.uk (Andrew Crowley - Music Technology/92) writes:
>I've just got cs-tex-4 for my falcon, although I'm sure it was
>
>supporting programs are all German. The DVI viewer is very good and
>fast (especially on a Falcon!). Its dead easy to install too.
>Andrew

What is the DVI previewer called? I've always considered Atari DVI previewers to be slow compared to their MSDOS equivalents, ever tried the emTeX previewer, its very fast and uses the printer fonts at 300dpi, very nice screen. The other thing I don't like about Atari previewers is that they need their own fonts at an ugly screen resolution (eg 96dpi or something similar) instead of using the printer 300dpi fonts. This means of course that one has to have two sets of fonts on your hard disk. Trouble is if you do get them to use 300dpi they don't have good enough zoom and unzoom facilities to get the best out of the 300dpi fonts. Anybody know of a previewer that can do all this?

Herb

620. GNU textutils v1.6 are corrupt

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 22:18:07 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun14.221807.18492@tdb.uu.se>
Source record: 204696

The file txtutl16.zoo (both at atari.archive and uni-kl) containing
my port of the GNU textutils v1.6 is corrupted (thanks Scott for
pointing it out!). I'll be uploading an uncorrupted archive ASAP.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

621. Nihongo Word Processor.

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 22:57:53 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C8MvsI.A8G@ecf.toronto.edu>
Source record: 204695

Does anyone out there in net.land know anything about the Japanese
word processor that's in a.a.u.e. ? The version in umich is V1.80
while it's dictionary is V1.26. The programmer is/was M. Utashiro.
If anyone can tell me where to get newer versions of this great piece
of software, I'd be much obliged. The current version was programmed
in 1990/08/14, so it's pretty old...(and the author does say there are
newer versions). This is a really good piece of software (although the
interface is a little cumbersome...not complaining though!) and I'd
really like a new/better version (especially with a printing function and
a bigger dictionary!! :^)

Also, is there any software out there that allows display of JIS codes?
You know, something like Kterm (on the unix) ? I'd like to be able to
input a JIS file into the thing and have it output on the screen with the
proper kana/kanji.

Any help in either of the above is appreciated. Thanks.

Vaya con Dios,
AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

622. New Falcon Blues

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 23:10:12 UTC
From: jeff@jupiter.ame.arizona.edu
Message-ID: <1993Jun14.161015.4631@arizona.edu>
Source record: 204698

I have owned a Falcon for a few weeks now and I would
greatly appreciate any advice/common experiences/
sympathy from those of you fortunate enough to also
have Falcon's to play with. I realize some of my
questions have been touched on in other articles, but
I could use some detail.

COMPATIBILITY: NONE
Well, OK, my "semi-professional" GEM using
programs work in some modes, but I have not found
a single game or demo that works. Let me know if
anyone has found a way to increase compatibility.

MONITOR SUPPORT:
My SVGA monitor works, but I am desparate to get
another monitor to work because graphics look better,
sound exists, and (drool) 640x400 with overscan in true
color exists on other monitors.
Others have claimed flawless TV viewing. I get
a flawless picture underneath flying patterns of dots,
even though I've removed all possible sources of interference.

But I really want to use my SM1224 color monitor. I
don't know of anyone who has gotten this to work - mine looks
good bu the screen is uncontrollably flipping vertically at
about 20 Hz. Also, none of the written for VGA demos seem to
work in the overscan modes.

RESOLUTION: Any info on the bits I've been hearing about gaining
access to "unofficial" resolutions?

SOUND: Mine is intermittent at best, and there is a high degree
of noise on the headphone out jack.

LAST COMMENT - HAS anyone heard a word about GFA coming out with
a Falcon Version? Does anyone even know how to find GFA at the
moment?

I could go on with my new-owner blues, but I've cluttered your
window too much already. Thanks a lot for any Falcon-specific
info you can mail me.

I will say as a final comment for the rumor mills that I have not
perceived either Multitos, or SVGA/TRUEcolor modes to be slow.
Running a single program in a multitos window shows no apparent
decrease in speed. Blitting in 8-bit mode has that annoying
color flash that TT-owners are used to, and large true-color

BLITS show a ripple, but I've been animating sprite size objects
in the highest modes with no speed trouble.
(I am curious why a blitter that could blit 1.6 Meg/sec at 8 MHz
is only yielding 2.7 Meg/sec at 16 MHz.)

Thanx Again!

From an Atari loyalist of fifteen years and counting.

623. Re: GFA BASIC question

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 23:38:51 UTC
From: jeff@jupiter.ame.arizona.edu
Message-ID: <1993Jun14.163855.4632@arizona.edu>
Source record: 204699

In article 101921@usbk03.bk5001.chevron.com, xepama@usbk03.bk5001.chevron.com (Parker Mann) writes:
> I'm trying to write a small program in GFA BASIC 3.5 and have a question on graphics.
> I would like to be able to achieve an effect I have seen in music programs in which
> notes can be overlaid on a staff and other notes by clicking with the mouse, and later
> removed by mouse click leaving the underlying images complete.
>
> The programs which do this were written in c, a language I do not currently own. Is there
> a SIMPLE way to accomplish this in GFA Basic? Thanks.
>
> --
> Parker Mann xepama@usbk03.bk5001.chevron.com
> Chevron Petroleum Technology Company, Bakersfield, CA.

"Simple" is relative. I have small routines I always include in my programs which do these effects, but I don't have them with me (If you want code, let me know, and I'd be happy to send you some short subroutines (<5 lines).

The core concept of a sprite moving over a background is "masking"
Let's say you draw a note on the screen and save it in a string.
Ex. GET 0,0,15,15,note$ (You'd later want to load this from disk for speed)

Now, if you PUT this over a background (replace mode), you get a white square around the object.

If you PUT this over a background in OR mode (I think 7), this will work in a monchrome mode, but not in color. (If you're in monochrome, you can stop here)

In color, the bits containing color information of the background blend with your note sprite, so you must first "erase" ALL the background pixels behind visible note pixels. (BLITTING has no concept of color)
You need a mask sprite which has bits set to one for each pixel that you want the background to show through the sprite (i.e. color 15 in low res, color 3 in medium res, etc.) For your note, the mask sprite would look like a photo negative - 15's around the edges of the note, and zeros for the note itself. If the note is all black, you can create a mask just by PUTting the note sprite in NOT S mode, then getting it again.

Finally, always save the background in a string.

SAMPLE CODE:
(In a mouse-checking loop)
```
SPUT background$
PUT MOUSEX,MOUSEY,notemask$,3 ' AND mode "keeps" the background visible
```

```
PUT MOUSEX,MOUSEY,note$,7 ! OR mode again.
```

That's it. The hardest part is coming up with a masking sprite. You can do a quick mask by dropping a note and then FILLing around it by color 15 which works for some shapes.

It is also nic
e to take advantage of XBIOS 5 and flip between two screens in memory. This prevents flicker. Basically, draw the whole screen first on the "hidden screen" in memory, then flip screens (show the hidden screen).

I'm not sure what level of GFA programming you're at, so I'm not sure if this helps at all. Let me know if you would like a higher or lower level explanation, and I'd be happy to accomodate.

Happy Programming.

624. For sale again in the UK...

Newsgroup: comp.sys.atari.st
Date: 1993-06-14 23:45:00 UTC
From: murphyw@summer.bt.co.uk
Message-ID: <2C1D0692@tanith.summer.bt.co.uk>
Source record: 204682

Hi,
(A continuing quest to sell Atari books and kit.)

A few items remain in my inventory that really do have to go!
How could anyone turn down a PC Speed board for an Atari STe for 20 pounds?

The books are as follows.
ST BASIC Source book and tutorial.
A Programmer's Guide to GEM - Sigma.
Atari ST 3D Graphics - Abacus.
Atari ST Machine Language - Abacus.
Introducing Atari ST Machine Code (Includes disk) - ZZSoft.
Fast Basic (manual + disk) - Computer Concepts.
The books and software are 5 pounds each or the lot for 25 pounds.

William.

625. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 00:45:27 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Jun15.004527.29637@oz.plymouth.edu>
Source record: 204700

In article <gg7AsRG00WB=ERWmAa@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>Oh boy; they're advertising their little game machine in comic books.
>That will really help their TT and Falcon sales.

I'm sure it will :-). If it gets the Atari name out there why not ?

& If the prices for the lynx are what I paid the other day ($50 at a
software store) that might sell an awful lot of them.

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

626. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 00:51:07 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8n118.2s5@netcom.com>
Source record: 204501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C8HMu2.JqH@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>The second problem is that many programs die a horrible death. MiNT tells me
>it encountered an illegal instruction, and I KNOW these programs don't have any
>illegal instructions. Could MiNT itself have gotten some non-68000 instruction
>in the compilation by mistake.

Did you define -DONLY030? If so, your version of MiNT won't work properly
on a 68000.
If not, what version of TOS do you have?

>t also couldn't find prgflags. The only one I have is a GEM version, where do
>I get a TOS version that accepts the same arguments that MiNT's makefile wants
>to send it (I just set the 2 TT flags and the fastload flag)?

It's not all that important: if you don't have a TT, only the fastload
flag will make any difference, and you can set that with the 'setfast'
program that comes with gcc. Or you can set the flags by hand, as you
did. (Indeed it is the 2 TT flags and fastload bit that are being set.)

>If anyone that knows is reading, like ERS, can I get bios device numbers for
>devices by using Fxattr on the files in the U:\dev\ directory?

No. Or at least, not for the purpose you're looking for, namely comparing
U:\DEV\AUX and U:\DEV\MODEM2, because those are very different devices.
AUX is an alias for "whatever handle -2 is pointing at", whereas
MODEM2 is a real BIOS device.

It is often possible to use Bconmap to find out where AUX is pointing
(assuming that it is pointing to a BIOS device and not to a file or pipe).
But are you sure you really need to know this particular information?

>OK, where can I get developer documentation for MiNT/MultiTOS.

Call Atari at +1 408 745 2000 and ask for developer support. If you're
not already a registered developer you'll have to become one.

> I didn't see an Flock in the manual pages, is this in
>MiNT, is it automatic, or it is a flag used in the Fopen mode??

Flock is essentially just another interface to the Fcntl file locking
operations which are described in the MiNT manual.

>Also, I wanted to use Dlock
>to lock serial ports by getting their device numbers as above.

Dlock works only on disk drives. Someday it will be possible to use
the Fcntl file locking mechanism on files in U:\DEV, but that doesn't

work yet.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

627. BROOKEVILLE INDIANA

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 01:19:52 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1vj83o$bb1@charm.magnus.acs.ohio-state.edu>
Source record: 204502

Any of you fellow Atarians familiar with Brookeville Lake, Indiana? If so, send me e-mail on the subject. I've been offered a summer job there and would like to learn more about the area before accepting.

Sorry for being off topic; I couldn't find a newsgroup to put this in.

->->->((JP))<-<-<-

628. CDTOTAPE ... need it

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 03:18:01 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <qo265B1w165w@ersys.edmonton.ab.ca>
Source record: 204505

There was a post to Comp.Binaries.Atari.ST a while ago called CDTOTAPE, which allowed you to create a library of CDs or tapes. I thought I had saved it to floppy, but upon further examination, I found I that I didn't (I need to get a hard drive badly! =>). If anybody still has this file, could they please e-mail me first. I don't have FTP access, and I can't freq it from my UseNet node, as they aren't that picky about that type of thing.


```
=============================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=============================================================================
```

629. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 03:19:35 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun14221935@kropotkin.gnu.ai.mit.edu>
Source record: 204503

In article <1vgbdd$qlp@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:

>So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
>and uploaded it to some common sites like a.a. or ftp-kl? This should end
>this senseless discussion.
>Matthias

Because the ICD drivers are NOT PD and they are NOT free.

If they are uploaded to atari.archive, they will be deleted.

Cheers,
entropy

630. ?J?V\/e"nxsV?ok).i{,o3d)?md!?_N9j}??S?sv+W?k?e%??

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 03:53:09 UTC
From: fzhays@dale.ucdavis.edu
Message-ID: <C8n9GM.Huq@ucdavis.edu>
Source record: 204506

[No readable article body recovered]

631. Re: comp.sys.atari.st.supercharger ??

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 07:56:08 UTC
From: v892127@crone.si.hhs.nl
Message-ID: <1993Jun15.075608.13648@si.hhs.nl>
Source record: 204507

```
In article <9XFy5B6w165w@iowegia.dsm.ia.us>, lannie@iowegia.dsm.ia.us (Lannie Schafroth)
writes:
|> jesa@s0jxb.exnet.co.uk (John Budden) writes:
|>
|> > To anyone out there who uses a Supercharger PC emulator:
|> > Would you be interested in a discussion and mutual help group for
|> > Supercharger owners? I have no idea how to start a new news group but
|> > it must be possible if enough people are interested.
|> > Mail me.
|> >
|> > John
|> > --
|> > ===============================================================================
|> > From: John Budden Email: s0jxb@exnet.co.uk
|> >
|>
|> I have PC-Ditto II which no longer works, but I would be glad to
|> get involved with such a news group.
|> Any help on PCDITTO in mail would be helpfull :)
|>

Why not a newsgroup comp.sys.atari.st.pc.emulators ?
Not everybody have a Supercharger or PC DITTO.
I have AT SPEED C-16 and I am not the only one.

-----
C.W. Lai
Internet: v892127@si.hhs.nl
Fidonet : 2:282/301.27
```

632. Re: New Falcon Blues

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 08:54:25 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1vk2o1$k7h@info2.rus.uni-stuttgart.de>
Source record: 204508

In article <1993Jun14.161015.4631@arizona.edu> jeff@jupiter.ame.arizona.edu writes:
>COMPATIBILITY: NONE
> Well, OK, my "semi-professional" GEM using
>programs work in some modes, but I have not found
>a single game or demo that works. Let me know if
>anyone has found a way to increase compatibility.

Well, try the Programms Backward or Magi (both from France). They can switch
of the caches, emulate ST-Sound, switch the STE-Bus-Emulation on and more.
With these programms certainly 60% of my old ST-games are running.
You can find these programms on the most common ftp-sites for atari, for
example ftp.uni-kl.de or atari.archive.umich.edu (Backward is called
backwv13 or so...)

> But I really want to use my SM1224 color monitor. I
>don't know of anyone who has gotten this to work - mine looks
>good bu the screen is uncontrollably flipping vertically at
>about 20 Hz. Also, none of the written for VGA demos seem to
>work in the overscan modes.

Sorry, but you can't have both overscan and VGA. A good choice for the Falcon
is a Multiscan because of these cheap video-extenders called Screenblaster
or BlowUP030...
Please note: VGA and Multiscan (running in VGA-mode) have no Overscan and a
few demos will not run.

>SOUND: Mine is intermittent at best, and there is a high degree
>of noise on the headphone out jack.

Mine is not. It's not always the Falcon producing the noise...
Some amplifiers have troubles with the signal.

>LAST COMMENT - HAS anyone heard a word about GFA coming out with
>a Falcon Version? Does anyone even know how to find GFA at the
>moment?

GFA doesen't support the Atari-market any longer. BUT Richter (a german
distributer) has announced that the Basic 4.0 (full GFA compatible) is ready
in a few weeks (or months?).
A small (and dirty) hint for all GFA-Basic 3.5 owners with a falcon:
The programm runs in 320x200x16 (ST-Low), 640x200x4 (ST-Mid), 640x400 (ST-High)
and 640x480 (a wonder!). The shell is making troubles when you try to compile.
Now the trick: Start MENUEX.GFA in the Interpreter and compile your file!!!
With TOS 4.04 the GFA-Shell will work probably.

Ciao, Heiko.

633. Re: LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 09:54:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13901@uqcspe.cs.uq.oz.au>
Source record: 204510

eang62@castle.ed.ac.uk (Herbert Sauro) writes:

>The other thing I don't like about Atari previewers
>is that they need their own fonts at an ugly screen resolution (eg 96dpi
>or something similar) instead of using the printer 300dpi fonts. This
>means of course that one has to have two sets of fonts on your hard
>disk.

This is the nature of TeX. Fonts are rasterised with MetaFont and stored
in raster form. Scaling rasters give poor results (ESPECIALLY at low
resolutions like 96dpi), so you should WANT to use MetaFont created
fonts at that resolution, not scaled 300dpi fonts. Of course, for zooming,
you need various fonts as well. The dvipreviewer I have (came with CS-TEX
mentioned in original followup) allows you to use whatever zooming you
like (from the command line).

Another point: I don't use 300dpi fonts... I use 360dpi fonts (bubblejet),
so see that the 96dpi screen fonts are even more essential!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

634. Re: Latest version of ICDBOOT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 10:02:18 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun15100218@hal.cerfacs.fr>
Source record: 204526

```
>>>>> On Thu, 10 Jun 1993 23:31:21 GMT, bwwl@sun.rz.tu-clausthal.de
>>>>> (Wolfgang Ley) said:

WL> Ralph Sobek (ralph@cerfacs.fr) wrote:
> Well, ICD 5.5.0 is available by anon ftp on ftp.uni-muenster.de. For
> what that's worth. It's not the latest but better than ICDBOOT
> v4.4.2.

WL> ..and you should know: its not allowed to distribute ICD-Software via
WL> anonymous FTP.

Still, it's there and the owner of the file is a celebrated net
person.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?
```

635. CD-ROM (was Re: Atari stock up, up, up (Commodore/Apple down, down, down))

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 10:08:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun15100857@hal.cerfacs.fr>
Source record: 204527

```
>>>>> On 11 Jun 1993 18:32:18 GMT, aa399@cleveland.Freenet.Edu (Len Stys) said:

Len> And what else is Atari working on... a CD-ROM that is twice the speed of
Len> CD-ROM players on the market today? GREAT NEWS.

But I already have such a CD-ROM.
--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?
```

636. Re: LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 10:15:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Jun15.111502.1@gst-soft.demon.co.uk>
Source record: 204516

> TITLE: LaTeX on ST ?
>
> +Subject : LaTeX on ST ?
> +From : grellier@imag.fr (Thierry Grellier)
> +Message-ID : <C8LtAJ.BLr@imag.fr>
> +Organization : IMAG Institute, University of Grenoble, France
>
Just look on atari.archive.umich.edu in the /Tex directory
and you'll find exerything you'll need. Personally I use the
CS_TEX distrubtion as it conatains everything I need, and has
a nice GEM interface, but there are others...

CW.

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

637. Falcon + MIDI in => can't change screen mode!?!!??

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 10:50:54 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C8nssv.9r2@dcs.qmw.ac.uk>
Source record: 204511

Hi all.

Here's a strange one - I'd noticed recently that my Falcon seemed a bit fickle when changing screen mode from the desktop. Sometimes it worked fine, sometimes it bombed (2 or 3 usually). I finally managed to get round to a methodical bit of fault finding yesterday, and the results surprised me a little. Basically, the machine bombs when I change screen mode and there's something plugged into the MIDI in port. Odd - I think so. Bloody annoying - certainly. Anybody got any ideas as to how or why this might happen? The Falcon was bought at the beginning of March and has TOS 4.01. So far I've tried plugging in a Yamaha SY77, an Akai S3000, an Alesis drum box and a tape sync unit, all with the same results. MIDI out doesn't seem to cock things up, though.

While I'm on the subject of TOS, does anybody know what was fixed between 4.01 and 4.02? Just curious, and a little annoyed it didn't get including on my machine...

Cheers,
--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

638. Re: Falcon + MIDI in => can't change screen mode!?!!??

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 11:30:21 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1vkbsdE14a@uni-erlangen.de>
Source record: 204512

thumpy@dcs.qmw.ac.uk (Richard Parr) writes:

>a little. Basically, the machine bombs when I change screen mode and there's
>something plugged into the MIDI in port. Odd - I think so. Bloody annoying -
I have always plugged in MidiNet cables to the ST and everything works
fine. Are you sure it's not an accessory that can't cope with screen mode
changes that causes the problems?

(I have the TOS 4.01 Falcon, too).
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

639. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 12:16:00 UTC
From: only_bbs!arthur_dent@under.mind.ORG
Message-ID: <2650036@under.mind.ORG>
Source record: 204365

there is, and it's actually somewhere on this BBS. It's
called the comp.sys.atari.st FAQ (frequently asked questions). I
think it's in the ST Mags/News room.

--
via Fortress Gateway at uumind.mind.ORG

640. Re: Atari stock up, up, up (Commodore/Appl

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 12:28:24 UTC
From: wolf@merlin.mt.att.com
Message-ID: <C8nxBE.6pL@cbnewsh.cb.att.com>
Source record: 204515

In article 1vi2veEmie@uni-erlangen.de, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
"> "wolf@mt.att.com (Thomas Wolf) writes:
"> "
"> ">Semi-flame on:
...
"> ">You keep going back to the DSP as if it's some sort of Holy Grail of computer
"> ">architecture. There are 3rd party vendors selling boards with DSP for PC clones.
"> "
"> "These boards aren't a kind of standard and are as expensive as a whole Falcon.

The boards may not be "standard" (but then, what kind of "standard" is a Falcon with the kind of volume Atari is selling?) but at least the clones themselves are somewhat standard.

"> ">I don't see the 20+ million PC customers out there flocking to those products.
"> ">Aside from the DSP (and some other nice features for the "music niche market") what
"> ">does the Falcon really have to offer that hasn't existed in the PC and Mac world
"> ">for a couple of years?
"> "
"> "What besides graphics, sounds and a second CPU can a computer possibly
"> "have?!?!?

...How about easily obtainable memory?...I may be stepping into something here as I haven't touched Ataris for awhile (my ST is collecting dust at my parent's house) but isn't the Falcon still using non-SIMM memories?

I may have also been unclear previously. What I meant to ask is: What NEW technology (and with NEW I mean "not previously mass-marketed") does the Falcon have that would appeal to the GENERAL public (sorry, but a DSP doesn't mean much to the "average" Joe.) Actually, what does the Falcon have, PERIOD, that would appeal to the GENERAL public?

Of course, my definition of "average user" may not be yours, but I bet the majority of computer users out there run mainly spreadsheets and wordprocessors and the occasional (or not so occasional) game. If they want a new program, they want to be able to go to the store and buy it at a reasonable price. How does the Falcon compare to a cheap PC clone in fulfilling the above requirements? There's greater variety of spreadsheets, wordprocessors, and games for the PC market than there is for the Atari and, more importantly, they're easily available in any software shop (last time I checked, Babbages and Electronic Boutique in our area didn't even sell ATari ST software.) If the situation in Europe is much different, ignore the last two paragraphs :-)

Oh well, enough rambling on my part. They were just my $.01 worth anyway :-)
Tom

+---------------------------------------+ With so many signatures out in the
| Thomas Wolf | (908) 957-3955 | internet, it's becoming nearly
| Bell Labs, NJ | wolf@merlin.mt.att.com | impossible to be original in just
| MT 4D-213 | wolf@jolt.att.com | a couple of lines, so I won't try.
+---------------------------------------+
Disclaimer: I write what I write. My employer doesn't know what I'll write
next...and, sometimes, neither do I.

641. Re: New Falcon Blues

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 12:44:21 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8ny1y.972@newcastle.ac.uk>
Source record: 204519

In article <1993Jun14.161015.4631@arizona.edu>, jeff@jupiter.ame.arizona.edu (Jeff Diamond) writes:

>COMPATIBILITY: NONE
> Well, OK, my "semi-professional" GEM using
>programs work in some modes, but I have not found
>a single game or demo that works. Let me know if
>anyone has found a way to increase compatibility.

Well written GEM should work in all modes - if it doesn't, then it may seem nasty but you should get a decent GEM referance & learn how to make it....

Get Backwards (available via FTP), this claims a 70% compatibility with ST games (I use it to run LLAMATRON on my Falcon (@16MHz, not 8MHz!!!).

>MONITOR SUPPORT:
> My SVGA monitor works, but I am desparate to get
>another monitor to work because graphics look better,
>sound exists, and (drool) 640x400 with overscan in true
>color exists on other monitors.

SVGA is great - a multiscan is better :)

> But I really want to use my SM1224 color monitor. I
>don't know of anyone who has gotten this to work - mine looks
>good bu the screen is uncontrollably flipping vertically at
>about 20 Hz. Also, none of the written for VGA demos seem to
>work in the overscan modes.

Yeah - thats bad programming on the part of the demos, the ATARI UK 'UKDEMOS' don't actually work on a UK spec. TV, you need a 60Hz scan TV to use them....

>RESOLUTION: Any info on the bits I've been hearing about gaining
>access to "unofficial" resolutions?

You should email Markus Gutsche (sorry if I've spelt it wrong Markus) for the PD high res driver (900*732*4bit) or wait for the commercial ones (eg. Blowup030) to become available. Haven't seen blowup, but Markus' FalconScreen (FS.PRG) is really good......and doesn't need extra hardware!!!

>SOUND: Mine is intermittent at best, and there is a high degree
>of noise on the headphone out jack.

Thats a fault on the board - many Falcons from the first batch (all?) develope this fault, send the machine back to your dealer, stamp your foot & demand a new one.

>LAST COMMENT - HAS anyone heard a word about GFA coming out with
>a Falcon Version? Does anyone even know how to find GFA at the
>moment?

GFA ceased supporting the Atari computers some 12 monthes ago......they switched
over to DOS & Unix (has anyone seen GFA Basic for Windows - WOW!!).

>I will say as a final comment for the rumor mills that I have not
>perceived either Multitos, or SVGA/TRUEcolor modes to be slow.

Snigger - how can you say that with a straight face.

>Running a single program in a multitos window shows no apparent
>decrease in speed. Blitting in 8-bit mode has that annoying
>color flash that TT-owners are used to, and large true-color
>BLITS show a ripple, but I've been animating sprite size objects
>in the highest modes with no speed trouble.

Actually, the blitter is automatically disabled in True colour mode 'coz
it doesn't work in that mode - the blit in 8-bit is just an inefficiently
written software blit.

Craig Graham - Falcon owner of 6 monthes, and loving the pain it causes....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

642. Wanted: Infos about Medusa Boards

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 13:04:01 UTC
From: IFF212@DJUKFA11.BITNET
Message-ID: <93166.150601IFF212@DJUKFA11.BITNET>
Source record: 204518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

Is there anybody out there who has experiences with the 68040 boards
from Medusa Computer System (CH-8610 Uster) ?

Any Information is appreciated, either here or by email !!

Thankx a lot

Markus Wollgarten

IFF212@DJUKFA11.BITNET or

wollo@iffh01.dnet.kfa-juelich.de

643. Re: GFA BASIC question

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 14:00:27 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.43@cipserv1.physik.uni-ulm.de>
Source record: 204520

In article <1993Jun14.163855.4632@arizona.edu> jeff@jupiter.ame.arizona.edu (Jeff Diamond) writes:

>In article 101921@usbk03.bk5001.chevron.com, xepama@usbk03.bk5001.chevron.com (Parker Mann) writes:
>[About creating sprites]

>"Simple" is relative. I have small routines I always include in my programs
>which do these effects, but I don't have them with me (If you want code, let
>me know, and I'd be happy to send you some short subroutines (<5 lines).

>[Exploring the conecept of "sprites" with GET/PUT-commands]

>Happy Programming.

To create sprites there is a much easier way:
SPRITE note$,x&,y& ! puts the sprite note$ at location x&,y&
! if note$ has been displayed previously, the old
! image is deleted
SPRITE note$! erases sprite completely from screen

The format for note$ is very similar to that for defining a mouse pointer, except that mask and object data do not alternate, but come in blocks- I can look up the details, if you haven't got your handbook ready.
The only drawback is that you're confined to 16x16 pixel objects (in contrast to the GET/PUT-mode with no limitations) in two colors. The advantage is, you're relieved of the chore of resotring your background permanently.
Unfortunately you'll miss an easy way of controlling mouse-sprite-" collisions". There is no easy way with collision-registers like with the good old C= 64, so you'll have to check the co-ordinates, too.

Hope this helps. If there are any questions left, don't hesitate...

yours, Elmar

****
* Elmar Vogt / Abt. Experimentelle Physik / University of Ulm *
* P.O. Box 4066 / W-7900 Ulm / Germany / [00]49+731/502-3026 *
* vogt@cipserv1.physik.uni-ulm.de *
* vogt@sunrise.e-technik.uni-ulm.de *
****
* Non In Ferre Vis, Sed In Carnem (T. Doom) *
****

644. Re: Atari stock up, up, up (Commodore/Appl

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 14:11:04 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun15.141104.11875@iplmail.orl.mmc.com>
Source record: 204521

In article <C8nxBE.6pL@cbnewsh.cb.att.com>, wolf@merlin.mt.att.com (Thomas Wolf) writes:
|>
|> What NEW technology
|> (and with NEW I mean "not previously mass-marketed") does the Falcon have that would
|> appeal to the GENERAL public (sorry, but a DSP doesn't mean much to the "average"
|> Joe.)
|>

Well, a DSP will certainly not appeal to the average PC user, as they would actually have to go out and buy a DSP card. However, since every Falcon will have a DSP, then it will have relevance to the average Falcon user... any Falcon user in fact. Sure, DSP's aren't specific to the Falcon. That is not the point. The point is that every Falcon has a DSP, and any Falcon package that would benefit from using the DSP will be able to do so.

Larry Richardson
richards@elmer.orl.mmc.com

645. ** ATW Transputer Workstations **

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 15:59:47 UTC
From: rj_ingra@hal.uwe-bristol.ac.uk
Message-ID: <9306151559.AA07433@btc.uwe.ac.uk>
Source record: 204522

Hi,

I am very interested to know if Atari have any ATW Transputer workstations in their warehouses that they wish to sell off. I know of 4-5 fellow students who would give anything to get hold of one - as long as the price was right, we are all students so could not afford a huge amount ! Ie < cost 386SX plus Sension Transputer board.

Does anyone know if Atari do have any 'lying' around ! (Anyone from Atari UK reading this ?). If any Uni's or anyone is selling one, and the price is not to high please E-mail me !

I remember reading a lot about the ATW in ST World (the best UK Atari mag ever !) and seeing one at a PCW show in London a few years back.

Thanks for any help,

Rich.

Richard J Ingram	E-mail: rj_ingra@btw.uwe.ac.uk
Student: MSc Parallel	V-mail: If only !!!
Computer Systems	S-mail: 83 Rectory Road, Frampton Cotterel,
Class of '93	Bristol, Avon, BS17 2BT, UK.
---

646. Re: LaTeX on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 17:01:00 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.jYmoC4gAhpQ@s0jxb.exnet.co.uk>
Source record: 204537

```
In <C8LtAJ.BLr@imag.fr>, Thierry Grellier writes:
> I'd like to have a latex environment on my ST, because I use it as
> a student. I dont want to print documents made with it at home, I
> just want to prepare and debug sources.
> I have seen that there were many implementation of it, so what is
> the best one (compiler and previewer), and what place we need on
> hard disk.
> And by the way where can I find this good implementation.
>
CS TeX(with LaTeX) is available from atari@atari.archive.umich.edu
It is in 8 ZIP files totaling 5.6 mb.
John
--
================================================================================
From: John Budden Email: s0jxb@exnet.co.uk
```

647. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 17:16:58 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1vl06aINN9k5@tortoise.cis.ohio-state.edu>
Source record: 204524

In article <gg7AsRG00WB=ERWmAa@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>Oh boy; they're advertising their little game machine in comic books.
>That will really help their TT and Falcon sales.

Boy are you cynical! al! At least they are advertising something! They need the Lynx to do reasonably well, so people will actually look at the Jag when it comes out. Even though they aren't connected, sales of the Lynx will affect the Jag. It's the ony reasonable explanation for why the GameBoy sells.

And, you might not like it, but the potential market for the Jag is much higher than for the Falcon, so Atari stands to make lots more money from it. (Remember they are going to make the profit from some of the games sold as well.)

And, in the end, advertising ANY Atari product brings the name back into recognition, which can transfer into increased sales of other Atari products.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

648. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 17:26:23 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun15102623@hpbbrn.bbn.hp.com>
Source record: 204540

> So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
> and uploaded it to some common sites like a.a. or ftp-kl?

Because, AFAIK *there* *is* *no* *PD* *version* of the ICD software. It's
copyrighted and only available to owners of ICD host adaptors.
If too many illegal copies get araound, this could well make ICD change their
policy of free updates, which would piss off lots of people (me, for example).

SO DON'T DO IT !

Bye,
Jens.

PS: Matthias, es gibt auch eine deutsche ICD-Niederlassung. Leider habe ich
die Telefonnummer der Mailbox nicht im Kopf (schick' bei Interesse eine
kurze Anfrage an Jens_Kilian@bb.maus.de).
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

649. Re: Falcon + MIDI in => can't change screen mode!?!!??

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 18:01:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.327910@cix.compulink.co.uk>
Source record: 204530

In article <C8nssv.9r2@dcs.qmw.ac.uk>, thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>Hi all.
>[...]
>While I'm on the subject of TOS, does anybody know what was fixed between
>4.01 and 4.02? Just curious, and a little annoyed it didn't get including
>on my machine...
>

Mainly the AES dialogues and menus. Atari UK are hinting that an update
scheme is being prepared.

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision
invalid. I should know, but I never learn, I haven't decided why yet."

650. Re: CD-ROM (was Re: Atari stock up, up, up (Commodore/Apple down, down, down))

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 18:03:34 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.271.740167414@dhhalden.no>
Source record: 204529

In article <RALPH.93Jun15100857@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>
>Len> And what else is Atari working on... a CD-ROM that is twice the speed of
>Len> CD-ROM players on the market today? GREAT NEWS.
>
>But I already have such a CD-ROM.

That depends on what you and Atari mean. Double speed drives are on the
marked today, but I've heard that SONY is already hard at work on a quad
drive. it *could* be this drive they're talking about since this will have a
remarkable impact on CD based games.

>Dr. Ralph P. Sobek Disclaimer: The above ruminations are my

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

651. Info on stats/prices

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 18:07:17 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1vl34l$6ol@loch2.cc.strath.ac.uk>
Source record: 204528

Can someone post/e-mail me information on the prices and configurations
of the MEGA STe range and TT range. MY old 520 ST is dying, and with any
luck (and a student loan + other parental revenue) I will be able to
snatch one of these. But I need to get a hold of prices to show daddy :)

DAve.

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. life != ((void *) 0);

652. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 18:09:22 UTC
From: wabe@ukc.ac.uk
Message-ID: <4861@eagle.ukc.ac.uk>
Source record: 204525

In article <ENTROPY.93Jun14221935@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1vgbdd$qlp@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>
>>So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
>>and uploaded it to some common sites like a.a. or ftp-kl? This should end
>>this senseless discussion.
>>Matthias
>
>Because the ICD drivers are NOT PD and they are NOT free.
>
>If they are uploaded to atari.archive, they will be deleted.
>
Funny how our attitudes differ to the Germans over this. Fact is
you can download these utilities from (at least) one (cos I've done it!)
German archive (sorry, can't remember whether it was clausthal, berlin
or paderborn). This was quite recent and it was version 6. something I think.
Since they are virtually useless unless you have an ICD Host Adapter, I can't
really understand why ICD choose to make such a fuss about their public
domainness or not. Indeed it would be a service to Falcon/TT Upgraders if
they did make it "easy" for them to get these updates.

Not that the resulting files were of much use to me - for it seems
that, recent updates have almost entirely focussed on Falcon/TT compatibility
problems and this has resulted in larger long-winded executables that,
as far as I could tell, were no improvement over the original set I got
with my host adapter from the viewpoint of using them with a normal ST/STE.
For example, ICDBOOT is now much bigger and all that it does (for me!) that
my old one did not do is set the clock (I had to use another tiny program
to do that).

BUT, if you are one of those lucky ones who've upgraded to a Falcon
then of course it might be imperative to get these latest versions -
otherwise I'd say don't bother.

Remarkable how their COPYFIX.PRG TSR utility has grown over the
years from about 2k or so to (now) about 10k !! - but the original _was_
incompatible with many programs.

Cheers,
W. Alan B. Evans

653. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 19:51:50 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun15.155150.6303@spcvxb.spc.edu>
Source record: 204531

In article <1vl06aINN9k5@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu (ted croft brown) writes:
> In article <gg7AsRG00WB=ERWmAa@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>>Oh boy; they're advertising their little game machine in comic books.
>>That will really help their TT and Falcon sales.
>
> Boy are you cynical! al! At least they are advertising something! They need
> the Lynx to do reasonably well, so people will actually look at the Jag
> when it comes out. Even though they aren't connected, sales of the Lynx
> will affect the Jag. It's the ony reasonable explanation for why the
> GameBoy sells.
>
> And, you might not like it, but the potential market for the Jag is much
> higher than for the Falcon, so Atari stands to make lots more money from
> it. (Remember they are going to make the profit from some of the games
> sold as well.)
>
> And, in the end, advertising ANY Atari product brings the name back into
> recognition, which can transfer into increased sales of other Atari
> products.

Um, is there really so little news in the ST world that most of the discussion is about a mythical game machine that Atari claims to be developing?

Now that the Falcon is shipping, where are all the stories about how wonderful it is? Where is "all that wonderful software" that is supposed to be written for it?

Most of the Falcon related comments I have seen have been either:

1. I can't find one.
2. It broke mose of my software.

I live in Manhattan and I still haven't seen one in any computer store. Where are they. :)

Cheers,

Chris

654. The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 19:56:21 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun15.155621.6304@spcvxb.spc.edu>
Source record: 204532

In article <1993Jun15.141104.11875@iplmail.orl.mmc.com>, richards@elmer.orl.mmc.com (Larry Richardson) writes:
> In article <C8nxBE.6pL@cbnewsh.cb.att.com>, wolf@merlin.mt.att.com (Thomas Wolf) writes:
> |>
> |> What NEW technology
> |> (and with NEW I mean "not previously mass-marketed") does the Falcon have that would
> |> appeal to the GENERAL public (sorry, but a DSP doesn't mean much to the "average"
> |> Joe.)
> |>
>
> Well, a DSP will certainly not appeal to the average PC user, as they would
> actually have to go out and buy a DSP card. However, since every Falcon will
> have a DSP, then it will have relevance to the average Falcon user... any Falcon
> user in fact. Sure, DSP's aren't specific to the Falcon. That is not the point.
> The point is that every Falcon has a DSP, and any Falcon package that would
> benefit from using the DSP will be able to do so.

OK, so each Falcon has a DSP. That means there are at least a few
hundred DSP's with Atari's logo floating about. Where do you go from
there?

I think that by the time that the average consumer is made aware of
the utility of a DSP, Apple will have already taken the market.
How many programs does Atari have that take advantage of this
lil' bit of hardware? How many companies are working on writing
or porting software to the platform? I suspect a handful, at best.

Cheers,

Chris

655. Re: Gamers..

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 20:41:30 UTC
From: andreas@gilbert.adsp.sub.org
Message-ID: <andreas.015a@gilbert.adsp.sub.org>
Source record: 204460
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

In article <1993Jun11.134717.6455@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:
> Ever played a computer game and wished they hadn't put something in, or
> maybe there was something that would have been better left out?
>
> Ever thought to yourself "If I was the programmer, I would have done it
> differently"?
>
> Well now's your chance to influence some games programmers!
>
> What type of game do you like best? Shoot-em-up? Role-Player? Strategy?
> Simulation? etc.
>
> What are your favourite games?
>
> What do you think makes these games good?
>
> Are there any things you would like to change in these games?
>
> Thanks in advance..
>
> Paul

Yeah, I would like to know!!!

--
Andreas J. Axelsson	Speaking for myself and nobody else!
Digital Illusions CE AB	e-mail: andreas@gilbert.adsp.sub.org
Programmer & Game Developer	We will tear your soul apart/PINHEAD

656. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 20:43:54 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun15.204354.18176@mnemosyne.cs.du.edu>
Source record: 204533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C8HMu2.JqH@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>I've compiled MiNT 1.04 but the MINIX.XFS crashes my system now. How can I fix it? I've tried to recompile MINIX.XFS but GCC gives about a thousand warnings
>and then gives up and tells me Error 1. If anyone has a version of MINIX.XFS
>that actually works with MiNT 1.04 then please E-Mail it to me. My address is
>evanlang@sdf.lonestar.org
I take it this is v0.55 minixfs. Try 0.60 pl2 on atari.archive as mfs602b1.zoo
(binaries only) or compile up 0.60 pl4. Be warned though these are pre-alpha.
Steve.

657. Re: PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 21:23:14 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8oM2r.1JD@sdf.lonestar.org>
Source record: 204457

Someone suggested that to Bob Brodie in ATARINET and he said
it was an AWFUL idea, and I agree. Actually the suggestion
was to include it with new computers. First, its a product
that is no longer supported and does NOT work with newer
products (either ATARI or DOS products). ATARI would lose
money from people calling them and complaining or getting
their drives corrupted and who knows what else, plus it's
a product that shows that ATARI is lacking in some area.
What?? You need to a disk to run software an 8086 can run
simply because there is no ATARI equivalent?? What a laugh.

Don't get me wrong, I own PC_DITTO and have the original sales
receipt and all packaging, original disks, etc. I got it
for $10 from a guy that was selling some ATARI stuff (switching
to DOS).

The future is gonna be in doing this faster and more
effectively. I would think a cross-assembler would be in
order, something that would run multiple DOS programs in
windows and provide the OS calls for them in one program.
Such a program would be 3 stage.
1 - Convert program from 80x86 to 680x0.
2 - Optimize (GNU optimizer?)
3 - Load resulting code into a GEM windowing shell
to provide OS calls and multitask with the rest
of the system.

Who's gonna write it?? Well, I know 8086 code and I'm
learning assembly, but it will be years before I even look
into this any further. If someone wants to go for it,
lemme know and I'll give some more details on how I'd
approach the problem.

Whoops .. when I said "learning assembly" I meant 680x0. Sorry.`

658. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-15 22:13:23 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Jun15.221323.3057@solaris.rz.tu-clausthal.de>
Source record: 204455

W.A.B.Evans (wabe@ukc.ac.uk) wrote:

[...]

> >Because the ICD drivers are NOT PD and they are NOT free.
> >
> >If they are uploaded to atari.archive, they will be deleted.
> >
> Funny how our attitudes differ to the Germans over this. Fact is
> you can download these utilities from (at least) one (cos I've done it!)
> German archive (sorry, can't remember whether it was clausthal, berlin
> or paderborn). This was quite recent and it was version 6. something I think.
[...]

..it was NOT from ftp.tu-clausthal.de! I am the maintainer of the
atari-section and I have already posted why we don't distribute the ICDUTILS.

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
W-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
----

659. Re: Atari stock up, up, up (Commodore/Apple down, down, d

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 00:07:58 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C8otpA.GI9@freenet.carleton.ca>
Source record: 204535

In a previous article, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) says:

>Len, I think this stuff really, really belongs in .advocacy. :-\
>
>> of getting back into the European market. It will take Commodore
>> a year to get their finances in order after that loss. Atari has already
>> restructured and is poised to take back what was theirs (Europe).
>
>Yah, but they've been selling A1200s for _months_ now... I still
>haven't heard of a for-sale Falcon in Canada.

You can buy 'em in Ottawa... they must be available by now in most
of the major Canadian cities...
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca--------------------

660. Falcon help!?

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 00:27:22 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Jun16.002722.24748@berlioz.nsc.com>
Source record: 204538

How do you use back14wv.tos mine has no docs... (does not
decompress if is suppossed to).

I have a Falcon with TOS 4.04 US version.

Also, is there any way to edit the icons and make new ones.

Thanks in advance.

Paul F.

661. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 00:34:51 UTC
From: gregs@eskimo.com
Message-ID: <C8ouy5.5vr@eskimo.com>
Source record: 204451

In article <ENTROPY.93Jun14221935@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1vgbdd$qlp@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>
>>So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
>>and uploaded it to some common sites like a.a. or ftp-kl? This should end
>>this senseless discussion.
>>Matthias
>
>Because the ICD drivers are NOT PD and they are NOT free.
>
>If they are uploaded to atari.archive, they will be deleted.
>
>Cheers,
>entropy

Then how about just posting the phone number to ICD's BBS? I bought my hard drive used, so I don't know how to contact them.

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

662. <None>

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 01:17:14 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun15.191714.13791@iscsvax.uni.edu>
Source record: 204536

In article <jonal.271.740167414@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> In article <RALPH.93Jun15100857@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>>
>>Len> And what else is Atari working on... a CD-ROM that is twice the speed of
>>Len> CD-ROM players on the market today? GREAT NEWS.
>>
>>But I already have such a CD-ROM.

Mac users have Apple's dual speed one made by Sony. Apple has reduced the price to $29 from $599 as of yesterday. Interesting tibit: 45% of Mac desktops are shipped with internal cdroms.

> That depends on what you and Atari mean. Double speed drives are on the
> marked today, but I've heard that SONY is already hard at work on a quad
> drive. it *could* be this drive they're talking about since this will have a
> remarkable impact on CD based games.

This new drive will obviously be included with desktop macs. With Apple's buying power, they probably will be cheap in price...

>
>>Dr. Ralph P. Sobek Disclaimer: The above ruminations are my
>
> Jon
>
> Jon Lovstad | Sorry, but this part of my .sig file has been
> jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
> SnailMail: Hjortsbergvn 7 |
> N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
> Voice: +47 9 17 59 39 |

663. JIS Reader in the works...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 01:28:20 UTC
From: de500@cleveland.Freenet.Edu
Message-ID: <1vlsvk$aho@usenet.INS.CWRU.Edu>
Source record: 204539

I am about ready to release what I believe to be the first JIS
news reader for the Atari line of computers. I am currently
waiting for my FALCON to make sure the program works on it too...

I shall have it soon, I know that we have been waiting long enough
for the machines. At last they are near :)

jmtech@gorn.echo.com
There is nothing like an Atari Falcon...

664. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 01:34:20 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Yg7bWQi00WAt42cmh1@andrew.cmu.edu>
Source record: 204541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Excerpts from netnews.comp.sys.atari.st: 15-Jun-93 Re: Atari stock up, up, up .. ted croft brown@cis.ohio (984)

> Boy are you cynical! al! At least they are advertising something!
> They need the Lynx to do reasonably well, so people will actually look
> at the Jag when it comes out. Even though they aren't connected, sales
> of the Lynx will affect the Jag. It's the ony reasonable explanation
> for why the GameBoy sells.

The Lynx *is* doing reasonably well, in terms of market share; compared to their actual computers. They'll never really be a successful comapny until they start advertising. I don't know why the people at Atari don't understand this. They have very light advertising for their hand-help game machine, and *no* advertising (in the US, at least) for anything else they make. Sure, recognition of the Lynx may help Jaguar sales, if and when the Jag actually comes out. But most people I have talked to never even knew Atari *made* computers. They hear Atari and think of the Lynx (or more likely, of the 2600).

I'm sending follow-ups to *.advocacy, since this whole thread really belongs there.

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

665. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 02:20:00 UTC
From: jon.brenda@outlan.ersys.edmonton.ab.ca
Message-ID: <17878.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 204468

True, but considering the Falcon 030 is, and always has been intended as an entry level consumer machine, it has all the expandability that any normal home user could want. Besides, what's wrong with being able to add 128 megabytes fast RAM, in addition to the 14 megs 16 bit RAM? As well, you can add a VME bus to an F030 which can accept a CyRel Sunrise graphics board which gives somewhere around 3000X2000 resolution with 24 bit colour (on screen) assuming that someone can find a monitor that can display it. I mean, what else would you want to expand the system to? MIDI ports?
The F030 is as expandable as it should be, considering the intended market.

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

666. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 02:29:00 UTC
From: jon.brenda@outlan.ersys.edmonton.ab.ca
Message-ID: <17879.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 204467

After reading about ten of your posts I have come to the following
conclusions:

* You do have an Internet mailbox, but you're afraid to use
it.

* You have never seen a Falcon, and have no idea what it can
do.

* You don't know what a DSP can do.

* You fail to realise that while priced similarly, the A1200
is not half the machine the F030 is, if only for the DSP.
Not to mention the faster CPU, far superior sound, greater
expandability, and an O.S. that actually has true memory
protection.

* Lastly, you can't seem to grasp the idea that there is a far
better place to put all your posts -- comp.sys.atari.adv

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

667. spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 02:48:37 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1vm1m5$cml@charm.magnus.acs.ohio-state.edu>
Source record: 204542

Well sports fans, its the bottom of the ninth and the drive is ahead by a touchdown.... I bought a SF354 drive and it seems to be acting strange. Well, if I turn it on when the computer is off, the platter spins. It also spins when the A drive is accessed. I also have this nagging feeling that the drive also affects the other drive.
Case one: with the disk drive connected, When I tried to run Shadow of the Beast II, the A drive sounded like a machine gun caught in a garbage disposal. sorta tatatatatatatatatatatatatatat. (at this point I turn the computer off as fast as I can).
Case two: with the diskdrive off, the same occurance happens....
Case three: Disconnecting the drive from the 1040STf, I can run and play Beast II.

The second drive works fine, accesses disks, runs programs, lists directories. everything. But I don't think that the drive should be spinning when the computer is off, or that the second drive should affect the A drive...

Any help will be appreciated to the point that if you mail me a shoe I will kiss it and mail it back...

Michael Steve jr.
The Sequel

668. is Fizzdizz booby trapped...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 03:01:07 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1vm2dj$cmp@charm.magnus.acs.ohio-state.edu>
Source record: 204543

Not to be an alarmist, but my copy of Freeze dried just up and died. Some very strange occurances have caused the program to have erased alot of itself, mainly the configuration file.

Since this happened to a disk I bought only two months ago, I would think that the disk wouldn't be the problem. If it is, I better check the warrantee.

The disk worked fine till I saved the configuration file, exited the program, came back, ran the program and then exited without making any changes. Now I get disk space used in the 100 meg range (boy atari would definitely drool over my drive if it could do that) and some of the files have scrambled titles, something in what comes close to machine language and bad Klingon.

SO is there a bomb in FZD which would cause it to destroy itself, or should I blame my drive. Hopefully it is the program since I can easily replace that without any loss of funds...

This was the demo version, without a key, from atari archive in michigan, if th that helps.

Michael Steve jr.
The Sequel

669. Re: JIS Reader in the works...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 04:08:09 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8p4tL.GE@netcom.com>
Source record: 204544

In article <1vlsvk$aho@usenet.INS.CWRU.Edu> de500@cleveland.Freenet.Edu (Jim Montoya) writes:
>
>I am about ready to release what I believe to be the first JIS
>news reader for the Atari line of computers. I am currently
>waiting for my FALCON to make sure the program works on it too...

Sounds great.

What's a JIS news reader?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

670. Sharp Electronic Diary/Organiser to Atari (for a friend)

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 04:21:41 UTC
From: isaac@etrog.se.citri.edu.au
Message-ID: <1993Jun16.042141.22207@etrog.se.citri.edu.au>
Source record: 204546

Has anyone written software to do this?

I don't own an Atari or a Sharp, but am asking for a friend.

Please reply by email, thanks.

671. FOR SALE:_____ATARI ST SOFTWARE/HARDWARE Package_____

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 04:28:55 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1vm7i7INNo4b@uwm.edu>
Source record: 204545
Cross-posted to: wi.forsale,uwisc.forsale,misc.forsale.computers.other,comp.sys.atari.st,chi.forsale

FOR SALE: **
*Atari ST Software and Hardware Package *
****

* This post is quite long, to provide enough detail as to the software and
books for sale in this package.

Hardware: (All in like new condition with very light use)
----
(1) Atari 520 ST with 1 Meg Ram upgrade
(1) SM124 Monochrome monitor 640 x 400
(2) Double Sided SF314 Floppy Drives
(1) 2400 External Modem with cables
(1) Navarone cartridge system time clock with software

Software: (all original disks with original documentation)

EZ Track (Hybrid Arts) Midi sequencer (No docs)
Prospero Fortran for Gem
Micro C Tools
Personal Pascal
Compute's Second book of Atari ST accompanying disk
Compute's Application Guide: Programming in C accompanying disk
GST C compiler
Logistix (Grafox)
1st Word
The Graphic Artist 1.5
Publishing Partner (Softlogik)
Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Atari ST GEM Programs accompanying disk
Abacus Atari ST Internals accopanying disk
Abacus Atari ST Machine Language accompanying disk
Abacus Atari ST Tricks & Tips accompanying disk
Abacus Atari ST 3-D Graphics demo accompanying disk
Antic Public domain STerminal plus Source
Antic ARChive collection
Antic Disk Doctor 1.2
Antic XLISP 1.7
Abacus Paintpro
Qmi ST TALK Professional 2.0
A&D Universal Item Selector II 2.0
Megasoft A-Copier
PSION Chess

Abacus Atari ST Disk Drives: Inside and Out accompanying disk
4 x Forth (Dragon)
Holmes & Duckworth FORTH
Abacus FORTH/MT
Hisoft Devpack ST
Michtron DFT (direct file transfer)
ICD ST Host adaptor (software only)
Michtron KISSED Self Relocating Debugger
Monogram Dollars and Sense
Xlent Diamond Mike
Dac Easy Payroll
Haba Business Letter Solutions
Timeworks: Wordwriter ST 2.01
Timeworks: Swiftcalc ST 1.1
Timeworks: Data Manager ST
Timeworks: Desktop Publisher ST
Neodesk 2.0
OmniRes Monitor Emulator
Michtron 220-ST
Pc Ditto Version 3.0 (software version)
Michtron GFA Companion
Metacomo MCC Pascal
Metacomo Menu +
Metacomo Make

Extensive disk set of public domain software purchased mail
order as a group of disks

Books (all in excellent condition)

Abacus books:
Atari ST Internals
Atari ST GEM Programmers Reference
Atari ST Machine Language
Atari ST Tricks & Tips
Atari ST LOGO User's Guide
Atari ST Peeks & Pokes
Atari ST BASIC Training Guide
Atari ST Introduction to MIDI Programming
Atari ST BASIC to C
Atari ST 3D Graphics
Atari ST Disk Drives: Inside and Out
Sybex Programmer's guide to GEM
Simpson Atari ST Graphics and Sound Programming
Compute's: Atari ST: VDI
Atari ST: VDS
Atari ST: AES
ST Applications Guide: Programming in C
Learning C: Programming Graphics on the Amiga and Atari ST
Second book of Atari ST
Atari ST Application Programming (Datatech publications)

Why am I selling this?

I have invested quite a bit of hard earned money on the Atari ST, but
unfortunately I have not used much of the software/hardware and would
like to sell this as a package to an avid Atari ST entheusiast.

Please feel free to make any offer on a whole or part of the above described.

Price?

I will entertain all offers, my asking price is $600 for all.

WOW- $600 for an Atari system? I figure the hardware is worth about $200 and
the books/software $400. The books and software were purchased for over $2000
so I have quite an investment. I will split shipping costs.

Please Email to
address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=
---

672. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 05:51:50 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <1vmcdmINNn5m@dns1.NMSU.Edu>
Source record: 204452

maximum entropy (entropy@gnu.ai.mit.edu) wrote:

>: >So,WHY don't somebody downloaded the files from ICD (Pd-version,of course)
>: >and uploaded it to some common sites like a.a. or ftp-kl? This should end
>: >THIs senseless discussion.
>: >Matthias

>: Because the ICD drivers are NOT PD and they are NOT free.

The latest ICD host software is also available on Genie. Look for it in the
ICD RT on page 120. While it still isn't free, it is probably cheaper
that way then calling ICDs BBS directly.

walt lamaR

673. Re: spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 06:16:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83464@cup.portal.com>
Source record: 204548

Questions about adding a second floppy disk on an ST...

It's normal for both disks to spin when accessing either one. Atari only implemented a single "motor on" line for both drives, so turning either one on will cause the other to spin too.

Not sure about the "drive spinning with the computer off" problem.. I leave my floppies turned on all the time, whether the ST is on or off. If you meant the drive spins briefly, then stops when it's turned on, that's probably normal.. if you mean it spins up and keeps spinning, that doesn't sound normal..

Problems with drives and games are fairly common, mostly due to sloppy programming or copy protection. Some games will forget to turn off the drive light or motor on line after the game has loaded, leaving the drive or light on while you play the game. I think Double Click had one of their "Program of the Week" utilities to turn the drive off. If you can find a combination of factors that lets you play the game (like unplugging the second drive), that may be the only way it'll work...

BobR

674. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 06:36:16 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C8pBoG.K46@freenet.carleton.ca>
Source record: 204547

In a previous article, mauritz_c@spcvxb.spc.edu () says:

>In article <1993Jun15.141104.11875@iplmail.orl.mmc.com>, richards@elmer.orl.mmc.com
(Larry Richardson) writes:
>> In article <C8nxBE.6pL@cbnewsh.cb.att.com>, wolf@merlin.mt.att.com (Thomas Wolf)
writes:
>> |>
>> |> What NEW technology
>> |> (and with NEW I mean "not previously mass-marketed") does the Falcon have that would
>> |> appeal to the GENERAL public (sorry, but a DSP doesn't mean much to the "average"
>> |> Joe.)
>> |>
>>
>> Well, a DSP will certainly not appeal to the average PC user, as they would
>> actually have to go out and buy a DSP card. However, since every Falcon will
>> have a DSP, then it will have relevance to the average Falcon user... any Falcon
>> user in fact. Sure, DSP's aren't specific to the Falcon. That is not the point.
>> The point is that every Falcon has a DSP, and any Falcon package that would
>> benefit from using the DSP will be able to do so.
>
>OK, so each Falcon has a DSP. That means there are at least a few
>hundred DSP's with Atari's logo floating about. Where do you go from
>there?
>
>I think that by the time that the average consumer is made aware of
>the utility of a DSP, Apple will have already taken the market.
>How many programs does Atari have that take advantage of this
>lil' bit of hardware? How many companies are working on writing
>or porting software to the platform? I suspect a handful, at best.
>
>Cheers,
>
>Chris
>
>
I for one will be doing my best to implement it wherever it will
yield any speed increase; that is as soon as I get my Falcon and Devpac3
upgrade! (I already have the 68030 programmers reference manual and
DSP56000/56001 Digital Signal Processor manual.) I am not a comercial
developer (maybe someday :) but if every programmer, no matter
how small utilizes at least part of the
DSP's potential in their programs, Falcon owners will see some very speedy
software (for a 16 Mhz 68030 based machine)
Also (I'm pretty sure someone pointed this out already..) the best

thing about the Falcons DSP is that it will be in EVERY machine. It is a seccond processor that works in PARALLEL with the CPU...

And remember...even though it was slow in comming, the Falcon is still THE FIRST PC to implement such an impressive assortment of features.

For those non believers, read that again!; the Falcon was FIRST!
Those DSP MACs are not even out yet!
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

675. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 09:06:05 UTC
From: dmf@aber.ac.uk
Message-ID: <1993Jun16.090605.23331@aber.ac.uk>
Source record: 204480

In article <1993Jun11.171739.13682@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <1vaj3i$frk@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>> The Jaguar is probably the biggest reason. Atari is years ahead of the
>> video game industry with this system. A "64-BIT" video game system folks.
>> And for $200? All video game players out there (millions and millions)
>> will buy this system. It is just a matter of Atari producing enough of them
>> to meet demand.

Does anybody know (or want to say) if this is a true 64bit system or
a 64 bit device with a 32/16 bit bus? Does anybody have any details at all
save for the "It's 64 bits".

>>
>
>Years a head of vaporware. It will end up as the same way the lynx was
>sold.......Nobody will know its out there....I'd rather get a 3do machine....
>> And what do we have here? Sam Tramiel announces that this system will be
>> made in the U.S.? This is MAJOR MAJOR MAJOR news.
>>
>> And what else is Atari working on... a CD-ROM that is twice the speed of
>> CD-ROM players on the market today? GREAT NEWS.
>
>I am laughing. When is this vaporware comming out. I bet the other companies
>will becomming out with one...

A little company called Acorn brought one of these out six months ago, it
wasn't seen as a big thing it was just an implimentation of a new standard
which seemed to be alrady is use by other systems. Perhaps Atari are
developing one twice as fast as the twice as fast system?

>>
>> And how about a Virtual Reality set. Atari has not officially announced it,
>> but I GUARANTEE you that we will release it by the end of 1994.
>>
>> Len Stys
>> .
>> --
>>

--
Darren Forbes | "Wooden mice know what's nice; |
dmf@uk.ac.aber | sawdust cheese and maple spice." |
dmf@aber.ac.uk | - The Bones Of The Moon |

676. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 09:14:09 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1vmo91Ehr1@uni-erlangen.de>
Source record: 204549

mauritz_c@spcvxb.spc.edu writes:

>OK, so each Falcon has a DSP. That means there are at least a few
>hundred DSP's with Atari's logo floating about. Where do you go from
>there?

>I think that by the time that the average consumer is made aware of
>the utility of a DSP, Apple will have already taken the market.
>How many programs does Atari have that take advantage of this
>lil' bit of hardware? How many companies are working on writing
>or porting software to the platform? I suspect a handful, at best.

The average user can't afford the Aplle computers with DSP. They are
at the top line of their product line $5000 and up.

There is A LOT of software using the DSP already: For music, for
graphics, for real time filtering in scientific application
- for alomst all the DSP
can be used for. The only thing that is really missing is the software
modem...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

677. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 10:39:08 UTC
From: maugt@csv.warwick.ac.uk
Message-ID: <1vmt8c$924@clover.csv.warwick.ac.uk>
Source record: 204550

inclap2954@iscsvax.uni.edu writes:
>Mac users have Apple's dual speed one made by Sony. Apple has reduced the
>price to $29 from $599 as of yesterday. Interesting tibit: 45% of Mac
>desktops are shipped with internal cdroms.

$29.. yes I believe you.... just shows how intelligent your average
apple customer is

678. McMinos on a Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 12:23:25 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun16.092325.14429@ac.dal.ca>
Source record: 204454

Would anyone happen to know a way to get McMinos running on a Mega? It seems OK on a 1040 but it hangs when you try to access the help or start a game on my Mega (I've tried it with *no* auto folder progs or accessories present).

Thanks in advance,
John

679. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 12:50:41 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun16.135041@cs.bham.ac.uk>
Source record: 204453

In article <740099512.0@cyberhm.royle>, Steve.Basford@cyberhm.royle.org (Steve Basford) writes:

```
|> .___ . .___ .
|> //_ //| STeve Basford ( A NeSTWare Developer ) //_ //|
|> || || | || || |
|> || || /\_ NeST: 90:100/115 & FidoNet: 2:255/404.42 || || /\_
|> _/|| ||\_/ | _/|| ||\_/ |
|> |_/ |_| \_|/ InterNet: SBasford@cyberhm.royle.org |_/ |_| \_|/
|>
|> * Origin: STeve's Cyber-Island (2:255/404.42)
```

Steve, shall I take your .sig as a compliment then? Perhaps I should have copyrighted it...

David.

```
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | (c)1993|| || |
Bignall End | You have answered all 20 questions on the || || /\_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||\_/ |
ST7 8QQ England.| you were right or not... |_/ |_| \_|/
```

680. Re: Which MultiTos is being sold?

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 14:19:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2651599@under.mind.ORG>
Source record: 204364

What exactly is Mag!x? (A
multi-tasking OS?) Oh, and one more question: How much disk
space/RAM does MultiTOS use?

--
via Fortress Gateway at uumind.mind.ORG

681. Re: New Falcon Blues

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 14:54:30 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun16.145430.24579@cs.ruu.nl>
Source record: 204458

In <1vk2o1$k7h@info2.rus.uni-stuttgart.de> zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:

>GFA doesen't support the Atari-market any longer.

I am relieved.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

682. Atari books & software forsale

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 15:09:19 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.740243126@vela.acs.oakland.edu>
Source record: 204459

```
Books:
==========
Compute Atari ST programmers guide
Abacus books - almost complete set - titles I remember
Atari ST Gem Reference Guide
Atari ST Internals
Atari ST MIDI programming
Atari Graphics & Sound
Atari Machine Language
Atari Basic to C
Atari 3D Graphics

Software:
==========

GSTC C Compiler
MichTron Superconductor MIDI Sequencer
Mig 29 Fulcrum flight simulator
Flight Simulator II (STe compatible version)
dBman V (v5.1)

Make me an offer on part or all....

swood
```

683. Atari Helpline Helpful!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 17:05:20 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun16.170520.15780@unix.brighton.ac.uk>
Source record: 204461

Just thought you might like to know that I phoned Atari about getting MTOS for my machine Falcon030 because the company I brought the machine from had gone bust and they were very helpful.

I was given the head office number and told to phone and get in touch with customer support. This I did and was told that I merely had to send a letter explaining this with my serial no. and proof of purchase (a copy only) and then i would get MTOS free when it is released in the UK.

If Atari stick by this I might be inclined to think they had *some* customer support at last!!!

Time will tell...

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

684. Re: HSC MiNTlibs pl30 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 18:59:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10886@K.maus.de>
Source record: 204418

>I think that somehow the bug is worse on the Falcon. I have been using my ST
>for ages with a hard disk and never even heard of this bug. I only got my
>Falcon this year and the bug hit me 3 times already.

Watch out for a new AHDI driver (version 6.05) RSN.

bye, Peter

RSN is (c) 1985 Atari Corp.

685. Re: ** ATW Transputer Workstations **

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:00:36 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.332944@cix.compulink.co.uk>
Source record: 204472

>Does anyone know if Atari do have any 'lying' around ! (Anyone from Atari UK
>reading this ?). If any Uni's or anyone is selling one, and the price is not
>to high please E-mail me !
I spoke to Alistair Bodin at Atari UK about the ATW about 6 months ago.

His reply was If I wanted one, he would sell me one.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

686. Re: Amiga DSP - Complete Specs

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:07:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10887@K.maus.de>
Source record: 204419

>It should be noted that each access to RAM in a given instruction cycle will,
>in general, introduce a wait-state of one clock period. This is also the
>case with the DSP56001, when using the external RAM.

Njet. The 96 KB of DSP RAM in the Falcon are zero wait, 25ns SRAM.

687. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:21:49 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.132149.13823@iscsvax.uni.edu>
Source record: 204462

In article <1vmt8c$924@clover.csv.warwick.ac.uk>, maugt@csv.warwick.ac.uk (Mr G R Douglas) writes:
> inclap2954@iscsvax.uni.edu writes:
>>Mac users have Apple's dual speed one made by Sony. Apple has reduced the
>>price to $29 from $599 as of yesterday. Interesting tibit: 45% of Mac
>>desktops are shipped with internal cdroms.
>
> $29.. yes I believe you.... just shows how intelligent your average
> apple customer is
>
Typo. The price is $429 with 9 cdrom titles. Talking about intelligence, why do you stick with a brain dead company?

688. Atari's ... um ... Marketing

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:22:32 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun16.192232.6703@btree.uucp>
Source record: 204466

In article <C8ML8J.As1@cyberspace.org> pegasus@cyberspace.org
(Patricia Snyder-Rayl) writes:
>
>Perhaps I shouldn't point out that Atari plans to sell the Jaguar exactly
>the same way they introduced the Lynx... ie, sell 200,000 units only in
>NY and NJ. The formula didn't work then, and it still won't work in today's
>market.
>

Actually it's a great way to *start* because of the overwhelming size
of the USA marketplace. (Can you perform saturation advertising of 200
million people on $1,000,000 when TV commercials are $50,000 per minute?
I know _I_ couldn't!) The plan is to pick an area, do well there, then
expand to another area. Do well again, expand again, etc. etc. until
you have the whole US as a market area.

I don't know why the Lynx effort failed after the first market ... maybe
there was a Weekly Mid Course Correction [tm] in which they decided that
advertising was too expensive or something.

If they do that again (i.e., marketing in one select area), maybe they
could start here in California and work towards the East. If anybody
who "works for Atari" (ersmith@netcom.com, maybe?) would be so kind to
show this to Sam Tramiel & tell him to mention it as a viable marketing
plan during the Atari Annual Meeting for Stockholders on the 25th
(that's this month, gang), he'll probably get a round of applause from
those of us in attendance! Just for admitting to having a marketing plan!
(Imagine that! A marketing plan!)

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

689. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:26:43 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.132643.13824@iscsvax.uni.edu>
Source record: 204463

In article <1vmo91Ehr1@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> mauritz_c@spcvxb.spc.edu writes:
>
>>OK, so each Falcon has a DSP. That means there are at least a few
>>hundred DSP's with Atari's logo floating about. Where do you go from
>>there?
>
>>I think that by the time that the average consumer is made aware of
>>the utility of a DSP, Apple will have already taken the market.
>>How many programs does Atari have that take advantage of this
>>lil' bit of hardware? How many companies are working on writing
>>or porting software to the platform? I suspect a handful, at best.
>
> The average user can't afford the Aplle computers with DSP. They are
> at the top line of their product line $5000 and up.

The cheapest dsp mac will start at $2300 with a 25mhz 040. This pup will have dual dsp's for sound and video, digital video and video in and out....
This centris 660 av will blow the Falcon away.

By the way the Centris 610 is selling at $1299 now and is shipping and selling in quantities and will be upgradeable to the Centris 660 av.

>
> There is A LOT of software using the DSP already: For music, for
> graphics, for real time filtering in scientific application
> - for alomst all the DSP
> can be used for. The only thing that is really missing is the software
> modem...
>
> --
> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

690. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:30:16 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.133016.13825@iscsvax.uni.edu>
Source record: 204465

```
In article <C8pBoG.K46@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz)
writes:
>
> In a previous article, mauritz_c@spcvxb.spc.edu () says:
>
>>In article <1993Jun15.141104.11875@iplmail.orl.mmc.com>, richards@elmer.orl.mmc.com
(Larry Richardson) writes:
>>> In article <C8nxBE.6pL@cbnewsh.cb.att.com>, wolf@merlin.mt.att.com (Thomas Wolf)
writes:
>>> |>
>>> |> What NEW technology
>>> |> (and with NEW I mean "not previously mass-marketed") does the Falcon have that would
>>> |> appeal to the GENERAL public (sorry, but a DSP doesn't mean much to the "average"
>>> |> Joe.)
>>> |>
>>>
>>> Well, a DSP will certainly not appeal to the average PC user, as they would
>>> actually have to go out and buy a DSP card. However, since every Falcon will
>>> have a DSP, then it will have relevance to the average Falcon user... any Falcon
>>> user in fact. Sure, DSP's aren't specific to the Falcon. That is not the point.
>>> The point is that every Falcon has a DSP, and any Falcon package that would
>>> benefit from using the DSP will be able to do so.
>>
>>OK, so each Falcon has a DSP. That means there are at least a few
>>hundred DSP's with Atari's logo floating about. Where do you go from
>>there?
>>
>>I think that by the time that the average consumer is made aware of
>>the utility of a DSP, Apple will have already taken the market.
>>How many programs does Atari have that take advantage of this
>>lil' bit of hardware? How many companies are working on writing
>>or porting software to the platform? I suspect a handful, at best.
>>
>>Cheers,
>>
>>Chris
>>
>>
> I for one will be doing my best to implement it wherever it will
> yield any speed increase; that is as soon as I get my Falcon and Devpac3
> upgrade! (I already have the 68030 programmers reference manual and
> DSP56000/56001 Digital Signal Processor manual.) I am not a comercial
> developer (maybe someday :) but if every programmer, no matter
> how small utilizes at least part of the
```

> DSP's potential in their programs, Falcon owners will see some very speedy
> software (for a 16 Mhz 68030 based machine)
> Also (I'm pretty sure someone pointed this out already..) the best
> thing about the Falcons DSP is that it will be in EVERY machine. It is a
> seccond processor that works in PARALLEL with the CPU...
>
> And remember...even though it was slow in comming, the Falcon is still THE
> FIRST PC to implement such an impressive assortment of features.
>
> For those non believers, read that again!; the Falcon was FIRST!
> Those DSP MACs are not even out yet!

You better prey that they don't come out. The Falcon is competing with the
$1299 Centris 610 now. Which one will last? Gee thats a tough answer...

> --
> --
> !! Computer Engineering at The Carleton Country Club!!
> ------------------------ac382@freenet.carleton.ca--------------------

691. Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:34:48 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.133448.13826@iscsvax.uni.edu>
Source record: 204464

For those who have $1299 for a Falcon, but are on a long waiting list, Apple has a machine for you and its called a Centris 610 with an 040. You can get one for $1299 for a 4/80 configuration....

692. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 19:52:57 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C8qCK9.F6n@mach1.wlu.ca>
Source record: 204469

In article <1993Jun16.133448.13826@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>For those who have $1299 for a Falcon, but are on a long waiting list, Apple
>has a machine for you and its called a Centris 610 with an 040. You can get
>one for $1299 for a 4/80 configuration....
>
>

Simple question, WHO CARES?

Keith

693. Re: spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 20:06:52 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun16200652@kropotkin.gnu.ai.mit.edu>
Source record: 204473

In article <1vm1m5$cml@charm.magnus.acs.ohio-state.edu> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:

>Well sports fans, its the bottom of the ninth and the drive is ahead by a
>touchdown.... I bought a SF354 drive and it seems to be acting strange. Well,
>if I turn it on when the computer is off, the platter spins. It also spins
>when the A drive is accessed. I also have this nagging feeling that the drive

This is normal. The drive spins when A: is accessed because there is
only one "motor on" line for both drives.

My external drive also spins when the computer is off. I've always
made the following assumption (though I've never looked at any
schematics or done any testing to verify it, it's a plausible theory):
The motor-on line has two states, and when the machine is off the line
floats to the on-state (either by going to 0 voltage, or by "floating"
to high, depending on which one is the on state). I've seen external
drives that don't spin when the machine is off, so maybe Atari added a
resistor in later models to fix this. In any case I wouldn't worry
about it.

>also affects the other drive.
>Case one: with the disk drive connected, When I tried to run Shadow of the
>Beast II, the A drive sounded like a machine gun caught in a garbage disposal.
>sorta tatatatatatatatatatatatatatat. (at this point I turn the computer off
>as fast as I can).
>Case two: with the diskdrive off, the same occurance happens....
>Case three: Disconnecting the drive from the 1040STf, I can run and play Beast
>II.
>

Now that doesn't sound right...my internal drive has always been loud,
but not THAT loud. Does the same thing happen with other programs, or
just this one game?

Cheers,
entropy

694. Graphics Files

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 20:55:47 UTC
From: scraft@trident.usacs.rutgers.edu
Message-ID: <Jun.16.16.55.46.1993.8871@trident.usacs.rutgers.edu>
Source record: 204470

Where is the big FTP site for Atari-ST pictures graphics files?

Please respond in email, I cant subscirbe to this group. Thanks.

__ ___ scraft@gum.rutgers.edu, AOL: SCraft1014
/ `-' / ,,
|[====||||||||||||[::} "Baby, I'm a Star"
__.-.__\ `` --Prince

695. How to translate to Messy-Dos

Newsgroup: comp.sys.atari.st
Date: 1993-06-16 21:01:52 UTC
From: ayen@panix.com
Message-ID: <1vo1o0$epf@sun.Panix.Com>
Source record: 204471

Sorry if this is totally obvious, but a friend needs to get a file translated from an atari st to ms-dos format. I know dos (as well as un*x, mac, cpm, vax/vms, etc), but not atari. Is this operation trivial? if so, how?

(I hate users who have no concept of how their systems work, and expect me to take care of them when they have any sort of problem.)
--doug

---
ayen@panix.com Work: 212 973-6759
Being mad keeps me from going insane. Home: 914 225-1725

696. comp.sys.atari.st.emulators(was supercharger)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 00:03:32 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.KSXf4F4f7po@s0jxb.exnet.co.uk>
Source record: 204401

I posted an article asking if anyone is interested in starting a newsgroup
for the PC emulator Supercharger.
I have had many replies and followups and the consensus is that a group
for all emulators on the Atari would be supported.

If you are interested send me a mail.

Also I need to know how to set up a new group, so if anyone knows how to
do this please give me some advice!

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

697. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 00:08:39 UTC
From: klassa@aurs01.UUCP
Message-ID: <63381@aurs01.UUCP>
Source record: 204475

Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
where it belongs... Better yet, just go away!

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

698. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 00:12:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13925@uqcspe.cs.uq.oz.au>
Source record: 204474

mauritz_c@spcvxb.spc.edu writes:
> [crap]

Groan. When did "C Mauritz" change to "mauritz_c". Almost as bad as
all the variations of "Carter Gregory" I have in my kill file. There
goes another.

ObAtari:
GEM NetHack 3.1.1 has moved up to 3.1.2, now once I have added
sampled sound support, I'll upload a new version.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

699. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 02:12:43 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.201243.13835@iscsvax.uni.edu>
Source record: 204476

In article <17879.79.uupcb@outlan.ersys.edmonton.ab.ca>,
jon.brenda@outlan.ersys.edmonton.ab.ca (Jon Brenda) writes:
> After reading about ten of your posts I have come to the following
> conclusions:
>
> * You do have an Internet mailbox, but you're afraid to use
> it.
>
> * You have never seen a Falcon, and have no idea what it can
> do.
>
> * You don't know what a DSP can do.
>
> * You fail to realise that while priced similarly, the A1200
> is not half the machine the F030 is, if only for the DSP.
> Not to mention the faster CPU, far superior sound, greater
> expandability, and an O.S. that actually has true memory
> protection.

The only thing that the Falcon is superior is its sound. The A1200 has a superior OS, graphics and is alot more and easier to expand. And there is more hardware development on the A1200 than there is on the Falcon. A two meg A1200 starts at $399. C= has sold over 300,000 A1200 since it was released back in December and it hasn't approached its first anniversary yet. I think Atari has only produced 10,000 Falcons as of today..

>
> * Lastly, you can't seem to grasp the idea that there is a far
> better place to put all your posts -- comp.sys.atari.adv
>
> ----
> Message was posted at outlan.ersys.edmonton.ab.ca
> #403-478-4010 HST and v.32bis Try it, you'll like it!

700. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 02:14:11 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.201411.13836@iscsvax.uni.edu>
Source record: 204477

In article <C8qCK9.F6n@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
> In article <1993Jun16.133448.13826@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>>For those who have $1299 for a Falcon, but are on a long waiting list, Apple
>>has a machine for you and its called a Centris 610 with an 040. You can get
>>one for $1299 for a 4/80 configuration....
>>
>>
>
>
> Simple question, WHO CARES?

Atari owners care. This is another nail in Atari's coffin..

>
> Keith
>

701. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 03:45:55 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun16.214555.13838@iscsvax.uni.edu>
Source record: 204478

In article <63381@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
> Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
> where it belongs... Better yet, just go away!
>
Can't accept the reality....

> --
> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
> Raleigh, North Carolina // United States of America \ /\ & \/ \
> email: klassa@aur.alcatel.com \/ \/ \

702. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 04:31:02 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jun17.043102.81839@yuma.ACNS.ColoState.EDU>
Source record: 204479

The ICD BBS is (815) 968 222�
I called last night, found my way around and then download�the
upgrades (all in one long .lzh file.

```
It took me about and hour at 2400 Baud.
```

703. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 05:10:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83528@cup.portal.com>
Source record: 204413

The Falcon marketing policy does indeed require having a storefront operation to be able to sell Falcons, but it goes beyond that to "protected" regions..

A dealer CAN send a Falcon through the mail, but ONLY to someone in his local area.. they can't send Falcons to anyone who lives in a different dealer's local area.

This is to protect the dealers from unfair competition from dealers in other areas.

Unfortunately, as the example quoted shows, if your "local" dealer doesn't have Falcons, you're screwed.

(I dunno if Atari is taking mail-orders for Falcons for people in areas which don't have dealers, or if they'd ship to an area which at least on paper is supposed to have a dealer... it might be worth a call to Atari to find out...)

BobR

704. Newest version of Fnordadel or similar BBS program

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 07:36:39 UTC
From: carsten@gmd.de
Message-ID: <1993Jun17.073639.28684@gmd.de>
Source record: 204481

Does a newer version of the Fnordadel BBS software then 1.32 exists,
and how can I access it?

I'm also interested in similar BBS software for the atari, what is *the*
state-of-the-art BBS program?

Please mail me, if someone is interested I will post a summary.

Carsten

Carsten Meyke
GMD / FIT Phone: +49(2241)14-2349
Schloss Birlinghoven Fax: +49(2241)14-2242
Postfach 1316
D-5205 Sankt Augustin 1 email: Carsten.Meyke@gmd.de
Germany

705. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 08:13:18 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun17.081318.5866@beaver.cs.washington.edu>
Source record: 204482

In article <1993Jun16.201411.13836@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <C8qCK9.F6n@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>>
>> Simple question, WHO CARES?
>
>Atari owners care. This is another nail in Atari's coffin..
>
>>
>> Keith
>>

Correction : SOME Atari owners care, and I am not one of them. If we were interested in buying a Mac we could find out about it in lots of other places. Please notice the followup to comp.sys.atari.advocacy where this thread is more appropriate.

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

706. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 08:19:17 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun17.081917.6090@beaver.cs.washington.edu>
Source record: 204483

In article <1993Jun16.214555.13838@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <63381@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
>> Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
>> where it belongs... Better yet, just go away!
>>
>Can't accept the reality....

Oh PLEASE, lay off with the attitude already. It's pretty hard not to
accept the reality that Apple is beating the pants off Atari in terms of
sales. Just because someone doesn't like the situation doesn't mean they
don't understand it. Obviously we've accepted the problems with Atari
and/or decided not to worry about it anymore, otherwise we'd be long gone
from this group.

>
>> --
>> John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
>> Raleigh, North Carolina // United States of America \ /\ & \/
>> email: klassa@aur.alcatel.com \/ \/

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

707. atari archive UUencoding

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 09:07:00 UTC
From: Steve.Yelvington@f47.n282.z1.tdkt.kksys.com
Message-ID: <740407671.AA06219@tdkt.kksys.com>
Source record: 204449

(Gijs Bok writes of problems with BART's uuencoding.)

When I created UUCODER, I had to modify the decoding routines (which are lifted from a modified version of the Dumas UUD program) to accommodate some strange habits of BART's uuencoder.
It's possible that BART has cooked up some new strange habits that UUCODER doesn't know about. I haven't ordered any files from BART in quite awhile, since my ST's hard drive is dead and thelake.mn.org is off the air.
Steve Yelvington
Marine on St. Croix, Minnesota
syelvingto2@genie.geis.com (preferred email address)

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

708. Polyfilm; any comments?

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 09:44:01 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jun17.094401.26852@cs.nott.ac.uk>
Source record: 204484

I recently uploaded Polyfilm to ftp.uni-kl.de (and someone did it for me to atari.archive, so at least 1 person's seen it...). I'd be very interested in any comments that you may have on it, any suggestions for upgrades, etc...

Thanks muchly,
Martin

709. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 11:15:11 UTC
From: klassa@aurs01.UUCP
Message-ID: <63382@aurs01.UUCP>
Source record: 204488

sinclap2954@iscsvax.uni.edu writes:

>In article <63381@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
>> Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
>> where it belongs... Better yet, just go away!
>>
>Can't accept the reality....

It's got absolutely nothing to do with not being able to "accept the reality." I can't afford to buy a Falcon or anything else right now. I couldn't care less about how the A1200 stacks up against the Falcon, nor do I care how Apple's lineup compares to anything else. My point is that your posts are 100% out of place here. They belong in exactly one place, and that place is comp.sys.atari.advocacy, NOT comp.sys.atari.st. If you want to be taken seriously, then start posting responsibly, in a newsgroup that's appropriate to what you've got to say.

Note the "followup-to" comp.sys.atari.advocacy...
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

710. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 11:52:25 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jun17.115225.3306@ibr.cs.tu-bs.de>
Source record: 204485

In article <C8qCK9.F6n@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
|> In article <1993Jun16.133448.13826@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
|> >For those who have $1299 for a Falcon, but are on a long waiting list, Apple
|> >has a machine for you and its called a Centris 610 with an 040. You can get
|> >one for $1299 for a 4/80 configuration....
|> >
|> >
|>
|>
|> Simple question, WHO CARES as long as there is no MiNT ported
to the Centris Hardware?

|>
|> Keith
|>
Axel

711. Looking for "Le Redacteur" users.

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 12:28:57 UTC
From: doucet@ripolin.laas.fr
Message-ID: <9811@laas.laas.fr>
Source record: 204486

Hi,
a friend of mine who has only limited access to the group
(read only) look for people who use the programs "Le Redacteur 3"
or "Le R. 4" in order to exchange tips/helps/etc...
He personnally uses the version 4.01.

His address is hogan0006@student.tc.umn.edu

Thanks in advance.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

712. Re: Atari stock up, up, up (Commodore/Apple down, down, down)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 12:30:59 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun17.083059.6327@spcvxb.spc.edu>
Source record: 204487

In article <13925@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> mauritz_c@spcvxb.spc.edu writes:
>> [crap]
>
>
> Groan. When did "C Mauritz" change to "mauritz_c". Almost as bad as
> all the variations of "Carter Gregory" I have in my kill file. There
> goes another.

Oooooh. Such a pithy comeback. Since I am the System Administrator
at my other site, perhaps I should change my header to warwick allison
so that you have to kill all of your own articles/followups too. :-)

If you can't take the heat, get out of the kitchen, lad.

Chris

713. good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 12:31:13 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1993Jun17.193327.29289@sol.UVic.CA>
Source record: 204405

Does anybody know of a good dealer for Atari software in London, U.K.?

Thanks.

Bob Tapp, University of Victoria
tapp@uvphys.phys.UVic.CA

714. Re: Internet Access From ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 13:21:29 UTC
From: J.M.Ross@man0507.wins.icl.co.uk
Message-ID: <MNEWS.740323289.12813@demon.co.uk>
Source record: 204404

```
Thanks to everyone who replied to my recent query about Internet access
from an ST, there were too many to reply to everyone personally.

-----------------------------------------------
James M. Ross ICL, Corporate Servers Division
Email: j.m.ross@man0507.wins.icl.co.uk
-----------------------------------------------
1@LN]
```

715. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 13:23:19 UTC
From: ts@uni-paderborn.de
Message-ID: <1vpr87$102@news.uni-paderborn.de>
Source record: 204489

[...]

> >Because the ICD drivers are NOT PD and they are NOT free.
> >
> >If they are uploaded to atari.archive, they will be deleted.
> >
> Funny how our attitudes differ to the Germans over this. Fact is
> you can download these utilities from (at least) one (cos I've done it!)
> German archive (sorry, can't remember whether it was clausthal, berlin
> or paderborn). This was quite recent and it was version 6. something I think.
[...]

No, it was not Paderborn. We don't have ICDUTILS on our server!

Cheers, Thomas.
ts@uni-paderborn.de

716. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 13:40:29 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Jun17.134029.8752@pcnntp.apple.com>
Source record: 204491

In article <1993Jun16.133448.13826@iscsvax.uni.edu>
sinclap2954@iscsvax.uni.edu writes:
> For those who have $1299 for a Falcon, but are on a long waiting list, Apple
> has a machine for you and its called a Centris 610 with an 040. You can get
> one for $1299 for a 4/80 configuration....

Actually, Fry's is offering them at $1249.

- Dale Adams

717. Atari in Norway :-(

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 13:45:27 UTC
From: oesterud@nki.no
Message-ID: <9306171341.AA16366@nki.no>
Source record: 204490

I'm not sure if this will ever reach comp.sys.atari.st but I'll try.
My e-mail site does not distribute com.sys.atari.st so if someone
would send me a copy of the replies it would be very nice....

I'm living in Norway, and was a developer with Atari Scandivia, but
suddely they moved out completly and closed their offices in Norway
and Sweden, and now almost no one has or will buy Atari computers
(ok, some dealers still can get it, but everybody is buying Amigaes
instead - you can get more software and more friends with that one)

Does anyone know what Atari will do in Norway and Sweden ?
Will they set up some kind of new distribution ?
What about some campain to sell more Atari's ?
Or should I just get rid of my Atari ?

Lars-Erik 0sterud, SysOp ABK-BBS +47 67132659, 300-14400 bps
------------------- E-Mail: oesterud@NKI.no ---------------

718. Mint .99 & 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 14:23:29 UTC
From: lemmens@dutind5.twi.tudelft.nl
Message-ID: <1993Jun17.142329.24708@donau.et.tudelft.nl>
Source record: 204497

1)
I have tried to compile 1.04 and 0.99 with both GCC and PURE_c. All versions work, but they use almost 500 kbyte more memory than my 'old' mint 0.96 !! Does anybody know how this is possible and what I can do about it ? (I use a MEGA STE 4)

2)
When using MINT 1.04, a press on <ESC> to force a reread of the current disk is enough to make the whole system hang with an ILLEGAL INSTRUCTION. However, this doesn't happen under MINT 0.99 (and 0.96). Anybody experienced the same problem and knows how to fix it ?

3)
I'm using the last available version of TOSWIN. However, the memu to determine if you want "PASTE" to add LF's and/or CR doesn't work well. As soon as you pick one of the buttons you'll
find the menu garbaged when you try to enter it again.
Also, when you are using .mnu files and pulldownmenu's in TOSwindows, the system hangs when your
moving several times with the mouse pointer over the menu items.
Anybody knows a workaround ?

--
Kees Lemmens, | Phone : +31-15-787229
Dep. Applied Analysis, | Fax : +31-15-787209
Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

719. remote login facilities

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 14:33:43 UTC
From: lemmens@dutind5.twi.tudelft.nl
Message-ID: <1993Jun17.143343.25050@donau.et.tudelft.nl>
Source record: 204498

I posted a new version of my remote login facilities package st_login.lzh on atari.archive.

New features:

- A split window TALK facilitity to talk with another user logged in on your atari. It uses TERMCAP, so it can also use an XTERM, VT100 or whatever terminal you're using to do a remote
login.
- A REBOOT command to reboot your system while logged in over a remote line. This one also broadcasts to other users that the system will be going down at regular inervals. (ie UNIX)
- The GETTY process that permits you to log in over one of the serial ports (either through a hardwired terminal or a modemline) can also work now on a normal ATARI without MINT, although then it cannot run in the background !

--
Kees Lemmens, | Phone : +31-15-787229
Dep. Applied Analysis, | Fax : +31-15-787209
Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

720. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 15:01:22 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1vq102$gps@usenet.INS.CWRU.Edu>
Source record: 204492

Hey now!....
Didn't you realize that Mr. Sinclair is a Tommyknocker?
Later,
Bernard

721. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 15:04:28 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1vq15sINNj70@lynx.unm.edu>
Source record: 204495

In article <C8pBoG.K46@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

> I for one will be doing my best to implement it wherever it will
> yield any speed increase; that is as soon as I get my Falcon and Devpac3
> upgrade! (I already have the 68030 programmers reference manual and
> DSP56000/56001 Digital Signal Processor manual.) I am not a comercial
> developer (maybe someday :) but if every programmer, no matter
> how small utilizes at least part of the
> DSP's potential in their programs, Falcon owners will see some very speedy
> software (for a 16 Mhz 68030 based machine)

Well, glad that you'll be trying to support the chip, but people made a big whoop-de-doo about the expansion bus in the Mega too. Not much came of that.

> Also (I'm pretty sure someone pointed this out already..) the best
> thing about the Falcons DSP is that it will be in EVERY machine. It is a
> seccond processor that works in PARALLEL with the CPU...

Ok.

>
> And remember...even though it was slow in comming, the Falcon is still THE
> FIRST PC to implement such an impressive assortment of features.
>
> For those non believers, read that again!; the Falcon was FIRST!
> Those DSP MACs are not even out yet!

Excuse me - what about the NeXT? Or are you splitting hairs and saying that that wasn't a PC, that it was a workstation?

> --
> --
> !! Computer Engineering at The Carleton Country Club!!
> ------------------------ac382@freenet.carleton.ca--------------------

Chris Faehl
cfaehl@polaris.unm.edu

722. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 15:06:55 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1vq1af$hb4@usenet.INS.CWRU.Edu>
Source record: 204493

Mr. Sinclair,
I'm and Atari owner *AND* I *Don't CARE!*
^^^^^^^^^^
Got that! Now buzz off, you pestilential scourge!
Later,
Bernard

723. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 15:08:31 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1vq1df$hfl@usenet.INS.CWRU.Edu>
Source record: 204494

```
By the way, does ICD support MNP 5 and/or v.42bis?
Thanks,,
Bernard
```

724. Re: Atari in Norway :-(

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 15:12:17 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1vq1khlNNj70@lynx.unm.edu>
Source record: 204496

In article <9306171341.AA16366@nki.no>, oesterud@nki.no (Oesterud) writes:
> I'm not sure if this will ever reach comp.sys.atari.st but I'll try.
> My e-mail site does not distribute com.sys.atari.st so if someone
> would send me a copy of the replies it would be very nice....
>
> I'm living in Norway, and was a developer with Atari Scandivia, but
> suddely they moved out completly and closed their offices in Norway
> and Sweden, and now almost no one has or will buy Atari computers
> (ok, some dealers still can get it, but everybody is buying Amigaes
> instead - you can get more software and more friends with that one)

That says a whole lot about your friends.

>
> Does anyone know what Atari will do in Norway and Sweden ?
I don't.
> Will they set up some kind of new distribution ?
Probably.
> What about some campain to sell more Atari's ?
Same question I've been asking for 5 years.
> Or should I just get rid of my Atari ?
>

You absolutely should get rid of your Atari. Send it to me.

> --
> Lars-Erik 0sterud, SysOp ABK-BBS +47 67132659, 300-14400 bps
> -------------------- E-Mail: oesterud@NKI.no ---------------

Chris Faehl
cfaehl@polaris.unm.edu

725. Heat&Serve Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 16:05:21 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Jun17.160521.21163@gps.leeds.ac.uk>
Source record: 204499

I was trying to locate the recent copy of Sozobon C (Ian Lapore's Heat & Serve version) on an anonymous site. I could not get into atari.archive. So instead searched at src.doc.ic.ac.uk (in computing/systems/atari/umich/Languages directory. The index says it is there, but the file is not there. Then I tried the other mirror (of atari.archive) in USA (can not remember the site name) and the same thing happening there. Does anyone know what's happening ? Is Heat & Serve C withdrawn or what ?

- Rahin (rahin@scs.leeds.ac.uk)

726. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 16:39:50 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jun17.163950.56166@yuma.ACNS.ColoState.EDU>
Source record: 204500

```
Here are the version numbers now available on ICD BBS:

Program versions:

ICDTIME Version 2.01
HDUTIL Version 5.03
ICDFMT Version 6.06
ICDBOOT Version 6.0.7
HDPARK Version 2.03
TIMESET Version 1.52
COLDBOOT Version 2.05
CFGCBOOT Version 2.03
HDPARTS Version 3.02
BOOTFIX Version 2.13
COPYFIX Version 1.51
CACHEOFF Version 1.21
CACHEON Version 1.21
IDCHECK Version 3.01
RATEHD Version 3.02
WHEREIS Version 1.83
DESKTOP Version 4.03
HOST Version 2.04
ADSCSI Version 1.02
CACHEHIT Version 1.13
INSTALL Version 1.05
```

727. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 18:05:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.337166@cix.compulink.co.uk>
Source record: 204409

In article <1vq15sINNj70@lynx.unm.edu>, cfaehl@polaris.unm.edu (Chris Faehl) writes:
>In article <C8pBoG.K46@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>> I for one will be doing my best to implement it wherever it will
>> yield any speed increase; that is as soon as I get my Falcon and Devpac3
>> upgrade! (I already have the 68030 programmers reference manual and
>> DSP56000/56001 Digital Signal Processor manual.) I am not a comercial
>> developer (maybe someday :) but if every programmer, no matter
>> how small utilizes at least part of the
>> DSP's potential in their programs, Falcon owners will see some very speedy
>> software (for a 16 Mhz 68030 based machine)
>
>Well, glad that you'll be trying to support the chip, but people made a big
>whoop-de-doo about the expansion bus in the Mega too. Not much came of that.
>

Correct me if I am wrong but the expansion bus needs to be connected to
something, not exactly a standard feature. Unlike the DSP which is there.
For your information, the Falcon is selling quite well in the UK, Cuabse
Audio is about to be released and everyone is VERY interested.

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision
invalid. I should know, but I never learn, I haven't decided why yet."

728. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 18:20:02 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Eg8=LGO00VAt4BjEYn@andrew.cmu.edu>
Source record: 204402

Excerpts from netnews.comp.sys.atari.st: 17-Jun-93 Re: Upload it! (was
Re: Lat.. Bernard Mikowski@clevela (70)

> By the way, does ICD support MNP 5 and/or v.42bis?
> Thanks,,
> Bernard

Huh? I didn't even know they made modems. And most host adapters
really don't *care* what transfer protocols you use.

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

729. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 18:42:44 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1vqdv4$36a@nz12.rz.uni-karlsruhe.de>
Source record: 204403

In <1993Jun16.214555.13838@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:

> In article <63381@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
> > Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
> > where it belongs... Better yet, just go away!
> >
> Can't accept the reality....
^^^^^^^^^^^^^^^^^^^^^^^^

I bet that this poor ass**le is just frustrated like hell 'cause he once
bought an Atari without knowing what he was buying... maybe he could not
find all games for Atari he could find for the amiga, hee, hee.
Or maybe he is trying to save us from his Devil: Atari?
I don't know you, but I am tired of reading Mac and pc prices in this group.
I know why I like Ataris and Atari Users and just hope we reach the peace
with ourselves and our STs, like the ol' Atari XL users have managed long
ago... there is no point in wondering if there is a better machine than yours
out there, there is ALWAYS a better machine...
HINT: Try to use your machine to the FULLEST! I still get amazed when I see
the new demos and programms for the XL, when I had one (12-13 years ago?)
those things where thought as impossible in such machine.
sinclap2954 (or whatever its name may be) is the typical chip consumist...
he is not constructive about what a machine CAN do, he needs to show another
machine can do better, and he needs to OWN that machine...this he calls
reality... indeed, a very poor reality he has built for himself.

YES, GO! AND BUY YOURSELF A CENTRIS!!
AND A PENTIUM PC, AND A SUN WORKSTATION, W_H_A_T_E_V_E_R YOU WANT!!!

BUT LET THIS GROUP BE!

READ IT?????
UNDERSTOOD IT??????

ok, now I calm down...

>
> > --
> > John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
> > Raleigh, North Carolina // United States of America \ /\ & \/ \
> > email: klassa@aur.alcatel.com \/ \/ \

+--+ # # # Atari=A wise
| The SpaceWalker . * _@ . .| # # # Minority
|Walkin' thru Cyberspace..... . o . </_ o | ## # ## Motorola=How the
|..aahhh! at home at last!!! . \/\ ' o| ## # ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=

+--+The Decadence of the World

730. Re: CD-ROM (was Re: Atari stock up, up, up (Commodore/Apple down, do

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 18:54:06 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <VkVa6B41w165w@dogbox.acme.gen.nz>
Source record: 204407

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

> That depends on what you and Atari mean. Double speed drives are on the
> marked today, but I've heard that SONY is already hard at work on a quad
> drive. it *could* be this drive they're talking about since this will have a
> remarkable impact on CD based games.

FWIW: Pioneer have already produced quad-speed drives. I have just
been playing with a 6 disk version with an eye to installing it on
my BBS. Nice, but a little pricey here (RRP US$2800)

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

731. Re: ICD hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 20:04:30 UTC
From: keithj@cse.lbl.gov
Message-ID: <1vqioe$du4@overload.lbl.gov>
Source record: 204406

In article <1993Jun8.001036.12565@IRO.UMontreal.CA> kosmatoo@carre.iro.umontreal.ca (Odisseas Kosmatos) writes:
>Greetings.
>
>Problem : Can't access the hard disk.
>Equipment: I have here a mega ST, with ICD host adaptor and Quantum 52LPS
> hard drive.
>Formatted: 4 partitins of 13 megs each (type: GEM)
>
>Tried : running ICDBOOT.PRG from auto folder on drive A:\
> it says "Version 5.3" and gives information about
> the cache sizes.
>
> then, clicking on icon of drive A, installing icon of
> drive C. Double clicking on this new icon (capital C)
> makes the desktop say something like "Drive identifier
> does not exist" or "drive does not exist"
>
> This simple procedure should have worked, right?
>
>Tried 2 : Checking partitions with the format program, and yes,
> they are there
>
>Tried 3 : running ICDboot.prg from desktop after booting with it
> and it says "can't install" (just giving you details!)
>
>Tried 4 : ratehd on the drive works
>
>
>Yesterday, I had no problem accessing the drives C: D: E: F:...
>
>I need Ideas on how to be able to access the files on this drive.
>
>Thank you. Please reply promptly.

It sounds like your ICD.SYS file got trashed or it no longer
exists. You need to run the HDUTILTY.PRG and create a new
ICD.SYS. This program will present you with options for booting,
wither from floppy or the C drive itself. This should work for
you. After finishing the program, you will have to reboot your
ST. Hope this helps.

Keith Groves

732. Renameit.Prg

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 20:56:24 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Jun17.205624.26653@src.honeywell.com>
Source record: 204408

I've downloaded "renameit.lzh" from a.a.u.e and cannot get it to work -
it gives me 2 bombs when trying to rename anything. Does anybody have a
working version, or know of another ftp site that has this?

Thanks!
Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

733. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 21:44:58 UTC
From: jeff@jupiter.ame.arizona.edu
Message-ID: <1993Jun17.144500.4636@arizona.edu>
Source record: 204410

Sorry to bring the bad news, but Atari DOES mean no mail order of Falcons.
It is permitted to buy a Falcon at a store in person, and then it can be mailed
to you. Take it from a guy who was left no alternative than to drive over 500
miles merely to buy a Falcon.
This is why stores which are mail order only are not allowed to sell
Falcons.
I must give credit to the ethics of the Atari Dealer community. Not
one of them would accept any form of bribe to sell their own product.

And of course, this all applies only to Atari hardware, nothing else.
(You can mail order any software or third party hardware.)

But remember, this is in all our best interests!
See Ya!

734. Re: McMinos on a Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 22:13:39 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun17.191339.14456@ac.dal.ca>
Source record: 204412
Body handling: Inline uuencoded payload not displayed: trekfix.prg

In article <1993Jun16.092325.14429@ac.dal.ca>, I wrote:
> Would anyone happen to know a way to get McMinos running on a Mega? It
> seems OK on a 1040 but it hangs when you try to access the help or start a
> game on my Mega (I've tried it with *no* auto folder progs or accessories
> present).

With some further experimentation, I've found that putting McMinos on a floppy, with the little program (128 bytes) TREKFIX.PRG in the AUTO folder, and booting from the floppy, allows McMinos to run on my Mega 4 (TOS 1.02).

I've not yet had a chance to try McMinos (in any form) on my Mega STE (TOS 2.05), but will try to do that tomorrow.

TREKFIX.PRG, in uuencoded form, is appended to this message.

John

----------------< cut here >------------------------
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: trekfix.prg]

735. 520 ST + HardDrive for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-06-17 22:25:39 UTC
From: neurom@u.washington.edu
Message-ID: <1vqr13INN62a@news.u.washington.edu>
Source record: 204411

I client of mine wants to sell his 520, so I'm posting it for him. I'll post his phone number at the bottom of this article, but if you don't want to incur long distance charges, just reply to me. Shipping will be negotiated after a sale is assured, and will (most probably) be split.

The system includes:
520ST CPU w/ 1 meg RAM and TOS 1.0
SC1224 Monitor
SS Floppy Drive
85meg Seagate HD with ICD Host
GDOS 1.1, ICD Software 4.1, "Lots 'o Utils"

He's asking $400 obo. If you have _any_ offers, please reply. Thanks!

--Neuromancer
neurom@u.washington.edu

736. Mauritz

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 00:05:01 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1vr0rd$h48@agate.berkeley.edu>
Source record: 204414

In article <1993Jun17.083059.6327@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <13925@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>> Groan. When did "C Mauritz" change to "mauritz_c". Almost as bad as
>> all the variations of "Carter Gregory" I have in my kill file. [...]
>
>Oooooh. Such a pithy comeback. [...]
>If you can't take the heat, get out of the kitchen, lad.

Oh, but you're disoriented, my boy. We're not _in_ the kitchen. We were politely conversing in the den until you came out of the kitchen to grace us with your bounteous knowledge and wit. For which we shall all be eternally grateful, I'm sure.

Won't we fellows?

Now, what's that noise? Do I hear a souffle' calling you back to the kitchen, Mauritz? Please don't let us keep you. Mustn't dawdle, you know.

If drugs were illegal, only the drug dealers would have automatic weapons.
John Hauser---jhauser@cs.berkeley.edu

737. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 01:01:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13949@uqcspe.cs.uq.oz.au>
Source record: 204415

klassa@aurs01.UUCP (John M. Klassa) writes:

>Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
>where it belongs... Better yet, just go away!

Ah, so it is. "sinclap2954" is the same person as "sinclair2246".

These sad-sack people who desperately change their names to try to
crawl back out of kill files really make me laugh (plus I get the
extreme pleasure of killing them TWICE!).

Thanks for pointing it out John!

Zap... cRaCkLe.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

738. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 01:14:20 UTC
From: gregs@eskimo.com
Message-ID: <C8sM40.KFJ@eskimo.com>
Source record: 204420

In article <Eg8=LGO00VAt4BjEYn@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>Excerpts from netnews.comp.sys.atari.st: 17-Jun-93 Re: Upload it! (was
>Re: Lat.. Bernard Mikowski@clevela (70)
>
>
>> By the way, does ICD support MNP 5 and/or v.42bis?
>> Thanks,,
>> Bernard
>
>
>Huh? I didn't even know they made modems. And most host adapters
>really don't *care* what transfer protocols you use.

Uh... I think he meant their BBS.

Although it would be nice to have a modem that could transfer data as
fast as my hard drive does.

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

739. Wanted: Atari to DOS file transfer suggestions

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 03:02:05 UTC
From: johnson@trwacs.fp.trw.com
Message-ID: <johnson.740372525@trwacs>
Source record: 204416

Would some kind individual point me to the FAQs or send me info/suggestions
on how to transfer the files off an Atari to a DOS based PC? I'm posting
this on behalf of a friend (REALLY) whose Atari is beginning to balk and
he's afraid he'll lose all his data if he can't get it transferred. I
can't really help 'cause I'm not an Atari type. So his fate rests in the
hands of you kindly folks. Please respond by e-mail as I sometimes miss
this group. Thanks in advance for any help.

--
Steven C. Johnson, WB3IRU / VK2GDS \ I don't presume to speak for my employer.
TRW \
FP1/3133, 1 Federal Systems Park Drive \ johnson@trwacs.fp.trw.com
Fairfax, Virginia 22033-4412 U.S.A. \Vox +1.703.968.1000 Fax +1.703.803.5189

740. Re: good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 03:23:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.339183@cix.compulink.co.uk>
Source record: 204417

In article <1993Jun17.193327.29289@sol.UVic.CA>, tapp@uvphys.phys.uvic.ca (Bob Tapp) writes:
>Does anybody know of a good dealer for Atari software in London, U.K.?
>
>Thanks.
>

Atari Workshop +44 81 693 3355

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision
invalid. I should know, but I never learn, I haven't decided why yet."

741. Re: Gamers..

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 05:21:51 UTC
From: csccm@luxury.latrobe.edu.au
Message-ID: <1993Jun18.052151.1783@lugb.latrobe.edu.au>
Source record: 204421
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

```
Andreas Axelsson (andreas@gilbert.adsp.sub.org) wrote:
: In article <1993Jun11.134717.6455@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk
(Algorhythm) writes:
: > Ever played a computer game and wished they hadn't put something in, or
: > maybe there was something that would have been better left out?
: >
: > Ever thought to yourself "If I was the programmer, I would have done it
: > differently"?
: >
: > Well now's your chance to influence some games programmers!
: >
: Yeah, I would like to know!!!

: --
: | Andreas J. Axelsson | Speaking for myself and nobody else! |
: | Digital Illusions CE AB | e-mail: andreas@gilbert.adsp.sub.org |
: | Programmer & Game Developer | We will tear your soul apart/PINHEAD |

How about making a cool multi-directional scrolling Scorched Earch clone
of the same quality as the Pinball series, with heaps more features than
the orig Scorch??? We're still waiting for a good Scorch clone to appear
for the Amiga, since the big `Scorch clone race' that woz going on at the
beginning of the year seemed to have produced nothing! [nothing of any
quality anyway...]

--
+-------------------------------------------------------------------------+
|Chris Miles! nearly BSc(Hon)/BEng(Elec) /// My AMIGA can |\/| /\ |
|csccm@luxury.latrobe.edu.au /// emulate Anything! | || Freddy !!|
| SONY The One & Only . \\\/// | |.\/. |
|A500/2.04/20HD/3MEG \/// Psycho FX !! |
+----------You're-only-young-once-but-you-can-be-immature-forever-!----------+
```

742. McMinos: Description wanted

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 07:35:19 UTC
From: mpark@carson.u.washington.edu
Message-ID: <1vrr7nINNbqt@news.u.washington.edu>
Source record: 204422

```
There've been numerous references recently to a game called
McMinos[sp?]; would some kind soul please post a description
or perhaps a review?

--m
```

743. Problems restoring from tape drive

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 09:03:24 UTC
From: craig@nomad.uk.sun.com
Message-ID: <1vs0ctINNc1@uk-news.uk.sun.com>
Source record: 204423

I managed to trash my HD the other night, Luckily (I thought) I had tape backups of all my data using Alan Houraines tape backup utils. I had one tape which contained multiple partitions, but I was only able to restore the first one. I just get error 14 Unable to write to drive when trying to restore other partitions.

Anyone had the same problems?

Rgds

Craig

744. Re: Atari in Norway :-(

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 09:09:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1vs0onINN1fo@golem.wcc.govt.nz>
Source record: 204424

In article <9306171341.AA16366@nki.no>, oesterud@nki.no (Oesterud) writes:
>I'm not sure if this will ever reach comp.sys.atari.st but I'll try.
>My e-mail site does not distribute com.sys.atari.st so if someone
>would send me a copy of the replies it would be very nice....
>
>I'm living in Norway, and was a developer with Atari Scandivia, but
>suddely they moved out completly and closed their offices in Norway
>and Sweden, and now almost no one has or will buy Atari computers
>(ok, some dealers still can get it, but everybody is buying Amigaes
>instead - you can get more software and more friends with that one)

May be you should write to Bob Brodie via Internet GEnie, I don't know if
he uses the Internet mail option on GEnie but its now FREE..

Or some other GEnie user here should post you article here to Bob Brodie..?

Does Bob use the Internet option on GEnie, if so can some one post his
GEnie/Internet Address.......

>Lars-Erik 0sterud, SysOp ABK-BBS +47 67132659, 300-14400 bps
>-------------------- E-Mail: oesterud@NKI.no ---------------

P.S. We have the same problem here, but we don't even have shops now selling
Atari..

Roger.................. sheppard_r@kosmos.wcc.govt.nz

745. MultiTOS and SpeedoGDOS shipping in UK

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 10:09:27 UTC
From: djs@jet.uk
Message-ID: <1993Jun18.100927.12584@jet.uk>
Source record: 204426
Cross-posted to: comp.sys.atari.st,jet.atari

Subject says it all, these are finally shipping. Mine arrived this morning.
The MultiTOS manual is great, it tells you how to install the system, but
tells you sod-all else. Not even what all the extra ACCs/utilities etc are.

--
+--+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

746. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 10:24:31 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <1993Jun18.161014.8101@ryn.mro4.dec.com>
Source record: 204438

In article <83528@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes...
>The Falcon marketing policy does indeed require having a storefront
>operation to be able to sell Falcons, but it goes beyond that to
>"protected" regions..
>
>A dealer CAN send a Falcon through the mail, but ONLY to someone in his
>local area.. they can't send Falcons to anyone who lives in a different
>dealer's local area.
>
>This is to protect the dealers from unfair competition from dealers in
>other areas.
>
>Unfortunately, as the example quoted shows, if your "local" dealer doesn't
>have Falcons, you're screwed.

I'm screwed then. There haven't been any dealers around here for a long time.
This sounds pretty fu**ed to me. I understand the reasoning, but since dealers
are scarce, it means the buyers have to pretty hot about the Falcon. In
addition to paying an outrageous price for the hardware, now I gotta go do a
road trip, too? %$#@^&*

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

747. Re: Amiga DSP - Complete Specs

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 10:39:48 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jun18.103948.12311@eng.cam.ac.uk>
Source record: 204425

Peter_Missel@k.maus.de (Peter Missel) writes:

>>It should be noted that each access to RAM in a given instruction cycle will,
>>in general, introduce a wait-state of one clock period. This is also the
>>case with the DSP56001, when using the external RAM.

>Njet. The 96 KB of DSP RAM in the Falcon are zero wait, 25ns SRAM.

With respect, my original post is correct, if not particularly clear. The
56001 can only do ONE access per cycle to external RAM without introducing
a wait state. So, if the program is in external P-ram, then you cannot
access external X or Y ram without wait-states. If you access both then you
will introduce two wait states.

In short, it may be zero wait-state RAM, but that doesn't mean that you
never have wait states, only that you can do one external access per cycle
without introducing one.

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

748. CD_ROM metados HELP !

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 12:20:47 UTC
From: mjw@crosfield.co.uk
Message-ID: <1993Jun18.122047.16343@crosfield.co.uk>
Source record: 204427

```
--
____ Mike Wilsher x 4060
/ \__
|\ / @ \
\ \_______| \ .:|>
```

749. Redirecting printer -> MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 12:40:48 UTC
From: michaeld@stack.urc.tue.nl
Message-ID: <1vsd4g$4a4@tuegate.tue.nl>
Source record: 204428

Hi,

I recently bought a 1040STe + monitor (for $110) just to run Cubase. If I
want to print something, I have to disconnect it from my amiga, and then
connect it to the ST. Of course I can buy a switchbox and an extra cable,
but this may cost more than I want to pay. Since I have a MIDI-interface
on my amiga, it would be nice to connect the two and then redirect the
printeroutput to the MIDI-port and then my amiga can send it to the
printer. Is there someone out there that can make such a program ?
The only problem is that it should run under Cubase, which (I think)
does some strange things with the OS.

MDB

PS: I really don't know a thing about ST's , I only bought it to
make some music.

--
---------- Intel Inside <=> Fool outside ----------
Michael-Dennis Biemans The best way to -2
michaeld@stack.urc.tue.nl accelerate a PC is at 9.8 ms
---

750. Re: McMinos on a Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 13:20:03 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun18.102003.14471@ac.dal.ca>
Source record: 204432

In article <1993Jun17.191339.14456@ac.dal.ca>, I wrote:

> With some further experimentation, I've found that putting McMinos on a
> floppy, with the little program (128 bytes) TREKFIX.PRG in the AUTO folder,
> and booting from the floppy, allows McMinos to run on my Mega 4 (TOS 1.02).
>
> I've not yet had a chance to try McMinos (in any form) on my Mega STE (TOS
> 2.05), but will try to do that tomorrow.

Just a quick follow up: the internal hard drive on my MSTE isn't working,
so I just tried running McMinos from a floppy (no trekfix involved) and it
seems to be working just fine.

751. Re: Polyfilm; any comments?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 13:30:10 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Jun18.133010.22926@unix.brighton.ac.uk>
Source record: 204429

mjb@cs.nott.ac.uk (M J Brownlow) writes:
>
> I recently uploaded Polyfilm to ftp.uni-kl.de (and someone did it for me
> to atari.archive, so at least 1 person's seen it...). I'd be very
> interested in any comments that you may have on it, any suggestions for
> upgrades, etc...
>
> Thanks muchly,
> Martin

eerm, what is it?!

Please fill free to post/mail a little description so that I can decide as to whether to go get it or not!!!

Thanks in advance,

------Tom.

752. Monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 14:08:50 UTC
From: heidelj@alleg.edu
Message-ID: <1993Jun18.140850.18070@alleg.edu>
Source record: 204431

I have the following items for sale:

Atari SC1224 Color Monitor

Atari SM124 Monochrome Monitor

If you are interested in any one of these, please e-mail me with your offer. I will accept the best reasonable offer.

Thanks!!

Jason Heideloff heidelj@alleg.edu
Allegheny College
NeXTMail Welcome

753. Re: good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 14:34:06 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <740414046.11420@minster.york.ac.uk>
Source record: 204307

In article <memo.339183@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>In article <1993Jun17.193327.29289@sol.UVic.CA>, tapp@uvphys.phys.uvic.ca (Bob Tapp) writes:
>>Does anybody know of a good dealer for Atari software in London, U.K.?
>
>Atari Workshop +44 81 693 3355

You might also like to check out the Silica Shop on Tottenham Court Road, or SDL (their distribution arm). Whatever you do, DO NOT, repeat, DO NOT be tempted to go to Gasteiner.

>Ofir ogal@cix.compulink.co.uk

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

754. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 14:35:50 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun18.083551.13890@iscsvax.uni.edu>
Source record: 204430

```
In article <13949@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> klassa@aurs01.UUCP (John M. Klassa) writes:
>
>>Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
>>where it belongs... Better yet, just go away!
>
> Ah, so it is. "sinclap2954" is the same person as "sinclair2246".
>
> These sad-sack people who desperately change their names to try to
> crawl back out of kill files really make me laugh (plus I get the
> extreme pleasure of killing them TWICE!).

I did not have much of a choice in the matter. The school modified everyones
name.

>
> Thanks for pointing it out John!
>
> Zap... cRaCkLe.
>
> --
> Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> \_.-._/ University of Queensland, _// || \\_ Both are Free Software |
> _____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

755. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:12:34 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jun18.151234.74641@yuma.ACNS.ColoState.EDU>
Source record: 204435

Expires:
References: <C8ouy5.5vr@eskimo.com> <Jun17.043102.81839@yuma.ACNS.ColoState.EDU>
<Jun17.163950.56166@yuma.ACNS.ColoState.EDU>
Sender:
Followup-To:
Distribution:
Organization: Colorado State University, Fort Collins, CO 80523
Keywords:
A new reason to own an old Supercharger.

With latest ICD Host Adapter utilities, the Supercharger* when
used as a RAM Disk is:

=reset proof
=software cold-boot proof
=hardware (turn the computer off and have coffee) cold-boot proof

* provided the Supercharger is on its own power supply.

756. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:13:22 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun18.111323.6346@spcvxb.spc.edu>
Source record: 204433

In article <13949@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> klassa@aurs01.UUCP (John M. Klassa) writes:
>
>>Excuse me, Mr. Sinclair, but F*** OFF! Take this crap to advocacy
>>where it belongs... Better yet, just go away!
>
> Ah, so it is. "sinclap2954" is the same person as "sinclair2246".
>
> These sad-sack people who desperately change their names to try to
> crawl back out of kill files really make me laugh (plus I get the
> extreme pleasure of killing them TWICE!).
>
> Thanks for pointing it out John!
>
> Zap... cRaCkLe.

Hehe, as if I care that I'm in somebody's kill file??? Give me
a break. I just changed the header in my other machine just to
tweak you. If you didn't make such an ass out of yourself, I
wouldn't have bothered. There are far fewer keystrokes inlvolved
by typing 'n" than editing a kill file.

Happy day to you,

Chris

757. Re: Mauritz

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:15:23 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun18.111523.6347@spcvxb.spc.edu>
Source record: 204434

In article <1vr0rd$h48@agate.berkeley.edu>, jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:
> In article <1993Jun17.083059.6327@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>>In article <13925@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>>> Groan. When did "C Mauritz" change to "mauritz_c". Almost as bad as
>>> all the variations of "Carter Gregory" I have in my kill file. [...]
>>
>>Oooooh. Such a pithy comeback. [...]
>>If you can't take the heat, get out of the kitchen, lad.
>
> Oh, but you're disoriented, my boy. We're not _in_ the kitchen. We were
> politely conversing in the den until you came out of the kitchen to grace us
> with your bounteous knowledge and wit. For which we shall all be eternally
> grateful, I'm sure.
>
> Won't we fellows?
>
> Now, what's that noise? Do I hear a souffle' calling you back to the
> kitchen, Mauritz? Please don't let us keep you. Mustn't dawdle, you know.

Actually, it is my DX2-66 beeping that it has finished rendering the image I gave it about 10 seconds ago. :)

> ---
> If drugs were illegal, only the drug dealers would have automatic weapons.
> John Hauser---jhauser@cs.berkeley.edu

Great sig!

Cheers,

Chris

758. ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:42:52 UTC
From: j.d.coleman@newcastle.ac.uk
Message-ID: <C8tqBG.A68@newcastle.ac.uk>
Source record: 204439

I mailed ICD, Inc on Compuserv recently regarding their SCSI tape driver. I have just received this reply :

> No. Our Tape software is designed specifically for the TEAC MT-2ST/N50 drive.
>
> IF you aquire one of those drives, we do sell our software for $99 US.
>
> - TOM -

It looks like the only commercial SCSI tape software is that available from Beckemeyer. I don't know if anyone in the UK sells this.

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - 2112 - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

759. STalker/STeno/STill

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:50:00 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132047@netnews.upenn.edu>
Source record: 204437

[No readable article body recovered]

760. Re: STalker/STeno/STill

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 15:52:44 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132049@netnews.upenn.edu>
Source record: 204436

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

761. Re: Gamers..

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 16:42:36 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun18.164236.19570@iplmail.orl.mmc.com>
Source record: 204440
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

I recently bought lemmings for the ST. The game is great. However, it causes the floppy drive to spin constantly while playing, even when the drive is not being accessed (it spins even when the drive busy light is off). Does anyone else who owns lemmings experience this??? Is there a way to make the drive not spin in-between accesses??? Will it damage the drive or disk to constantly spin???

Also, I was unsuccessful in my attempt to backup my disks with F-Copy III (I assume the disk copy protection prevents copying). I would like to have a backup, as the game is not cheap. Is there a PD, shareware, or commercial program that will allow me to make a backup of this game??? (No, I will not be giving away a copy of the game when I back it up. All of the St users in my area are definitely AGAINST piracy.) I would just like to protect myself in case of an accident.

Post replies here or E-Mail directly to me.

Larry Richardson
richards@elmer.orl.mmc.com

762. For Sale: Various Atari extras

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 17:35:54 UTC
From: ewels@vax.oxford.ac.uk
Message-ID: <1993Jun18.173554.14811@vax.oxford.ac.uk>
Source record: 204441

Hello,

I hope this is the right place to post this, apologies if 'for sale's don't normally appear here.

I have several Atari add-ons for sale, originally used on the mega ST2, but I think they should all work with smaller machines. These include the SLM804 Laser Printer, A3 Graphics Tablet, Stereo-Tek 3-D glasses, B&W Panasonic Video camera with all necessary interfaces, and loads of software, mostly business orientated such as DTPs, art-packages, languages, clip-art, etc. I'm now trying to sell this as my main ST with monitor and hard drive was stolen and I don't intend to replace it.

Any reasonable offers will be considered; I'd rather sell the whole lot together but will consider splitting if required. Either contact me at the e-mail address above or telephone (0865 742065) (England), or from July onwards, (0743 821 694).

Thanks very much!

- Chris Ewels

763. Atari Stock Price Steady

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 17:37:30 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun18.173730.11790@btree.uucp>
Source record: 204442

At mid-day today, Atari was trading at 2 3/8 unchanged, while Commodore (CBU, right?) has dropped 1/4 to 2 3/4. Since Atari seems to be holding steady while Commodore continues to drop, which company retains a higher level of investor confidence?

(Hint for those non-Atarians visiting from the .advocacy newsgroup: the answer starts with an 'A' and does *not* have an 'm' in it).

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

764. PGP For Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:15:14 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.0fnf@outb.wimsey.bc.ca>
Source record: 204347

Could someone pick up the PGP 2.2 source of PGP 2.0 whatever, and compile it up for the Atari ST? It would be good for the Atari's for encryption, as this is MILITARY GRADE protection, called Pretty Good Protection.. Nice..

Reply to me in Email if you have it..

--

+-------------+----------------+-----------------------------------+
| Dave Conroy | The />/>aestro | UseNET: Dconroy@outb.wimsey.bc.ca |
+-------------+----------------+-----------------------------------+

765. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:16:20 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun18181620@kropotkin.gnu.ai.mit.edu>
Source record: 204310

In article <4954@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:

> As it happens, I _STILL had saved the INDEX and it _WAS_ paderborn
>that I downloaded the PD ICD utilities from some while ago. Here is a tiny
>part of _YOUR_ old INDEX
>[...]
> True, it wasn't called ICDUTILS but "icd_606.lzh" - but it IS
>version 6.06 of the PD ICD_Utilities (as opposed to their Professional
>version that runs without a Host Adapter).

There's no such thing as the "PD ICD utilities". All of the ICD
utilities are copyrighted. Even the non-Pro versions.

Please be careful about this kind of terminology -- if I worked for
ICD I'd be really annoyed to see people calling copyrighted software
I'd written PD just because it's distributed freely through Genie and
the ICD BBS.

If the paderborn archive folks accientally posted a copy of the ICD
utils on their system, you should be discussing it with them in
private email, not in a public newsgroup. Mistakes happen, and I'm
sure that if it hasn't been corrected they'll be happy to do so (since
they've said as much in this newsgroup). Posting this sort of
information here is bad because some people may see your message and
grab a copy from the server before it's removed.

Cheers,
entropy

766. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:24:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vt189$f3k@usenet.INS.CWRU.Edu>
Source record: 204443

In a previous article, Bob_BobR_Retelle@cup.portal.com () says:

>The Falcon marketing policy does indeed require having a storefront
>operation to be able to sell Falcons, but it goes beyond that to
>"protected" regions..
>
>A dealer CAN send a Falcon through the mail, but ONLY to someone in his
>local area.. they can't send Falcons to anyone who lives in a different
>dealer's local area.
>
>This is to protect the dealers from unfair competition from dealers in
>other areas.
>
>Unfortunately, as the example quoted shows, if your "local" dealer doesn't
>have Falcons, you're screwed.
>
>(I dunno if Atari is taking mail-orders for Falcons for people in areas which
>don't have dealers, or if they'd ship to an area which at least on paper
>is supposed to have a dealer... it might be worth a call to Atari to
>find out...)
>
>
>BobR
>

I was told by Bob Brodie that even though Atari doesn't publicize the
fact that they will sell you a Falcon030 directly, they will do so.

This means if you REALLY want a Falcon030, you can order one direct from
Atari Corporation.

Len

--

767. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:29:20 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vt1i0$fis@usenet.INS.CWRU.Edu>
Source record: 204445

In a previous article, rost@tecrus.enet.dec.com (My name is Brian Rost) says:

>
>>
>>Unfortunately, as the example quoted shows, if your "local" dealer doesn't
>>have Falcons, you're screwed.
>
>I'm screwed then. There haven't been any dealers around here for a long time.
>This sounds pretty fu**ed to me. I understand the reasoning, but since dealers
>are scarce, it means the buyers have to pretty hot about the Falcon. In
>addition to paying an outrageous price for the hardware, now I gotta go do a
>road trip, too? %$#@^&*

Calm down... if there isn't a dealer near you, you are allowed to order
one from the next closes dealers to you.

This means that if there are NO Atari dealers near you and the next closest
dealers are 100 miles away, you can order it from one of them. All they
have to do is ask Atari for permission to sell it to you. Atari then records
where you are located so they can concentrate on getting some Atari dealers
near you.

>

I personally think the "no mail-order" policy is a good idea. But, you and
everyone is right, Atari needs to get more dealers.

I think Bob said that there were 120 dealers in the U.S. I'll be happy
when there are 500.

Len
>
> **
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> **
>
>

--

768. MidWinter II (tell me what you think)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:30:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vt1k4$fo8@usenet.INS.CWRU.Edu>
Source record: 204444

I have been told that MidWinter II has been discontinued. Does anyone know why?

Also, if you have the game or have played it, can you please let me know what you think of it?

I need to know soon so tell me as much as possible ASAP! Thanks.

Len

--

769. Re: Atari Stock Price Steady

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:38:18 UTC
From: hulpke@abacus.uucp
Message-ID: <C8tyFv.4HH@newsflash.concordia.ca>
Source record: 204447

In article <1993Jun18.173730.11790@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>which company retains a higher level of investor confidence?
>
>(Hint for those non-Atarians visiting from the .advocacy newsgroup:
>the answer starts with an 'A' and does *not* have an 'm' in it).

Apple? Acorn? Ai-Bee-emm ?

AH

770. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 18:40:47 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1vt27f$gjg@usenet.INS.CWRU.Edu>
Source record: 204446

```
Sorry,
I meant ICD's BBS--does it support V.42bis and MNP5?
Later,
Bernard
```

771. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 19:00:29 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1vt3cd$54p@loch2.cc.strath.ac.uk>
Source record: 204448

In article 13838@iscsvax.uni.edu, sinclap2954@iscsvax.uni.edu () writes:
>Can't accept the reality....

And you can't understand news-etiquette ...

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. life != ((void *) 0);

772. Chaos Engine loading problems

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 19:16:03 UTC
From: whitcomb@aur.alcatel.com
Message-ID: <63395@aurs01.UUCP>
Source record: 204306

I just bought the Bitmap Brother's new game The Chaos Engine.
Unfortunately, it won't load on my Mega ST4. I have TOS V1.4, and an
AdSpeed accellerator (which boots at 8 Meg). Color monitor, of course.
I even disconnected all of my peripheral cables, but no go. I have
several other Bitmap Brother's games that all load fine (Gods, Speedball
2, Magic Pockets, Cadaver).

The frustrating part is that the game loads fine on the 520STFM that I
just sold, so there doesn't seem to be anything wrong with the disk
itself. Seems like there's some sort of copy protection that won't pass
on my Mega.

Anyone have any suggestions?

-Jonathan
****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
****

773. Minixfs pl 4.1 ...

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 19:49:27 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun18.194927.8119@mnemosyne.cs.du.edu>
Source record: 204450

I've just sent Minixfs pl4.1 source to ftp.uni-muenster.de . pl5 was to be
the next version but a few bugs werer reported which needed fixing quickly.
The main fixes are:
1. Large partitions with non XHDI software should now work (though untested).
2. Filesystems with 65535 inodes should also work (somewhat more tested).
You still need to switch the cache off if yo use ICD software due
to a bug in all the versions I have seen: not my fault, complain to ICD ...
Steve.
P.S. It may also be on atari.archive if I can 'get in'.

774. mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 19:50:00 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <18JUN93.15500047@cc4.crl.aecl.ca>
Source record: 204302

Want to know why I have refused to complete a dealer application for FALCONs. The agreement says that Atari, at its diescretion, can permit mail order or refuse permission for a dealer.

Scenario, I become a FALCON dealer and cannot sell mail order. I have a large inventory. Then Atari gives my competetor (e.g. TOAD) the right to sell mail order and the competetor undercuts me. End result; take a bath on the FALCONs in stock.

The rule should be NO MAIL ORDER or MAIL ORDER PERMITTED. It should not be SOME may and SOME may not!

Quite simply, the marketing strategy is BAD. A dealer that is not in the good books with Atari (i.e. one that complains about poor Atari service) is at the mercy of Atari. I'd rather be at the mercy of my ex-wife.

775. Re: STalker/STeno/STill

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 19:53:49 UTC
From: root@ccat.sas.upenn.edu
Message-ID: <132119@netnews.upenn.edu>
Source record: 204303

Dear Folks:

Put this up, got lots of great responses, including a few from Eric Rosenquist, author of these two great programs, but danged if we ever solved the problem--in brief:

When I transfer text from STeno 2.0 via the clipboard (CPXed w/ that German CPX version to my ramdisk, CodeRam), the TAB characters, apparently not translated into spaces, turn into backspaces on our IBM AIX system running PICO. Results--HAVOC! I can save a STeno text file to disk (including, as usually, the ramdisk) and shoot it through STalker with no problems, but I still feel as if I've got a crippled eagle, here--I'd like to save the extra step, or use the "Type Ahead" feature from time to time. Eric thought the problem might be my modem, but with the Ted editor (also on our system), this doesn't happen, and the modem tests I ran seem to vindicate the thing. Theories, anyone?

Rob S. Rice, U. of Penn.
Where ENIAC is still appreciated

I'd appreciate any solution. If you're ducking up to 714 today, I could be here except from about 1:15 to 2:45, when I go over to the pool and try to drown myself. It feels as if I'm succeeding.

Rob S. Rice

rrice@ccat.sas.upenn.edu

776. Calamus Import TABS Problem - Can anyone help?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 20:45:39 UTC
From: wabe@ukc.ac.uk
Message-ID: <4953@eagle.ukc.ac.uk>
Source record: 204301

Of late I had the problem of getting a text file (with TABbed output so that I could make columns) into the Calamus (v_1.09) that I have. The problem is that Calamus (on ASCI input) will insist on converting TABS to spaces - although, once a TAB gets inside, Calamus understands what to do with it.

I solved this problem by a _very_ long-winded procedure i.e. import the file as ASCI into Calamus - then save it as a .CTX (Calamus text file) - then go into a hexadecimal editor (I used XXED.PRG) and copy its header - then append to this the "original" text file with TABS - save as a .CTX file - and then import this into Calamus. The TABS then go in OK although you dont get ALL the file being inputted (I solved that one by inputting TWO concatenated copies of the same ASCI file and trimming off the excess!!). What a palaver!! - needing hexadecimal editors etc. etc.!!! If only SIGNUM2 could print in the Landscape mode on my SLM605......

SURELY, there's a more elegant way of doing this, but my manual is useless on this problem and I fear that Halco (Sunbury) - the official UK importers - will be as useless as ever if I bother contacting them (again). If anyone out there has met this one AND SOLVED IT - PLEASE let me know.

Thanks in advance,
W. Alan B. Evans.

777. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 20:46:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1vt9jo$slm@usenet.INS.CWRU.Edu>
Source record: 204305

In a previous article, csullogg@cc4.crl.aecl.ca () says:

>Want to know why I have refused to complete a dealer application for
>FALCONs. The agreement says that Atari, at its diescretion, can permit
>mail order or refuse permission for a dealer.
>
>Scenario, I become a FALCON dealer and cannot sell mail order. I have
>a large inventory. Then Atari gives my competetor (e.g. TOAD) the right
>to sell mail order and the competetor undercuts me. End result; take a
>bath on the FALCONs in stock.
>
>The rule should be NO MAIL ORDER or MAIL ORDER PERMITTED. It should
>not be SOME may and SOME may not!
>
>Quite simply, the marketing strategy is BAD. A dealer that is not in
>the good books with Atari (i.e. one that complains about poor Atari
>service) is at the mercy of Atari. I'd rather be at the mercy of
>my ex-wife.
>

I believe that no one will be allowed to sell mail-order EXCEPT if there
are no dealers in a certain area.

This is why Atari will sometimes allow dealers to mail-order.

If Atari gave TOAD or someone else permission and no one else, you could
bitch about it. And if nothing is done, sell off the rest of the Falcon030s
and stop carrying Atari products.

--

778. Disk Cache

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 21:03:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.342680@cix.compulink.co.uk>
Source record: 204309

Does anyone know if there is a disk cache out there that can cope with partitions with sectors >512 bytes? Cold Hard Cache doesn't and I don't think TCache can.

Ofir ogal@cix.compulink.co.uk

779. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 21:12:03 UTC
From: wabe@ukc.ac.uk
Message-ID: <4954@eagle.ukc.ac.uk>
Source record: 204304

In article <1vpr87$102@news.uni-paderborn.de> ts@uni-paderborn.de (Thomas Schulze) writes:
>[...]
>
>> >Because the ICD drivers are NOT PD and they are NOT free.
>> >
>> >If they are uploaded to atari.archive, they will be deleted.
>> >

*** This is a quote from what I previously mailed ******
>> Funny how our attitudes differ to the Germans over this. Fact is
>> you can download these utilities from (at least) one (cos I've done it!)
>> German archive (sorry, can't remember whether it was clausthal, berlin
>> or paderborn). This was quite recent and it was version 6. something I think.
>>
>[...]
>
>No, it was not Paderborn. We don't have ICDUTILS on our server!
>
>Cheers, Thomas.
>ts@uni-paderborn.de

As it happens, I _STILL had saved the INDEX and it _WAS_ paderborn
that I downloaded the PD ICD utilities from some while ago. Here is a tiny
part of _YOUR_ old INDEX

```
!
!Wir geben jedem Atari-User die Moeglichkeit, PD- und SHAREWARE-Software einzu-
!
!-----------------------------------------------------------------------------
!Anregungen sind wie immer gerne willkommen! Mail: stsoft@uni-paderborn.de
!
!
!./tools/hd/ahdi5.zoo ;AHDI Version 5.0, offizieller Atari HD-Treiber
!./tools/hd/backupst.zoo ;Backup-Utility
!./tools/hd/chkhd83.tos ;Festplatten Test-Programm
!./tools/hd/hdscan
!*** ./tools/hd/icd_606.lzh ;ICD Treiber-Software V6.06
!./tools/hd/sam.lzh ;SAM repariert Festplatten
!./tools/hd/sback481.lzh ;HD-Backupprogramm
!
```

True, it wasn't called ICDUTILS but "icd_606.lzh" - but it IS
version 6.06 of the PD ICD_Utilities (as opposed to their Professional
version that runs without a Host Adapter).

Get to know what's in your archive man!

W. Alan B. Evans.

780. Re: Atari Helpline Helpful!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 21:32:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A13776@K.maus.de>
Source record: 204331

>Just thought you might like to know that I phoned Atari about getting MTOS
>for my machine Falcon030 because the company I brought the machine from had
>gone bust and they were very helpful.
>I was given the head office number and told to phone and get in touch with
>customer support. This I did and was told that I merely had to send a letter
>explaining this with my serial no. and proof of purchase (a copy only) and
>then i would get MTOS free when it is released in the UK.
>If Atari stick by this I might be inclined to think they had *some* customer
>support at last!!!

Here in Germany, the appropriate number of MultiTOS copies for the F030s
already sold arrived automatically at the dealers...

781. Re: Mint .99 & 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 21:41:04 UTC
From: mk@anuurn.do.open.de
Message-ID: <2c23820439559a@anuurn.do.open.de>
Source record: 204346

In <1993Jun17.142329.24708@donau.et.tudelft.nl>,
Kees Lemmens (lemmens@dutind5.twi.tudelft.nl) wrote:

>When using MINT 1.04, a press on <ESC> to force a reread of the current disk
>is enough to make the whole system hang with an ILLEGAL INSTRUCTION. However,
>this doesn't happen under MINT 0.99 (and 0.96). Anybody experienced the same
>problem and knows how to fix it ?

It's a known bug in tosfs.c - the media change code is broken; simply add
one line to tos_dskchng():

```
ti->name = 0;
nextf = ti->open;
+ if ( (ti->attr & FA_DIR)==0 ) /* NOT a subdirectory */
while ( (f = nextf) != 0 ) {
nextf = f->next;
f->next = 0;
}
ti->open = 0;
/* if there are any cookies pointing at this name, they're not
* valid any more, so we will *want* to get an error if they're
* used.
*/
```

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.de

782. Re: Polyfilm; any comments?

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 21:48:23 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1vtd77INN4lb@news.u.washington.edu>
Source record: 204308

mjb@cs.nott.ac.uk (M J Brownlow) writes:

>I recently uploaded Polyfilm to ftp.uni-kl.de (and someone did it for me
>to atari.archive, so at least 1 person's seen it...). I'd be very
>interested in any comments that you may have on it, any suggestions for
>upgrades, etc...

I don't know what it is, and it doesn't work on my TT.

Oh, well.

783. Re: MidWinter II (tell me what you think)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 22:01:52 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jun18.220152.2182@jonh.wimsey.bc.ca>
Source record: 204311

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I have been told that MidWinter II has been discontinued. Does anyone
>know why?

>Also, if you have the game or have played it, can you please let me know
>what you think of it?

>I need to know soon so tell me as much as possible ASAP! Thanks.

I had Midwinter II and it could have been a great game.
Unfortunately, the disk accesses killed it completely as far as
playability went. It would take 2+ minutes to load a screen telling you
you had defeated a squad. As this could happen once every 2 or 3 minutes
in a heated battle, this was fairly frustrating.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

784. Re: MidWinter II (tell me what you think)

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 22:39:44 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jun18.163945.643@janus.arc.ab.ca>
Source record: 204313

In article <1vt1k4$fo8@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>I have been told that MidWinter II has been discontinued. Does anyone
>know why?
>
>Also, if you have the game or have played it, can you please let me know
>what you think of it?
>
>I need to know soon so tell me as much as possible ASAP! Thanks.
>

I personally haven't played it but my brother has both I & II and thought that II was pretty good but it was a pain to play if you didn't have a hard drive as it was constantly accessing the floppy and asking for another disk.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L
---

785. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-18 23:59:42 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Jun18.235942.12854@lclark.edu>
Source record: 204312
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,pnw.forsale

I still have the following items for sale: $270 Takes all.

Atari 1040 STf -
1 meg RAM
with Atari mouse
Atari SC1224 -
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
VideoKey -
Use a TV or VCR with your ST.
Works great!
Monitor Master -
Switch monitors without unplugging
and plugging.

Software -
Laser C compiler
Laser C Debugger package
Quantum Paint
BBS Express! ST
Falcon Flight Simulator
Bloodwych
Chrono Quest
Carrier Command
Gone Fishin'

Again, all of this could be had for $270 buyer pays shipping. I will ship c.o.d. if desired, but I ask that the buyer pays for that ahead of time (I got royally screwed on a previous deal that ALL of this was supposed to go with).

Jonathan Eggert
(503) 391-2629
eggert@lclark.edu
L.C. Box 1151
Lewis & Clark College
Portland, OR 97219

786. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 00:24:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jun19.002424.3139@jonh.wimsey.bc.ca>
Source record: 204321

entropy@gnu.ai.mit.edu (maximum entropy) writes:

>There's no such thing as the "PD ICD utilities". All of the ICD
>utilities are copyrighted. Even the non-Pro versions.

One thing all this seems to point to is that whatever company is
distributing ICD product in Europe is obviously not supporting the
product as well as ICD does here. I know if my only recourse for an
update was to phone Germany to download it from a bbs, I'd be rather
upset.
Has anyone from Germany tried getting in touch with ICD and
complaining about the lack of availability of updates to their software
in Europe? Maybe they could confince their European distributer to set
up a bbs locally to distribute updates.
Their whole position on their drivers makes little sense to me.
The drivers (the non-pro ones) don't run on anything but an ICD host
adapter unless patched anyway, and anyone with access to the patched
drivers is hardly going to be bothered with copyrite issues.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

787. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 00:29:34 UTC
From: azog@world.std.com
Message-ID: <C8uEpB.JHA@world.std.com>
Source record: 204330

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>>>
>>>Unfortunately, as the example quoted shows, if your "local" dealer doesn't
>>>have Falcons, you're screwed.
>>

>I personally think the "no mail-order" policy is a good idea. But, you and
>everyone is right, Atari needs to get more dealers.

I still think the no mail order policy is the delusion of someone who
had a bit too much sun. Take Atari out of the picture, and whatever
manufacture you have left, I bet most sales come from mail order.

Yea, I understand why it was done, but there had to be a better way
than this.

Myself, I got lucky, and called a dealer only a couple hunderd miles away
from me, and was able to reserve a machine from the next shipment in about
a week. I dont mind making the drive there, since Ive a good friend in
the general area who I can stop by and see...

Now if Atari could work out a deal with a large chain store, say for
instance K-Mart or some such, or even Sears, this would be perfect...

--
Billy D'Augustine azog@world.std.com

doom.

788. Re: STalker/STeno/STill

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 02:51:02 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132177@netnews.upenn.edu>
Source record: 204314

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

(A great deal, actually, but the newtin newsreader and the Net Monster ate three previous message attempts--place your bets now if you think that THIS one will work...Sorry about the %$#@! blank posts!

Subject: STalker/STeno/STill
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

Dear Folks:

Put this up, got lots of great responses, including a few from Eric Rosenquist, author of these two great programs, but danged if we ever solved the problem--in brief:

When I transfer text from STeno 2.0 via the clipboard (CPXed w/ that German CPX version to my ramdisk, CodeRam), the TAB characters, apparently not translated into spaces, turn into backspaces on our IBM AIX system running PICO. Results--HAVOC! I can save a STeno text file to disk (including, as usually, the ramdisk) and shoot it through STalker with no problems, but I still feel as if I've got a crippled eagle, here--I'd like to save the extra step, or use the "Type Ahead" feature from time to time. Eric thought the problem might be my modem, but with the Ted editor (also on our system), this doesn't happen, and the modem tests I ran seem to vindicate the thing. Theories, anyone?

Rob S. Rice, U. of Penn.
Where ENIAC is still appreciated

789. STeno/STalker/STuck

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 03:00:08 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132178@netnews.upenn.edu>
Source record: 204315

Dear Folks:

Put this up, got lots of great responses, including a few from Eric Rosenquist, author of these two great programs, but danged if we ever solved the problem--in brief:

When I transfer text from STeno 2.0 via the clipboard (CPXed w/ that German CPX version to my ramdisk, CodeRam), the TAB characters, apparently not translated into spaces, turn into backspaces on our IBM AIX system running PICO. Results--HAVOC! I can save a STeno text file to disk (including, as usually, the ramdisk) and shoot it through STalker with no problems, but I still feel as if I've got a crippled eagle, here--I'd like to save the extra step, or use the "Type Ahead" feature from time to time. Eric thought the problem might be my modem, but with the Ted editor (also on our system), this doesn't happen, and the modem tests I ran seem to vindicate the thing. Theories, anyone?

Rob S. Rice, U. of Penn.
Where ENIAC is still appreciated

(Oops--forgot to mention that it's a color Mega STE 4 w/2.06 +HD and much loved)

790. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 04:07:09 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1vu3dd$c8u@terminator.rs.itd.umich.edu>
Source record: 204316

```
drwxrwxr-x root 4096 Jun 13 00:07 .
drwxrwxr-x root 2048 Jun 13 21:27 ./Ste
-rw-rw-r-- weiner 2299 Jun 13 21:30 ./Ste/0index
-rw-r--r-- molin 216320 Jun 13 19:34 ./Ste/utopos.lzh
drwxr-xr-x dpz 2048 Jun 13 00:47 ./Falcon/Fortunes
-rw-r--r-- molin 583683 Jun 12 16:42 ./Falcon/Fortunes/startrek_sound_fortunes.lzh
drwxr-xr-x dpz 2048 Jun 13 00:58 ./Magazines/Str
-rw-r--r-- molin 48569 Jun 12 18:09 ./Magazines/Str/str924.lzh
drwxrwxr-x root 10240 Jun 14 23:48 ./Utilities
-rw-rw-r-- entropy 16905 Jun 14 23:51 ./Utilities/0index
-rw-r--r-- molin 10607 Jun 14 12:02 ./Utilities/inc_date.arc
drwxrwxr-x root 4096 Jun 15 00:02 ./Programming
-rw-r--r-- weiner 4048 Jun 15 00:04 ./Programming/0index
-rw-r--r-- molin 54032 Jun 14 10:39 ./Programming/cpp102.zoo
-rw-r--r-- molin 24270 Jun 14 10:39 ./Programming/mit2mot101.zoo
-rw-r--r-- molin 7397 Jun 14 11:23 ./Programming/disasmld.lzh
-rw-r--r-- molin 8886 Jun 14 11:23 ./Programming/outtolod.lzh
drwxrwxr-x root 6144 Jun 15 23:56 ./Demos
-rw-rw-r-- weiner 7615 Jun 16 00:02 ./Demos/0index
-rw-r--r-- molin 548701 Jun 15 10:53 ./Demos/rialpsy.lzh
drwxrwxr-x root 6144 Jun 16 00:57 ./Demos
-rw-r--r-- molin 531251 Jun 15 10:50 ./Demos/maggie11.zip
-rw-rw-r-- weiner 7676 Jun 16 01:01 ./Demos/0index
drwxrwxr-x root 4096 Jun 16 16:58 ./Mint
-rw-rw-r-- entropy 5918 Jun 16 15:05 ./Mint/0index
-rw-r--r-- entropy 132266 Jun 16 16:59 ./Mint/mnthlb30.zoo
drwxrwxr-x entropy 2048 Jun 16 15:03 ./Mint/Utilities
-rw-r--r-- dpz 85518 Jun 14 18:00 ./Mint/Utilities/stlogin2.lzh
drwxrwxr-x root 4096 Jun 17 00:13 .
drwxrwxr-x root 4096 Jun 17 18:14 ./Mint
-rw-rw-r-- entropy 6155 Jun 17 18:14 ./Mint/0index
-rw-r--r-- entropy 284376 Jun 17 17:59 ./Mint/mntolb32.zoo
-rw-r--r-- entropy 50939 Jun 17 18:03 ./Mint/mlib32d.zoo
-rw-r--r-- entropy 110649 Jun 17 16:48 ./Mint/mntinc32.zoo
-rw-r--r-- entropy 381794 Jun 17 16:47 ./Mint/mntlib32.zoo
drwxrwxr-x weiner 2048 Jun 17 21:48 ./Falcon
-rw-rw-r-- weiner 1851 Jun 17 22:58 ./Falcon/0index
-rw-r--r-- molin 554240 Jun 17 22:54 ./Falcon/omegaf30.prg
drwxrwxr-x root 4096 Jun 18 20:30 .
drwxrwxr-x root 6144 Jun 18 19:26 ./8bit
drwxr-xr-x entropy 2048 Jun 18 19:43 ./8bit/Vcs
-rw-r--r-- entropy 1094762 Jun 18 18:38 ./8bit/Vcs/2600_doc.zip
-rw-r--r-- entropy 16325 Jun 18 19:42 ./8bit/Vcs/tech2600.arc
-rw-r--r-- entropy 36939 Jun 18 19:30 ./8bit/Vcs/2600_txt.arc
```

```
-rw-r--r-- entropy 252 Jun 18 19:43 ./8bit/Vcs/aa.8bit.vcs
-rw-rw-r-- entropy 3312 Jun 18 10:57 ./Archivers/0index
drwxrwxr-x root 10240 Jun 18 23:04 ./Games
-rw-r--r-- lenn 14525 Jun 18 23:06 ./Games/0index
-rw-r--r-- molin 23034 Jun 18 18:13 ./Games/mineswep.lzh
drwxrwxr-x root 10240 Jun 18 11:25 ./Utilities
-rw-rw-r-- entropy 19542 Jun 18 11:32 ./Utilities/0index
drwxr-xr-x dpz 4096 Jun 18 11:44 ./Utilities/Dc
-rw-r--r-- dpz 2817 Jun 18 11:25 ./Utilities/Dc/dc_bhelp.arc
-rw-r--r-- dpz 2538 Jun 18 11:25 ./Utilities/Dc/dc_cpx.arc
-rw-r--r-- dpz 3723 Jun 18 11:25 ./Utilities/Dc/dc_crc.arc
-rw-r--r-- dpz 2176 Jun 18 11:25 ./Utilities/Dc/dc_ff.arc
-rw-r--r-- dpz 5010 Jun 18 11:25 ./Utilities/Dc/dc_fkeys.lzh
-rw-r--r-- dpz 6730 Jun 18 11:25 ./Utilities/Dc/dc_gtp.arc
-rw-r--r-- dpz 4064 Jun 18 11:25 ./Utilities/Dc/dc_homey.arc
-rw-r--r-- dpz 4736 Jun 18 11:25 ./Utilities/Dc/dc_jchar.arc
-rw-r--r-- dpz 5394 Jun 18 11:25 ./Utilities/Dc/dc_mwrap.arc
-rw-r--r-- dpz 4096 Jun 18 11:25 ./Utilities/Dc/dc_rt_dc.arc
-rw-r--r-- dpz 29023 Jun 18 11:25 ./Utilities/Dc/dc_sea.lzh
-rw-r--r-- dpz 5366 Jun 18 11:25 ./Utilities/Dc/dcadump.arc
-rw-r--r-- dpz 4490 Jun 18 11:25 ./Utilities/Dc/dcbitset.arc
-rw-r--r-- dpz 4353 Jun 18 11:25 ./Utilities/Dc/dcbootit.lzh
-rw-r--r-- dpz 12800 Jun 18 11:25 ./Utilities/Dc/dcclk33.arc
-rw-r--r-- dpz 5504 Jun 18 11:25 ./Utilities/Dc/dcdirdmp.arc
-rw-r--r-- dpz 2366 Jun 18 11:25 ./Utilities/Dc/dcdmaspl.arc
-rw-r--r-- dpz 3933 Jun 18 11:25 ./Utilities/Dc/dcdrpdtr.arc
-rw-r--r-- dpz 7413 Jun 18 11:25 ./Utilities/Dc/dcdskinf.arc
-rw-r--r-- dpz 2304 Jun 18 11:25 ./Utilities/Dc/dcflight.arc
-rw-r--r-- dpz 4096 Jun 18 11:25 ./Utilities/Dc/dcflpcfg.arc
-rw-r--r-- dpz 28779 Jun 18 11:25 ./Utilities/Dc/dcfmt30.arc
-rw-r--r-- dpz 23443 Jun 18 11:25 ./Utilities/Dc/dcfmtacc.arc
-rw-r--r-- dpz 3693 Jun 18 11:25 ./Utilities/Dc/dcinvert.arc
-rw-r--r-- dpz 8051 Jun 18 11:25 ./Utilities/Dc/dclckrtc.lzh
-rw-r--r-- dpz 1432 Jun 18 11:25 ./Utilities/Dc/dclefty.lzh
-rw-r--r-- dpz 3968 Jun 18 11:25 ./Utilities/Dc/dclftarw.arc
-rw-r--r-- dpz 4506 Jun 18 11:25 ./Utilities/Dc/dclickme.arc
-rw-r--r-- dpz 3840 Jun 18 11:25 ./Utilities/Dc/dclitoff.arc
-rw-r--r-- dpz 5332 Jun 18 11:25 ./Utilities/Dc/dcmaxtrk.arc
-rw-r--r-- dpz 6528 Jun 18 11:25 ./Utilities/Dc/dcmometr.arc
-rw-r--r-- dpz 4975 Jun 18 11:25 ./Utilities/Dc/dcmouser.arc
-rw-r--r-- dpz 4640 Jun 18 11:25 ./Utilities/Dc/dcmsaver.arc
-rw-r--r-- dpz 2839 Jun 18 11:25 ./Utilities/Dc/dcmshift.lzh
-rw-r--r-- dpz 4009 Jun 18 11:25 ./Utilities/Dc/dcmstick.lzh
-rw-r--r-- dpz 5248 Jun 18 11:25 ./Utilities/Dc/dcnoalrt.arc
-rw-r--r-- dpz 7077 Jun 18 11:25 ./Utilities/Dc/dcnostic.arc
-rw-r--r-- dpz 8868 Jun 18 11:25 ./Utilities/Dc/dcpopbar.arc
-rw-r--r-- dpz 11483 Jun 18 11:25 ./Utilities/Dc/dcpopbr2.arc
-rw-r--r-- dpz 5376 Jun 18 11:25 ./Utilities/Dc/dcr_tmag.arc
-rw-r--r-- dpz 8557 Jun 18 11:25 ./Utilities/Dc/dcreserv.arc
-rw-r--r-- dpz 4786 Jun 18 11:25 ./Utilities/Dc/dcrtcall.arc
```

```
-rw-r--r-- dpz 4864 Jun 18 11:25 ./Utilities/Dc/dcrunrez.arc
-rw-r--r-- dpz 5760 Jun 18 11:25 ./Utilities/Dc/dcsalvag.arc
-rw-r--r-- dpz 6183 Jun 18 11:25 ./Utilities/Dc/dcshohex.arc
-rw-r--r-- dpz 7688 Jun 18 11:25 ./Utilities/Dc/dcshow11.arc
-rw-r--r-- dpz 8336 Jun 18 11:25 ./Utilities/Dc/dcshowit.zoo
-rw-r--r-- dpz 5187 Jun 18 11:25 ./Utilities/Dc/dctoper2.lzh
-rw-r--r-- dpz 40888 Jun 18 11:25 ./Utilities/Dc/dcx_plus.lzh
-rw-r--r-- dpz 60074 Jun 18 11:25 ./Utilities/Dc/dd_demo.arc
-rw-r--r-- dpz 11045 Jun 18 11:25 ./Utilities/Dc/diskstat.arc
-rw-r--r-- dpz 211006 Jun 18 11:25 ./Utilities/Dc/snowball.lzh
-rw-r--r-- weiner 5374 Jun 18 10:58 ./Telecomm/0index
-rw-r--r-- entropy 74735 Jun 18 20:29 ./0ls-lR.Z
drwxrwxr-x weiner 2048 Jun 18 23:18 ./Falcon
-rw-rw-r-- weiner 1911 Jun 18 23:19 ./Falcon/0index
-rw-r--r-- molin 13696 Jun 18 23:17 ./Falcon/backw143.zip
lrwxr-xr-x dpz 12 Jun 18 12:01 ./Dc -> Utilities/Dc
-rw-rw-r-- weiner 2909 Jun 18 10:58 ./Printing/0index
drwxr-xr-x dpz 2048 Jun 18 11:22 ./Magazines/Diskmags
drwxr-xr-x dpz 2048 Jun 18 11:20 ./Magazines/Diskmags/Dnt
-rw-r--r-- dpz 380064 Jun 18 11:20 ./Magazines/Diskmags/Dnt/dp3_1.lzh
-rw-r--r-- dpz 372984 Jun 18 11:20 ./Magazines/Diskmags/Dnt/dp3_2.lzh
-rw-r--r-- dpz 397581 Jun 18 11:20 ./Magazines/Diskmags/Dnt/dp4_1.zip
-rw-r--r-- dpz 363630 Jun 18 11:21 ./Magazines/Diskmags/Dnt/dp4_2.zip
-rw-r--r-- entropy 74911 Jun 18 20:30 ./0ls-lRc.Z
-rw-r--r-- entropy 190392 Jun 18 20:27 ./0index
-rw-r--r-- entropy 89629 Jun 18 20:27 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

791. .F.O.R.S.A.L.E. Atari ST Books ...

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 05:36:11 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1vu8kbINNa0u@uwm.edu>
Source record: 204318
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale

FOR SALE: **********
Atari ST Books
****

(all in excellent condition)

Abacus books:
Atari ST Internals
Atari ST Internals accopanying disk
Atari ST GEM Programmers Reference
Atari ST GEM Programs accompanying disk
Atari ST Machine Language
Atari ST Machine Language accompanying disk
Atari ST Tricks & Tips
Atari ST Tricks & Tips accompanying disk
Atari ST LOGO User's Guide
Atari ST Peeks & Pokes
Atari ST BASIC Training Guide
Atari ST Introduction to MIDI Programming
Atari ST BASIC to C
Atari ST 3D Graphics
Atari ST 3-D Graphics demo accompanying disk
Atari ST Disk Drives: Inside and Out
Atari ST Disk Drives: Inside and Out accompanying disk
(the above Abacus books to be sold as a set $129)

-Simpson Atari ST Graphics and Sound Programming
-Atari ST Application Programming (Datatech publications)
-Compute's: Atari ST: VDI
Atari ST: VDS
Atari ST: AES
ST Applications Guide: Programming in C with accompanying disk
Learning C: Programming Graphics on the Amiga and Atari ST
Second book of Atari ST with accompanying program disk

(The above 8 books and 2 disks for $89)

****
Take all books for $199
Please feel free to make any offer on a whole or part of the above described.

Please Email to the address below: Thanks-
--

= Scott =

= scottshk@csd4.csd.uwm.edu=
---

792. .F.O.R.S.A.L.E. Atari ST Software...

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 05:37:36 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1vu8n0INNa3j@uwm.edu>
Source record: 204319
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale

```
FOR SALE: ***************************
*Atari ST Software Package *
***************************

Software: (all original disks with original documentation)
------------
EZ Track (Hybrid Arts) Midi sequencer (No docs but it is on original disk) $10

Timeworks: Swiftcalc ST 1.1
Timeworks: Wordwriter ST 2.01
Timeworks: Data Manager ST
Timeworks: Desktop Publisher ST
(above timeworks package for $40)

Michtron 220-ST ($10)
Qmi ST TALK Professional 2.0 ($10)
Antic Public domain STerminal plus Source ($3)

Pc Ditto Version 3.0 (software version) ($15)

Michtron GFA Companion
Michtron DFT (direct file transfer)
Prospero Fortran for Gem
GST C compiler
Micro C Tools
Personal Pascal
4 x Forth (Dragon)
Holmes & Duckworth FORTH
Abacus FORTH/MT
Hisoft Devpack ST
Metacomo MCC Pascal
Metacomo Menu +
Metacomo Make
Michtron KISSED Self Relocating Debugger
Antic XLISP 1.7
(above programming stuff for $69)

Neodesk 2.0 ($10)
OmniRes Monitor Emulator ($10)

Antic ARChive collection
Antic Disk Doctor 1.2
Megasoft A-Copier
A&D Universal Item Selector II 2.0
ICD ST Host adaptor (software only)
```

(above disk utils for $15)

Logistix (Grafox) ($15)
Monogram Dollars and Sense ($15)
Dac Easy Payroll ($15)
Haba Business Letter Solutions ($10)

The Graphic Artist 1.5 ($20)
Publishing Partner (Softlogik) ($30 including 2 disks below)
Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Paintpro ($7)

Xlent Diamond Mike
PSION Chess
(above 2 for $10)

Extensive disk set of public domain software purchased mail
order as a group of disks (thrown in FREE with a large package purchase)
over 50 disks

Price: Separate items as priced above: $315
Purchased as one package : $289

Please feel free to make any offer on a whole or part of the above described.

Please Email to the address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=
---

793. FAQ Please.

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 05:38:18 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.48j8@terapin.com>
Source record: 204317

Could someone please post one of those FAQ messages up here.

Thanks,

Alberto
afonseca@terapin.com

794. .F.O.R.S.A.L.E. Atari ST Hardware ...

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 05:38:58 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1vu8piINNa5o@uwm.edu>
Source record: 204320
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale

```
FOR SALE: ********************
*Atari ST Hardware *
********************

Hardware: (All in like new condition with very light use)
------------
(1) Atari 520 ST with 1 Meg Ram upgrade
(1) SM124 Monochrome monitor 640 x 400
(2) Double Sided SF314 Floppy Drives
(1) Navarone cartridge system time clock with software
(1) 2400 External Modem with cables

Price: All above asking $289

Please Email to the address below: Thanks-
--
------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
------------------------------------------------------------------------
```

795. Re: spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 06:19:15 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1vub53$ie2@charm.magnus.acs.ohio-state.edu>
Source record: 204322

This is MY terminology for when an unreadable disk is stuck in my drive. The only other time This happened to me was when I put a failing disk in the drive. This isn't a regular occurance, but when heard, it means serious trouble. Every time I hear it, I believe my drive gets worse... I may be paranoid, but I am at least paranoid for my own good. Can anyone explain this any better or can word the analogy better, so that it doesn't sound as drastic.

The Sequel

796. Re: spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 06:29:36 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1vubog$iea@charm.magnus.acs.ohio-state.edu>
Source record: 204323

>I am at least paranoid for my own good. Can anyone explain this any better or

>can word the analogy better, so that it doesn't sound as drastic.
>
> The Sequel

The above was in response of the question of the sound of my disk drive. I had described it as sounding like a "machine gun caught in a garbage disposal" Though I know what a garbage disposal AND a Machine gun sound sepaprately, I never really have or have heard anyone else listening to one caught inside another (it is 2:am in the morning bear with me...).

~^I erased too much, so this explanation was needed...

The Sequel ...again

797. Re: Mauritz

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 06:37:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83651@cup.portal.com>
Source record: 204327

Funny, isn't it..?

The ones who complain most loudly about "wasting bandwidth" seem to be the ones making the most profligate use of it..

BobR

798. Re: The Falcon and the DSP fallacy

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 06:39:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83652@cup.portal.com>
Source record: 204326

Like anyone cares whether Warwick reads their postings...

BobR

799. Re: Mint .99 & 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 08:40:44 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8v1Fw.9yJ@sdf.lonestar.org>
Source record: 204349

I've had alot of problems with MiNT giving me illegal instruction errors too. I think some assembly in there has an 030 instruction or something like that. The TOSWIN 1.4 always goes black when you tell it to add nothing to the end of a line. I want it to insert CRs when wherever they are in the original so that if I mark 3 lines, there is a CR after each full line, and if I mark 1/2 a line, there is NO CR because it's no at the end of a line. However, I can't find a way to do that.

Right now I'm using .95 and I may try 1.04 again soon, but I'm likely gonna wait for 1.05 :-)

800. Error -39, 0 bytes, ST Problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 08:52:02 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993Jun19.085202.22306@cc.umontreal.ca>
Source record: 204324

Can some ST guru help me with this weird problem on a friend's 1meg 520ST?

The problem: After booting up the ST, and a random amount of
time (up to a day at most) passes, the ST gives
an "out of memory" error (TOS #-39), and quits
the program running, goes back to the desktop,
and in the window with the contents of DRIVE A:
it says "0 bytes used in 0 items"

Why the big deal: It only does this with some programs.
Yet, these programs are known to work
fine on other machines.

Notes: no viruses on disk. Memory tester passed. No accessories installed,
no auto folder programs. No ramdisk. Not a drive problem.

The computer works fine for a while, then messes up.

My thoughts: perhaps its simply a matter of chip connections in their sockets
but dropping the thing didn't help. (standard 520ST trick)

What can it be? This once happened to me on my own 520ST but I can't
remember what I did to fix it. Is it the DMA chip that's messed up?
Is it the WD1772 chip? Is it only software? Any ideas? Help!

Thanks, anybody.
I knew this comp.sys.atari.st thing on the internet would come in handy :-)
--
"When the cat's away, the mice will play Nethack" kosmatoo@jsp.umontreal.ca
/--- /---/ /___ /---/ --/-- /--- `/--- / / /----
/ /___/ /___/ /___/ / ___/ / __/ ___/ We R the robots
Odisseas Kosmatos G-Code: GCS/M d-- p--- c+++ l- (PC ---) m+ s g+ w++ t+ r

801. Re: MultiTOS and SpeedoGDOS shipping in UK

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 08:54:11 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.343800@cix.compulink.co.uk>
Source record: 204325

>Subject says it all, these are finally shipping. Mine arrived this morning.
>The MultiTOS manual is great, it tells you how to install the system, but
>tells you sod-all else. Not even what all the extra ACCs/utilities etc are.
It also states clearly it was a preliminary copy.

BTW, I got mine over a week ago now.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

802. ST Fax software

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 18:06:22 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Jun19.180622.7876@src.honeywell.com>
Source record: 204328

I know this question has been asked before, but now that I own a Fax/Modem, here goes! Does anyone know where I might find either PD or commercial Fax software for the STe? I've got a Zoom 14.4K fax/modem. The only stuff I've found via ftp is HACK_FAX and HFAXBETA, which just support the ZyXEL modem. There must be _something_ out there for the Atari..??

--
Scott Dunham| H o n e y w e l l | Internet:
| Sensors & Systems Development Ctr.|dunham@ssdc.honeywell.com
| 10701 Lyndale Ave South | -- or --
| Bloomington, Minnesota 55420 |dunham@homer.src.honeywell.com

803. Re: HSC MiNTlibs pl30 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 18:40:36 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jun19.184036.14242@mnemosyne.cs.du.edu>
Source record: 204329

Peter_Missel@k.maus.de (Peter Missel) writes:

>Watch out for a new AHDI driver (version 6.05) RSN.

It's out. If it's not on atari.archive, I'll see that it gets there if
Atari permits it.

Dan

--
dcable@nyx.cs.du.edu

804. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 18:45:20 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jun19.184520.14424@mnemosyne.cs.du.edu>
Source record: 204332

j.d.coleman@newcastle.ac.uk (Julian Coleman) writes:

>It looks like the only commercial SCSI tape software is that available from
>Beckemeyer. I don't know if anyone in the UK sells this.

Look for a new release of Diamond Back to have this capability RSN. It
should be available from HiSoft in your neck of the woods.

Dan

--
dcable@nyx.cs.du.edu

805. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 20:36:02 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8vyK2.FxL@mailer.cc.fsu.edu>
Source record: 204334

Bernard Mikowski (di780@cleveland.Freenet.Edu) wrote:

> Sorry,
> I meant ICD's BBS--does it support V.42bis and MNP5?

Nope. 9600HST (drat).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

806. Re: Chaos Engine loading problems

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 20:39:56 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanC8vyqL.56B@netcom.com>
Source record: 204333

Jonathan Whitcomb (whitcomb@aur.alcatel.com) wrote:
: I just bought the Bitmap Brother's new game The Chaos Engine.
: Unfortunately, it won't load on my Mega ST4. I have TOS V1.4, and an
: AdSpeed accellerator (which boots at 8 Meg). Color monitor, of course.
: I even disconnected all of my peripheral cables, but no go. I have
: several other Bitmap Brother's games that all load fine (Gods, Speedball
: 2, Magic Pockets, Cadaver).

: The frustrating part is that the game loads fine on the 520STFM that I
: just sold, so there doesn't seem to be anything wrong with the disk
: itself. Seems like there's some sort of copy protection that won't pass
: on my Mega.

: Anyone have any suggestions?

Try loading a program to make the memory less. I've used a reset proof ram
disk to do this in the past. One program I know of ran fine on systems with
2MB or less but wouldn't run on my Mega ST4. Anyway, I don't have the game
so I don't know if this will help.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

807. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 21:02:23 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8vzrz.GMr@mailer.cc.fsu.edu>
Source record: 204335

W.A.B.Evans (wabe@ukc.ac.uk) wrote:
> In article <1vpr87$102@news.uni-paderborn.de> ts@uni-paderborn.de (Thomas Schulze)
writes:
> >[...]
> >
> >No, it was not Paderborn. We don't have ICDUTILS on our server!
> >
> As it happens, I _STILL had saved the INDEX and it _WAS_ paderborn
> that I downloaded the PD ICD utilities from some while ago. Here is a tiny
> part of _YOUR_ old INDEX
> [...]
> True, it wasn't called ICDUTILS but "icd_606.lzh" - but it IS
> version 6.06 of the PD ICD_Utilities (as opposed to their Professional
> version that runs without a Host Adapter).
>
> Get to know what's in your archive man!

Now now, no need to get nasty. I note that once again you refer to the
ICD utilities as PD. A better description would be "user distributable to some
degree". PD is incorrect. I have been told (on the phone with ICD) that
ICD does not mind individual users passing around the ICD software, but they
don't want it on private BBSs. They now have the software rigged so that the
caching in the user distributable version only works on ICD host adaptors.
This not only allows them to freely distribute updates to ICD hardware owners,
it also provides a "demo" version of their commercial ICD utilities package
(where caching does work on non-ICD adaptors). In the old days, the ICD
software would not function if a non-ICD adaptor was detected.

In an attempt to end this problem (at least for Internet folks), I am going to
call ICD and offer to be a semi-official ftp site for their software updates.
In other words, I am willing to make the stuff available on my anonymous ftp
site, and to prevent others from modifying it (to the best of ftpd's
ability :-). This would be purely as a courtesy, as I have no involvement
with ICD other than as a satisfied customer. I'll post their response.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

808. Re: Disk Cache

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 21:23:53 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C8w0rt.HA4@mailer.cc.fsu.edu>
Source record: 204336

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

> Does anyone know if there is a disk cache out there that can cope with
> partitions with sectors >512 bytes? Cold Hard Cache doesn't and I don't
> think TCache can.

ICD utilties can. It is now available for non-ICD host adaptors.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

809. Re: ST Fax software

Newsgroup: comp.sys.atari.st
Date: 1993-06-19 23:18:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.345140@cix.compulink.co.uk>
Source record: 204337

In article <1993Jun19.180622.7876@src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) writes:
>I know this question has been asked before, but now that I own a Fax/Modem,
>here goes! Does anyone know where I might find either PD or commercial
>Fax software for the STe? I've got a Zoom 14.4K fax/modem. The only stuff
>I've found via ftp is HACK_FAX and HFAXBETA, which just support the ZyXEL
>modem. There must be _something_ out there for the Atari..??
>
STraight FAX is very nice. It is available from Toad Computers.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

810. Re: ST Fax software

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 01:09:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C8wB8n.M73@mailer.cc.fsu.edu>
Source record: 204340

Scott Dunham (dunham@src.honeywell.com) wrote:
> I know this question has been asked before, but now that I own a Fax/Modem,
> here goes! Does anyone know where I might find either PD or commercial
> Fax software for the STe? I've got a Zoom 14.4K fax/modem. The only stuff
> I've found via ftp is HACK_FAX and HFAXBETA, which just support the ZyXEL
> modem. There must be _something_ out there for the Atari..??

Try the Straight Fax, sold by Toad Computers, 1-800-448-TOAD. I think
they have a demo version, which they would probably send you. Post the
results!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

811. Re: spinning platters and stranger stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 01:16:39 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <200dpn$dkb@binkley.cs.mcgill.ca>
Source record: 204339

In article <1vub53$ie2@charm.magnus.acs.ohio-state.edu> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>This is MY terminology for when an unreadable disk is stuck in my drive. The
>only other time This happened to me was when I put a failing disk in the drive.
> This isn't a regular occurance, but when heard, it means serious trouble.
>Every time I hear it, I believe my drive gets worse... I may be paranoid, but
>I am at least paranoid for my own good. Can anyone explain this any better or
>can word the analogy better, so that it doesn't sound as drastic.
>
> The Sequel

All that's happenning when you hear the loud automatic-firearm type noise,
is that the FDC tries to get the drive to a track above 80 (or 82, or
whatever the max track number is on your drive).
The arm motion of the drive is controlled by a grooved cylinder that spins,
and so the head moves forward/backward depending on the direction of the
rotation (I hope you get this, cause I don't know how else to explain it :)
But if the drive has it spin till what it would think track 134 is for
example, then there is no space left for the head to move, the pin in the
groove just bobs up and down, harmlesly.
It's scary, but nothing can happen :)

Patrick.

812. BIG PROBLEM -- NEED HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 01:25:43 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <200eanINNfn4@dns1.NMSU.Edu>
Source record: 204338

Dear Friends:

I own an Atari 1040ST and I recently added :
1. 4096 KB of RAM
2. an 80MB hard drive
3. HBS 210 processor
I use Zignum's word-processor and when I finish, I save my document with
not an apparent problem!
Now, here my troubles begin:
when I recall the file that I previously saved,
either to 1)dump it at the screen or
2)print it
at the screen I see the message "SYSTEM ERROR - 97"
and the hard drive fills up with BAD sectors and I have to
reformat in order to reuse the program and all my data that I
previously inputed are GONE !
...please any ideas....
I would appreciate any help--I'm beat !-------e-mail:akakavel@dante.nmsu.edu

813. Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 05:00:35 UTC
From: etmall@ci.ua.pt
Message-ID: <C8wLx1.1EB@brigite.ci.ua.pt>
Source record: 204341

Hi everybody,

I want to buy a new computer! But I'm indicise between an Amiga computer and an Atari one.

Can anybody clear my indecision and explain me your reasons?

Thanks in advance.

Please reply as followup to this thread.

814. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 05:52:23 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C8woBB.1BA@freenet.carleton.ca>
Source record: 204342

In a previous article, etmall@ci.ua.pt (Manuel Lemos) says:

>Hi everybody,
>
>I want to buy a new computer! But I'm indicise between an Amiga computer and
>an Atari one.
>
>Can anybody clear my indecision and explain me your reasons?
>
>Thanks in advance.
>
>Please reply as followup to this thread.
>
>
Not this again.....<sigh>The beginning of another 'well my Amiga
is better than your Atari because........'

Recomendation: Take above discussion to advocay!

Please.

Thank you.

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

815. SCSI HOST ADAPTERS

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 06:21:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <200vliINNd82@golem.wcc.govt.nz>
Source record: 204343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the better Host Adapter, the Berkeley BMS-200 from memory
and the ICD ADscsi..

I have some data on the ICD ADVANTAGE SCSI host Adapter,
but I am unable to find any thing on the ADscsi,
so what is the difference..??

Thanks....

Roger..... sheppard_r@kosmos.wcc.govt.nz

816. SuperBoot 8.x

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 06:27:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <201016INNd8v@golem.wcc.govt.nz>
Source record: 204344

Hi can any one tell me were I can get (mailable FTP Site)
the latest V8.x of SuperBoot ...

Thanks.............

Roger.................. sheppard_r@kosmos.wcc.govt.nz

817. Re: MidWinter II (tell me what you think)

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 08:35:38 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.740565338@mailserv>
Source record: 204345

Midwinter II is one of those games which make you wish you had the PC version because they don't have this stupid floppy disk copy protection. It's not hard disk installable on the ST! I think it even uses only 512 KB Ram, no matter how much Ram is available. Besides this technical restrictions it's a great game.
Thomas
--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie *_____*
* Herrenberger Str. 51 * home: Elchtrasse 21 *
* 7400 Tuebingen, Germany * 7410 Reutlingen *

818. Contacting Beckemeyer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 11:09:03 UTC
From: saj@chinet.chinet.com
Message-ID: <C8x2z3.29J@chinet.chinet.com>
Source record: 204348

I wanted to check on Falcon compatibility of some Beckemeyer software I have, so I looked on Genie, but didn't immediately see a support area there. Then I tried the BBS number (which may have been out of date) and didn't get through. Anyway, if David Beckemeyer still runs a support BBS, please give me the number.
Steve

819. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 14:23:43 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.345869@cix.compulink.co.uk>
Source record: 204358

In article <C8wLx1.1EB@brigite.ci.ua.pt>, etmall@ci.ua.pt (Manuel Lemos) writes:
>I want to buy a new computer! But I'm indicise between an Amiga computer and
>an Atari one.
>
>Can anybody clear my indecision and explain me your reasons?

If you want to play games more than you want to do serious work then get the Amiga (actually, you'd probably be better off with a SNES if you just want to play).

If you want to do serious work more than you want to play games then buy an ST. Second-hand systems including a HD are going *very* cheap at the moment since people are dumping them off in favour of Atari's new baby, the Falcon.

Which, of course, is another possibility. I know not of Falcon availability in your country - and your finances - but if you want a good machine that has a good chance of becoming a great games machine and an extremely versatile serious machine then get this. And don't be scared about incompatibility rumours, the Falcon can run just about everything that's important on the ST.

Of course, you could just go and buy a PC [g].

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the                      |
| infant recoils from the gunsmoke, as the cancer eats                     |
| into the belly of your god, as the temperature rises                     |
| and the earth itself screams against man - you have                      |
| to say to yourself 'F*ck It, Let's Have Some Fun'                        |
|--------------------------------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)                                |
|__________________________________________________________________________|
```

820. Falcon030 --> VME ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:12:01 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <201uo1$iha@msuinfo.cl.msu.edu>
Source record: 204350

I thought I had heard a while back that some German company was working
on an add-on VME interface for the Falcon030. Has anyone heard anything
more about this? What is the company's name/address/phone #, etc...

What I'm really hoping to discover is that there is some VME interface
for a Viking Moniterm monitor.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

821. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:15:33 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <201uul$fn2@msuinfo.cl.msu.edu>
Source record: 204351

gregs@eskimo.com (Greg Sumner) writes:

>Then how about just posting the phone number to ICD's BBS? I bought my
>hard drive used, so I don't know how to contact them.

A direct quote from ICD:

This file documents the ICD AdSCSI ST host adapter software.
These utilities are packaged with all ICD ST Hard Drive Systems
and ICD ST host adapters and WILL ONLY WORK WITH AN ICD HOST
ADAPTER in your system (except the PRO level, which will work
with or without an ICD host adapter). They are all Copyright
1987-1992 by ICD,Inc.

Companies using this software with their products must include an
ICD ST host adapter as part of that product, or have licensed the
PRO level of ICD software, or they will be in violation of United
States and/or International Copyright Laws!

If you have any questions:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Voice: (815) 968-2228
BBS: (815) 968-2229
FAX: (815) 968-6888
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

822. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:17:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <201v24$gnt@msuinfo.cl.msu.edu>
Source record: 204352

di780@cleveland.Freenet.Edu (Bernard Mikowski) writes:

>By the way, does ICD support MNP 5 and/or v.42bis?

BBZZZZZZTTTTT! Wrong!

You should have tried door #3...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

823. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:24:57 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <201vg9$fvo@msuinfo.cl.msu.edu>
Source record: 204353

boyd@tait.math.fsu.edu (Mickey Boyd) writes:

>Bernard Mikowski (di780@cleveland.Freenet.Edu) wrote:

>> Sorry,
>> I meant ICD's BBS--does it support V.42bis and MNP5?

>Nope. 9600HST (drat).

If you call the ICD BBS with a non-HST modem, their modem will drop down to 2400MNP5 if your modem can support it. Since MNP5 doesn't seem to know when it can/cannot gain from data compression, you'll only get throughput at the equivalent of 1200bps if you try to transfer a .LZH file. Best to call them with data compression turned off...
--
=-=-=-

824. Re: How to translate to Messy-Dos

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:31:14 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <201vs2$l31@msuinfo.cl.msu.edu>
Source record: 204354

ayen@panix.com (Doug Ayen) writes:

>Sorry if this is totally obvious, but a friend needs to get a file
>translated from an atari st to ms-dos format. I know dos (as well as un*x,
>mac, cpm, vax/vms, etc), but not atari. Is this operation trivial? if so,
>how?

If the disk was formatted on the dos machine, you can read from/write to
it directly in the Atari after verifying density. If it was formatted on
the Atari, you need to know what version of the operating system was used
in the formatting machine. TOS version 1.4+ used the MS-DOS format
standard.

If it was formatted ona pre-1.4 machine, you have two options:

1) look for a program called DCFORMAT on atari.archive. Us the MS-DOS
boot option...

2) with a sector editor, look at sector 0. Presuming the disk was
formatted to the standard 80 track/9 sector form, you can simply change
the first 3 bytes of sector 0 to EB 34 90.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

825. Re: Error -39, 0 bytes, ST Problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 15:36:35 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <202063$l29@msuinfo.cl.msu.edu>
Source record: 204355

kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

>My thoughts: perhaps its simply a matter of chip connections in their sockets
> but dropping the thing didn't help. (standard 520ST trick)

Instead of dropping your ST, try opening it up and physically pushing on
the chips. ALL socketed chips, not just the square ones. There are
clips available at repair centers designed to hold the square chips in
place, look into getting some of those.

Dropping your ST is _not_ wise.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

826. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 17:40:51 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jun20.174051.23706@alw.nih.gov>
Source record: 204356

In article <C8wLx1.1EB@brigite.ci.ua.pt> etmall@ci.ua.pt (Manuel Lemos) writes:
>Hi everybody,
>
>I want to buy a new computer! But I'm indicise between an Amiga computer and
>an Atari one.
>
>Can anybody clear my indecision and explain me your reasons?

Rule #1: Atari for MIDI or sound stuff, Amiga for interface to video
If you are not interested in either, it may not matter.

Rule #2: Consider which one is supported better in your locale, via
stores, user groups, etc.

Rule #3: This should be in the advocacy group

>Thanks in advance.
>
>Please reply as followup to this thread.

But make sure you set Followup-To: comp.sys.atari.advocacy

Rick Venable (O O) | "Back off, man, I'm a scientist."
FDA/CBER Biophysics Lab)|(| -- Bill Murray in
rvenable@helix.nih.gov (=) | 'Ghostbusters'
---

827. Re: Falcon030 --> VME ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 19:20:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.346182@cix.compulink.co.uk>
Source record: 204359

In article <201uo1$iha@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>I thought I had heard a while back that some German company was working
>on an add-on VME interface for the Falcon030. Has anyone heard anything
>more about this? What is the company's name/address/phone #, etc...
>

I think it's GESoft.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for postponing what you ought to be doing."

828. ST soft/hardware/books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-20 20:15:57 UTC
From: valentin@netcom.com
Message-ID: <valentinC8xsAL.Ao8@netcom.com>
Source record: 204357

ATARI ST stuff for sale

!!!
POSTING FOR FRIEND WHO CAN'T POST FROM HIS ACCOUNT
PLEASE do not reply to valentin@netcom.com
REPLY TO dart@canal.org or call (215)430-7040
MORE INFO AT END OF ARTICLE
!!!

====================== HARDWARE ==
- 1040 STf, TOS 1.0, flaky floppy and power connector (good for parts)... [$50]
PENDING SALE - Backup offers taken

====================== MEDIUM ==
- SyQuest SQ400 40 meg removable cartdridge, very low usage
(used twice to copy stuff) ... [$50]
PENDING SALE - Backup offers taken

====================== DOCUMENTATION =======================================
Programmer's manuals ($9 each)
- Abacus Atari ST Tricks and Tips
- Abacus Atari ST Internals
- Abacus Atari ST GEM Programmer's Reference

Manuals ONLY (NO software!)
- Dr. T's Tiger Cub ... [$9]

====================== SOFTWARE ==
MIDI software
- Steinberg Synthworks M1, box, manual, disks, dongle ... [$80]
- Steinberg Synthworks MT-32,D-5/10/20/110, manual, disks, dongle ...[$80]

Free with any purchase ST Basic and manual

NOTE: I really prefer to sell this locally! If I ship, I ask you to take
care of shipping and packaging charges.

Thank you,

Darius (dart@canal.org or call (215)430-7040)

829. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 01:07:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13985@uqcspe.cs.uq.oz.au>
Source record: 204360

j.d.coleman@newcastle.ac.uk (Julian Coleman) writes:

>It looks like the only commercial SCSI tape software is that available from
>Beckemeyer. I don't know if anyone in the UK sells this.

Not commercial, but DEFINATELY commercial quality is the "GEMAR" program.
I used v1.01 on the weekend to backup 128M of my HD. Very fast (especially
since I was using a DAT drive!). It's in German, but is very easy to use,
and if I had a tape-drive (the DAT was borrowed), I'd take the time to
translate the RSC (and send it to the authors with the ShareWare fee).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

830. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 03:56:30 UTC
From: bryanw@rahul.net
Message-ID: <C8yDM7.n18@rahul.net>
Source record: 204361

In <C8wLx1.1EB@brigite.ci.ua.pt> etmall@ci.ua.pt (Manuel Lemos) writes:

>Hi everybody,

>I want to buy a new computer! But I'm indicise between an Amiga computer and
>an Atari one.

>Can anybody clear my indecision and explain me your reasons?

Not only indecision but fuzzy vision.. Hath the wonderment of the IBM PC
CLONE eluded thee? Fret not, there is still time..

831. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 04:39:00 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.48v1@terapin.com>
Source record: 204362

Well I think the question is not impossible to answer here. But first of all, what do you need a computer for? Depending on your needs I'm sure we can help you. If youre needs are graphics intensive, I suggest an Amiga. If you are into Music then I suggest an ATARI. If its business, you may want to look at Mac or IBM, depending on your needs/compatibility and personal preference.

L8rs,

Alberto
afonseca@terapin.com

832. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 05:29:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A65005@MS.maus.de>
Source record: 204227

In article <C8tqBG.A68@newcastle.ac.uk>, Julian Coleman
(j.d.coleman@newcastle.ac.uk) wrote:
>It looks like the only commercial SCSI tape software is that available from
>Beckemeyer. I don't know if anyone in the UK sells this.

There is at least one more german commercial packet (`JetStream'). Mail to
Dirk_Steins@K2.maus.de for details.

833. Re: good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 08:54:46 UTC
From: djs@jet.uk
Message-ID: <1993Jun21.085446.1436@jet.uk>
Source record: 204366

In <740414046.11420@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <memo.339183@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>>In article <1993Jun17.193327.29289@sol.UVic.CA>, tapp@uvphys.phys.uvic.ca (Bob Tapp) writes:
>>>Does anybody know of a good dealer for Atari software in London, U.K.?
>>
>>Atari Workshop +44 81 693 3355

>You might also like to check out the Silica Shop on Tottenham Court Road, or
>SDL (their distribution arm). Whatever you do, DO NOT, repeat, DO NOT be
>tempted to go to Gasteiner.
Agreed on Gasteiner, but NOT on the Silica Shop; I have always had great
trouble there finding someone that knows anything at all. Ofir's original
suggestion of the Atari Workshop (aka System Solutions) was the best bet,
in my experience.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

834. Re: Atari or Amiga? Which to buy?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 09:19:26 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.347366@cix.compulink.co.uk>
Source record: 204367

>I want to buy a new computer! But I'm indicise between an Amiga computer and
>an Atari one.
>Can anybody clear my indecision and explain me your reasons?
What do you wantto DO with your computer? Both machines have strengths and
weaknesses. What kind of applications do you want to use? Do you think
it's likely you'll want to expand the system later and if so how?
Are you after any measure of filecompatability with another system?

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

835. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 10:15:50 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.XW1_sewQ8Ag@nathan.do.open.de>
Source record: 204240

Hi,

In <13985@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>j.d.coleman@newcastle.ac.uk (Julian Coleman) writes:

>Not commercial, but DEFINATELY commercial quality is the "GEMAR" program.
>I used v1.01 on the weekend to backup 128M of my HD.
GEMAR *IS* great, but you should try to get the current version 1.23, not
that old 1.01. I've compared it to some other commercial scsi tape streamer
software (including Jetstream) but I've seen nothing better...
/s/Udo
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

836. Re: good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 10:50:56 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93Jun21115056@etlxd32l.ericsson.se>
Source record: 204368

In article <1993Jun21.085446.1436@jet.uk> djs@jet.uk (David J Stevenson) writes:
In <740414046.11420@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <memo.339183@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>You might also like to check out the Silica Shop on Tottenham Court Road, or
>SDL (their distribution arm). Whatever you do, DO NOT, repeat, DO NOT be
>tempted to go to Gasteiner.
Agreed on Gasteiner, but NOT on the Silica Shop; I have always had great
trouble there finding someone that knows anything at all. Ofir's original
suggestion of the Atari Workshop (aka System Solutions) was the best bet,
in my experience.

What's the trouble with Gasteiner ?? I've only used them once to buy
one of their Mega Drives and the only prob I had was getting some
technical support but I did get it eventually.

Would be interested in your stories.

Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | entire Osmond family. (A Rimmer)

837. Re: Calamus Import TABS Problem - Can anyone help?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 11:46:23 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C8yzDB.Cq6@dcs.glasgow.ac.uk>
Source record: 204369

Please note that I haqven tried this yet but it might be worth a go.

Use First Word to save the ASCII file in First Word format and import that
into Calamus as a First Word Document.

--

Darren J Moffat
(moffatd@dcs.glasgow.ac.uk) (dmoffat@nyx.cs.du.edu)

UK Parliment Virus:
Splits the screen into two with a message in each half blaming other side for
the state of the system.

838. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 12:24:00 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Jun21.122400.15764@its.bt.co.uk>
Source record: 204382

In article <1993Jun19.002424.3139@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> One thing all this seems to point to is that whatever company is
>distributing ICD product in Europe is obviously not supporting the
>product as well as ICD does here. I know if my only recourse for an
>update was to phone Germany to download it from a bbs, I'd be rather
>upset.

Spot on, support here is rubbish. I've phoned the US over a technical problem and had an excellent response. However when it comes to updating my software, the only answer seems to be download from US bbs and to do that from here you need to be either loaded or daft (or possibly both).

BTW, when I'm next in US, can I borrow your phone :-)

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

839. re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 12:54:51 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <21JUN93.08545173@cc4.crl.aecl.ca>
Source record: 204370

Len Stys wrote "If Atari gave TOAD or someone else permission". TOAD has
been advertising for months for people to preorder their FALCONs. I
will bet you that TOAD was not advertising to JUST the walk in market.
It was, and still is, advertising to a nation-wide mail order market.
Whether or not Atari has given TOAD official mail-order status, TOAD
is advertising as a mail order supply of FALCONs. So, Len, forget the IF.

840. re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 14:09:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <204ffh$2ja@usenet.INS.CWRU.Edu>
Source record: 204371

In a previous article, csullogg@cc4.crl.aecl.ca () says:

>Len Stys wrote "If Atari gave TOAD or someone else permission". TOAD has
>been advertising for months for people to preorder their FALCONs. I
>will bet you that TOAD was not advertising to JUST the walk in market.
>It was, and still is, advertising to a nation-wide mail order market.
>Whether or not Atari has given TOAD official mail-order status, TOAD
>is advertising as a mail order supply of FALCONs. So, Len, forget the IF.
>

Have you read your ATARI online magazines lately?

In an online conference, Bob Brodie stated that Garry Tramiel, President
of Atari U.S. called Toad up and tried to buy a Falcon030 through the
mail just to see if they would do it.

They asked him for his name and he said, "Garry Tramiel"

And they said to stop joking around. And he said that he was serious and
his name was really Garry Tramiel.

They then informed him that they cannot sell the Falcon030 through the
mail, but will sell him a hard disk or monitor.

The reason Garry Tramiel called was because he saw their ads for the Falcon030
and he was an important figure in making up this rule.

Try to keep up with what's going on, eh?

Len

--

841. Re: Error -39, 0 bytes, ST Problem

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 14:12:08 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <204fjp$2o1@usenet.INS.CWRU.Edu>
Source record: 204372

Don't drop your ST-- You're probably helping to UNSEAT the chips!
Later,
Bernard

842. re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 15:11:14 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <204j2i$958@usenet.INS.CWRU.Edu>
Source record: 204373

In a previous article, csullogg@cc4.crl.aecl.ca () says:

>Len Stys wrote "If Atari gave TOAD or someone else permission". TOAD has
>been advertising for months for people to preorder their FALCONs. I
>will bet you that TOAD was not advertising to JUST the walk in market.
>It was, and still is, advertising to a nation-wide mail order market.
>Whether or not Atari has given TOAD official mail-order status, TOAD
>is advertising as a mail order supply of FALCONs. So, Len, forget the IF.
>

Here... I hate just saying "I read in an online magazine" so I found
my source:



Z*NET: ATARI ONLINE MAGAZINE * Copyright (c)1993, Syndicate Publishing
Volume 8, Number 15 Issue #499 May 7, 1993 File:93-15

DATELINE ATARI!
Captured and Edited by Ron Kovacs

<FAIRWEATHER> I live in California. I'd like to buy a package of
Falcon, Multisync Monitor and custom hard drive from Toad Computers back
east. Will Atari's dealer agt. prevent this?

<BOB-BRODIE> Yes it will, David. We do not allow our dealers to mail
order unless it is to remote areas or where there is no dealer in the
area. In California, we have a number of dealers. There is no reason
that I can understand for you to have to order a system from Maryland.
They will be available for sale in California at the same point in time
that they are in Maryland, unless TOAD has decided that rather than keep
their demo units as demos, they want to sell them right away. We would
not approve for them to sell all the way to California...there are other
dealers here, closer to you that can service your needs without you
having to send all the way across the country for a computer.

<FAIRWEATHER> When will Falcon's be available for sale in California?
Two reasons. California has 8.5% sales tax and Toad makes custom drives

and monitors. When do you expect Falcon's to hit the streets?

<BOB-BRODIE> You are welcome to purchase your hard drives or monitors from Toad...but we have been very clear with them that they, as well as any other dealer, are not to mail order out of their area. If we find that there are violations, the dealer runs the risk of having his dealership revoked. Garry Tramiel is VERY firm on this. In fact, he actually saw an ad for Toad Computers asking people to call for their Falcon...so he did!! <grin> When they asked him what his name was, he didn't lie either! He said "My name is Garry Tramiel." They said "Right...what's your real name and Garry replied that it was really him. They indicated that they wouldn't sell him a computer, but would be happy to take his order for a monitor or a hard drive. :)

The next shipment of Falcons is on the way here via boat at this time. I checked with our factory rep just before the CO began and he indicated that they are about 10 calendar days away.

--

843. Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 16:28:16 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <Ag9S6Ui00ioW88r1h9@andrew.cmu.edu>
Source record: 204375

Is there a UNIX version of lharc that can extract the .lzh files
commonly found on most archive sites (such as umich)? Every
one I've tried always says "Sorry, cannot extract this method."

-Steve

844. Re: Atari in Norway :-(

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 16:41:31 UTC
From: saj@chinet.chinet.com
Message-ID: <C8zD18.6Lp@chinet.chinet.com>
Source record: 204377

I suspect that the situation in Scandinavia will be like the US/Canada situation. After some arbitrary period of total chaos, Atari Europe will extend support to Scandinavia. There probably won't be as much as there was before, but there will also probably be less vapor.

Steve

845. OUTSIDE & MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 16:50:35 UTC
From: belo@phil15.uni-sb.de
Message-ID: <204osrINN830@coli-gate.coli.uni-sb.de>
Source record: 204376

Hi all!
Do these two programs work together now?
Is there anybody who has experiences with MiNT 1.04 and OUTSIDE 3.01?

Benni

--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

846. Re: Atari's ... um ... Marketing

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 17:30:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.aBUwGAqJ6ec@semprini.tdkcs.waterloo.on.ca>
Source record: 204205

In <1993Jun16.192232.6703@btree.uucp>, George Crissman writes:
> If they do that again (i.e., marketing in one select area), maybe they
> could start here in California and work towards the East. If anybody
> who "works for Atari" (ersmith@netcom.com, maybe?) would be so kind to
> show this to Sam Tramiel & tell him to mention it as a viable marketing
> plan during the Atari Annual Meeting for Stockholders on the 25th
> (that's this month, gang), he'll probably get a round of applause from
> those of us in attendance! Just for admitting to having a marketing plan!
> (Imagine that! A marketing plan!)

I'd really, really love to hear what goes on in an Atari stockholder's
meeting... You'd think the non-Tramiel stockholders would be a somewhat
hostile crowd...

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

847. Re: Disk Cache

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 17:38:49 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jun21.113850.653@janus.arc.ab.ca>
Source record: 204379

In article <memo.342680@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>Does anyone know if there is a disk cache out there that can cope with
>partitions with sectors >512 bytes? Cold Hard Cache doesn't and I don't
>think TCache can.
>

I am using Atari's cachexxx.prg and it works fine with 1024 byte sectors.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L
---

848. Re: Upload it! (was Re: Latest version of ICDBOOT?)

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 17:51:52 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun21105152@hpbbrn.bbn.hp.com>
Source record: 204374

> Has anyone from Germany tried getting in touch with ICD and
> complaining about the lack of availability of updates to their software
> in Europe? Maybe they could confince their European distributer to set
> up a bbs locally to distribute updates.

Why should we ?

What follows could be thought of as advertisement, so hit 'n' now if you don't
want to see it.

ICD's German address is (or was until recently - at least the postal code
will change soon):

ICD Inc.
Postfach 1317
D-W-6056 Heusenstamm

They've got a mailbox, and you can download the software from there. Sorry,
I don't have the phone number in reach.

(I am not connected to ICD, other than being a user of their products. Until
recently I'd have said "satisfied user", but there's the matter of MINIXFS
not working with ICD's hard disk driver cache :-( )

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

849. need HP500 driver 4 Signum

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 18:58:04 UTC
From: matt22@gipsy1.cs.uni-sb.de
Message-ID: <2050bsINN9gp@coli-gate.coli.uni-sb.de>
Source record: 204380

[No readable article body recovered]

850. Re: Calamus Import TABS Problem - Can anyone help?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 19:07:27 UTC
From: wabe@ukc.ac.uk
Message-ID: <4989@eagle.ukc.ac.uk>
Source record: 204378

In article <C8yzDB.Cq6@dcs.glasgow.ac.uk> moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>Please note that I haqven tried this yet but it might be worth a go.
>
>Use First Word to save the ASCII file in First Word format and import that
>into Calamus as a First Word Document.
>
I've just tried it - and it doesn't work. The primary reason is that
First Word Plus does not handle tabs properly i.e. on input any tabs in an
ASCI file gets expanded to the relevant no. of spaces - to comply with the
pre-set tabs in First Word's ruler.

I've pondered a lot on this - and my previously described long-winded
method I found by hacking is the only solution I've found (to get TABS inside
Calamus without them being converted to spaces).

But surely - since this feature is _SO_ important to anyone wishing
to produce columnar output, there _MUST_ be a more elegant way of doing it
in such a well-specified document processor as Calamus (I have version 1.09n).

Cheers,
W. Alan B. Evans

851. need HP500 driver 4 Signum

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 19:37:21 UTC
From: matt22@gipsy1.cs.uni-sb.de
Message-ID: <2052lhINN9ug@coli-gate.coli.uni-sb.de>
Source record: 204381

Sorry for the first posting,there went something totalz wrong!
Okay ,my question was:
Is there an HP Deskjet 500 driver for Signum.
If so,where can I get it,or could someone mail it to me??

Thanx in advance!

Tim Schwartz
matt22@gipsy22.cs.uni-sb.de
or
tisc@hermes.rz.uni-sb.de

852. read ms-dos/mac cdrom on atari?

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 21:54:51 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1993Jun21.215451.16516@lmpsbbs.comm.mot.com>
Source record: 204384

Has anyone ever figured out how to use the ms-dos or mac emulators to read CD-ROM disks on an atari st?

I would like to make use of some of the host of cd-rom databases now available, and it seems to me that the best way I can do this is to get rid of my ST and buy a MS-DOS machine.

I'd rather keep the ST, as it has served me well and I am used to it, but I don't think I have any other choice. And I don't have the time, the room, or the resources to try to keep the ST system going after I've acquired a new system.

-George Fergus

853. Le Redacteur 3 and 4

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 22:42:23 UTC
From: hoga0006@student.tc.umn.edu
Message-ID: <C8ztso.L8L@news.cis.umn.edu>
Source record: 204383

Hello,

A friend of mine posted a note earlier about the french word processor Le Redacteur. I have this word processor, and I am trying to find some other people with it, so I don't have to get my friend to make any more phone calls for me to EPIGRAF. I have version 4, but the word processor section is the same as in version 3 as far as I know. Please let me know if you have it, and we can maybe help each other out once in a while, actually there are a few qustions I have right now, but I don't want to clutter up the net with them. Just e-mail me, and we can talk about it.

Thanks,

Joe Hogan

hoga0006@student.tc.umn.edu

Minnesota finally got real summer weather!!!!!!!

854. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 23:02:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.OYeGXHLZc&2@semprini.tdkcs.waterloo.on.ca>
Source record: 204206

In <18JUN93.15500047@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> Want to know why I have refused to complete a dealer application for
> FALCONs. The agreement says that Atari, at its diescretion, can permit
> mail order or refuse permission for a dealer.
>
> Scenario, I become a FALCON dealer and cannot sell mail order. I have
^^^^^^
> a large inventory. Then Atari gives my competetor (e.g. TOAD) the right
^^^^^^^^^^^^^^^^^^
> to sell mail order and the competetor undercuts me. End result; take a
> bath on the FALCONs in stock.

Atari doesn't even have that "problem". Ever.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

855. Seagate ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-21 23:37:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <m2chhmINNf60@priddy.cs.utexas.edu>
Source record: 204385

I just recently got a Seagate ST250R hard drive. I was told that it is a 40 meg drive, but I can only get about 28 megs from it. Someone please tell me if the following info is correct:

Number of heads: 4
Cylinders: 667

I am using an OMTI MFM controller and the Latest ICD formatting software (6.06, I think)/

If anyone out there has a similar drive, then let me know what capacity you get out of it, and what formatting options you used.

Thanks,
Troy
.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

856. MEGA4 ST w/acc for sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 00:51:23 UTC
From: er9s@Virginia.EDU
Message-ID: <1993Jun22.005123.9768@Virginia.EDU>
Source record: 204387

I'm leaving. I need to sell my Mega 4 ST with ICD/16, internal Quantum 120hd and NEC Multisync II monitor. I'll sell the system for $550.00, you pay shipping. Call 804-924-3475. Ask for the manager. Oh yes, it has a tweety-board too.

857. Re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 00:54:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC8zzur.8E5@netcom.com>
Source record: 204386

In article <204ffh$2ja@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In an online conference, Bob Brodie stated that Garry Tramiel, President
>of Atari U.S. called Toad up and tried to buy a Falcon030 through the
>mail just to see if they would do it.

Garry's been calling up all the dealers. My local dealer got a call from
him recently just to see who he would sell a Falcon to.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

858. Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 01:06:49 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132602@netnews.upenn.edu>
Source record: 204388

I have been giving LOTS of attention to the subject of GIF files on the ST(e). Here is what I have learned about converting them into Atari formats:

1)It is desirable to do so. The redundant information that the GIF format stores (compressed as it is) means that any Atari specific format will result in a much smaller file on the ST. I've turned 50K GIF's into 5K *.TNY files.

2)The assorted conversion utilities all work differently, meaning that the picture that PCHROME3, for example, leaves dark, SPOFLIT will let you view and lighten, but not save as converted, while VIEW_ST often does an excellent job of shrinking large files but only into 16 colors. DMJ_GIF 3.0 is flicker free, but very slow, in turning GIF's into SPC files, but itself encounters files it can't turn into a decent picture (All these programs are available on the Michigan Archive).

Prism Paint will load and shrink any GIF your system can display without modification, but will not convert colors and often blacks out the screen after the conversion. GEMVIEW 2.24 pushes your system to the limits of the hardware in making its conversions, but no further, unlike such software-enhancers as PCHROME3, SPOFLIT, or DMJ_GIF. On the other hand, it can be used to lighten a GIF to the point where PCHROME can make a decent conversion of a dark one. I wish meine deutsch was gutt enough for me to understand how to adjust the RGB levels of the various pictures--monitors, and accordingly, exact amounts of Red, Blue, Green, and intensity, vary. Somebody ought to write a test program to figure out adjustments, if necessary.

If anybody knows of any better programs or routines, I'd love to hear about it. The best single advice I can offer is to determine how many colors and how large any GIF file is before you try to convert it, and learn within what limits each program does its best. Best overall, but still imperfect, is PCHROME3, but there are rumors of a world-beating DMJ_GIF 4.0 in the works that should surpass it.

The ATARI world is also in dire need of a program that will read and convert ATARI *.IFF art files, and show them slide-show fashion (unlike the exercrable, bell-ringing horror that came with Deluxe Paint). Not even GEMVIEW 2.24 can do that (although GLEE, long gone, could!). ATARI *.IFF files (compressed with a platform-specific algorithm) are nearly as small as TN? files and, unlike the latter, can still be loaded into Deluxe Paint. You can also compress BLOCK files in Deluxe Paint. Would-be world beaters, take note!!

Rob S. Rice/U. of P.
rrice@ccat.sas.upenn.edu

859. Re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 05:24:49 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun22.012449.6378@spcvxb.spc.edu>
Source record: 204392

In article <ekrimenC8zzur.8E5@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
> In article <204ffh$2ja@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>In an online conference, Bob Brodie stated that Garry Tramiel, President
>>of Atari U.S. called Toad up and tried to buy a Falcon030 through the
>>mail just to see if they would do it.
>
> Garry's been calling up all the dealers. My local dealer got a call from
> him recently just to see who he would sell a Falcon to.

To which the dealer replied "Falcon? What falcon? Have you seen
any yet?" :-)

Chris

860. Falcon030 in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 06:27:37 UTC
From: 10616330@eng2.eng.monash.edu.au
Message-ID: <10616330.1.740730448@eng2.eng.monash.edu.au>
Source record: 204390

Can anyone help me out with the specs, prices, etc. on the Falcon in
Aust, and whether they are actually available?
Please E.Mail me the answers, as I don't get time to read this group
too often.
Thanks in advance,
Stuart Roberts, Melbourne, Aust.

861. Re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 06:51:21 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun22.005121.14046@iscsvax.uni.edu>
Source record: 204389

In article <ekrimenC8zzur.8E5@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
> In article <204ffh$2ja@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>In an online conference, Bob Brodie stated that Garry Tramiel, President
>>of Atari U.S. called Toad up and tried to buy a Falcon030 through the
>>mail just to see if they would do it.
>
> Garry's been calling up all the dealers. My local dealer got a call from
> him recently just to see who he would sell a Falcon to.
>

Garry Tramiel trying to restrict the sales of the Falcon. Hey why not..Were so
good at it....Atari is digging a big hole for it self. Garrry Tramiel,
president of Atari U.S., what a joke.

> --
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

862. Re: Seagate ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 07:35:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <206cnkINNoj9@golem.wcc.govt.nz>
Source record: 204395

In article <m2chhmINNf60@priddy.cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
>I just recently got a Seagate ST250R hard drive. I was told that it is a
>40 meg drive, but I can only get about 28 megs from it. Someone please tell
>me if the following info is correct:
>
>Number of heads: 4
>Cylinders: 667
>
>I am using an OMTI MFM controller and the Latest ICD formatting software
>(6.06, I think)/

Never say I think when it comes to Hard Drives or the Software version that you have, if we are to help you, you must have the correct facts firsts..

From the Seagate info that I have there is NO ! ST250R, but there is a ST251R, this is a 43 meg Formated Drive with 4 heads and 820 data Cylinders...

That Format data is supported in the ICD software that you have, there is no need to enter any details...

Troy.

> psurge@cs.utexas.edu

Roger.............. sheppard_r@kosmos.wcc.govt.nz

863. Re: Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 07:46:52 UTC
From: carsten@kanathea.gmd.de
Message-ID: <CARSTEN.93Jun22094654@kanathea.gmd.de>
Source record: 204391

Try hpcsos.col.hp.com, location
/mirrors/.scsi5/386BSD/386bsd-0.1/unofficial/from-ref/public/lharc,
I'm not sure, but i think my lharc for SUN-OS (which worksfine with
all kind of lharc archives) comes from there...

Carsten

Carsten Meyke
GMD / FIT Phone: +49(2241)14-2349
Schloss Birlinghoven Fax: +49(2241)14-2242
Postfach 1316
D-5205 Sankt Augustin 1 email: Carsten.Meyke@gmd.de
Germany

864. Re: Disk Cache

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 07:59:32 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <206e54Ehaq@uni-erlangen.de>
Source record: 204393

boyd@tait.math.fsu.edu (Mickey Boyd) writes:

>ICD utilties can. It is now available for non-ICD host adaptors.

Where is it available?
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

865. Re: Falcon030 --> VME ???

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 08:05:59 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <206eh7Ehmo@uni-erlangen.de>
Source record: 204394

molin@ptb.cl.msu.edu (Michael Olin) writes:

>I thought I had heard a while back that some German company was working
>on an add-on VME interface for the Falcon030. Has anyone heard anything
>more about this? What is the company's name/address/phone #, etc...

>What I'm really hoping to discover is that there is some VME interface
>for a Viking Moniterm monitor.

The Falcon with ADD On VME or in special cases (19" or Tower) with
up to 12 VME slots is available from:

rhothron gmbh
entenmuehlstrasse 57
w-6650 homburg/saar

If the card you mention is a standard VME card it will surely fit.

We have some old STs with VME slots and they work fine.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

866. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 08:12:38 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <206etmINN1tal@rs2.hrz.th-darmstadt.de>
Source record: 204235

Hatari!

I don't want to continue this simple try for a computer-war, but:

In article <1993Jun16.133448.13826@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
> For those who have $1299 for a Falcon, but are on a long waiting list, Apple
> has a machine for you and its called a Centris 610 with an 040. You can get
> one for $1299 for a 4/80 configuration....

Well, Users with an ATARI normally use the Music/Midi advantages, or the graphical ones (DTP, etc.). So the DSP is an absolute need for simple HD-IOs, if you want to make HD-Recording in excessive ways, you can easily connect some peripherial recorders. This is much cheaper than any other system!

Second, the graphix: The falcon easily can make up to 1280*960, even more for less than $100, have you ever tried that on a MAC? The lowest prive for a card like that on a MAC including the monitor is >$4000, if you want to work with it!

I think, that anyone who needs a fast, good computer should buy a Falcon, the Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then noone can say, that this would not be "up to date". 'Course, 040 is better, and it will come, but then not just naked, just like in a MAC, but with DSP, good graphix, etc.

Waiting or Falconing - these are the best ways in my eyes... :)

Roland.

867. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 08:37:00 UTC
From: Steffen_Engel@pe.maus.de
Message-ID: <A18982@PE.maus.de>
Source record: 204058

warwick@cs.uq.oz.au schrieb am 21.06.93 in der Msg A19215@K (Gruppe CS. ATARI):

W>Not commercial, but DEFINATELY commercial quality is the "GEMAR"
W>program. I used v1.01 on the weekend to backup 128M of my HD. Very
W>fast (especially since I was using a DAT drive!). It's in German, but
W>is very easy to use, and if I had a tape-drive (the DAT was borrowed),
W>I'd take the time to translate the RSC (and send it to the authors with
W>the ShareWare fee).

Thank's

But wait a moment. In a few days there will be an english Version of GEMAR.

My English is not so good, so I've given it to a friend to translate the docs.

Bye, Steffen

868. Re: Serial port sending ^S at wrong time?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 09:19:09 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.740740591@rw8.urc.tue.nl>
Source record: 204396

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>I'm using TOS 1.4 (1.04 for the rest of you) and have a data dtream from my
>modem that overruns the ST occaisionally. When that happens, I notice about 2
>garbled lines of text and then the data stops until I hit ^Q to restart it.

>I'm trying to isolate the source of the ^S that stops the data flow and
>then figure out why rts/cts aren't functioning.

Try to set the software to not use XON/XOFF flow control. If the buffer
is really getting full the XOFF will still be too late. Just use
RTS/CTS checking and enable just that on the modem. And make sure you
have an RS 232 cable that supports it.

And another thing. Maybe you should load the CPX thing and lock the
serial port to (serial fix CPX) RTS/CTS via the CPX.

Erlend.

869. Link thingy WANTED!

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 11:19:27 UTC
From: avsec@westminster.ac.uk
Message-ID: <1993Jun22.111927.8314@westminster.ac.uk>
Source record: 204397

Got a hard drive ?
Upgrading to a Falcon ?
Hard up ?
Bored ?

Then why not sell my you Link thingy for use with an SCSI drive.
Don't mail me because I'm off for the hol's.

Phone me at home.

Oh, UK people only...sorry.

Tel Phil on 0462 455611

Cheers.

870. Terminal Emulators

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 11:19:34 UTC
From: tyjori@uta.fi
Message-ID: <206ps6INNk4n@vuokko.uta.fi>
Source record: 204398

I like to have computer with terminal- ,game- ,wordprosessing-
and programming (Modula II) options.

I think, I thought that Atari might be that what I'm looking
for, (All but games w B/W display) but ...

1. Is there any pretty screen font for terminal use
(The build in it's awful - compare v. VGA fonts)

2. My experinces are related four years ago.
Are there any suitable (PD)programs for

-Terminal emulators > vt100 (or vt220)

-Modula II (for studies)

-MS-DOS/UNIX compatible
editors such as Emacs.

-MS-Word

3. Which are the _best_ MacIntosh emulators
on the market ?

-jr

tyjori@uta.fi
--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

871. Re: Seagate ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 12:34:31 UTC
From: ti6tl@tuhhco.rz.tu-harburg.de
Message-ID: <ti6tl.740752471@tuhhco>
Source record: 204226

psurge@cs.utexas.edu (Troy Carpenter) writes:

>I just recently got a Seagate ST250R hard drive. I was told that it is a
>40 meg drive, but I can only get about 28 megs from it. Someone please tell
>me if the following info is correct:

>Number of heads: 4
>Cylinders: 667

>I am using an OMTI MFM controller and the Latest ICD formatting software
>(6.06, I think)/

Well, you got a few things mixed up there...

Your drive should be a ST251R, which indeed is a 40 meg drive. The R means
RLL, which describes the type of data encoding this drive is designed for.
You have but a MFM controller and not a RLL controller, so it is quite right that you only have 28 meg free after formatting, because your MFM controller omly uses 20 sectors per cylinder, and RLL uses 27!

So now you have 2 alternatives: you can run your drive as it is, in this caase you will just loose about 1/3 of the max. drive capacity, but this will not harm the drive, since you use less sectors per cylinder than allowed . OR you try to get an OMTI
RLL controller, then you can get the full 40 megs out of your drive.

So watch out next time, you see, one little character can cause a lot of trouble :-)

Thomas Ludewig e-mail: ti6tl@tuhhco.rz.tu-harburg.de

872. re: AEO

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 12:56:58 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <22JUN93.08565867@cc4.crl.aecl.ca>
Source record: 204399

Len Stys wrote "Have you read your Atari online magazines lately?". Well, since I have had a falling out with Atari because I complained about their shabby treatment of dealers and VERY poor record on supplying goods on time (or at all), I have not received any Atari Explorer On-Line issues. Coincidence that AEOs stop arriving at the same time that Atari refuses to respond to any of my FAXes? Maybe, maybe not.

For about 4 years I busted my butt for Atari as a reseller. Prior to that I was a VAR for CHIANG in Ottawa. Prior to a VAR, I arrange group purchases of STs (e.g. in Dec 1985, about 40 people bought STs in a group purchase - that's in a town of 4000). When I complained about Atari's miserable track record of supplying me goods on time, I was suddenly cut off from all communications with Atari (everyone I contacted refused to reply to me).

So, when I hear about Atari's firm policy for FALCON resale, all I can say is that based on its track record, Atari needs to rethink its strategy of it surely WILL die.

Now, all you die hard Atari enthusiasts, please do not dump on me for stating the truth about Atari. I still love the systems and I wish that I had a FALCON. The best thing about Atari has always been the product. The rotten thing about Atari has always been Atari the organization. Of all the suppliers I have for any product, the ONLY one that I have had problems with, and consistently had problems with, has been Atari. This is an organization that has absolutely no idea how to please the client (and that includes dealers).

Christmas three years ago I advertised heavily for the Atari line of PCs. My original stock was defective or arrived extremely late. I still have a PC3 in stock to prove that I missed the market because of Atari's pooe delivery. Another Chistmas I advertised the LYNX; it came out after the holiday sale season and I lost more money. I advertised the MegaSTE and TTs. Initial supply was late and when Atari Canada was closed it took me three months to complete a TT sale (it took Atari that long to decide HOW it was going to supply product to Canada; Jeez, ever hear of UPS?). I advertised the FALCON last Christmas because, according to Brodie, Atari was not going to miss another of its target dates for product delivery. Guess what, I lost more money promoting a product that never appeared for the best retail period. Now, Atari's current dealer agreement for the FALCON and LYNX is basically on giant size cover-its-butt exercise that states the DEALER is ALWAYS the one to suffer if ANYTHING goes wrong.

Do I trust Atari the organization? Do I like Atari the organization? No, its upper management has proven itself to be the most inept group of computer resellers in the history of computing. Anyone who likes Atari equipment or anyone who develops products in support of Atari equipment

should be bloody concerned about Atari the Corporation. Atari's most significant problem right now is everytime it points a gun to its head it misses when it fires. It cannot even kill itself properly. What a pitiful excuse for a company whose dealer agreement states that it is a quality organization with an image. Mirror mirror on the wall - Atari you don't have an image!

873. Re: Terminal Emulators

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 13:01:36 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C90xIp.9Gu@dcs.glasgow.ac.uk>
Source record: 204400

tyjori@uta.fi (Johan Rimminen) writes:

> 1. Is there any pretty screen font for terminal use
> (The build in it's awful - compare v. VGA fonts)
Really depends on your definition of pretty, if you use one of the many
font selection programs then you can change the font to anything you wish.

I suggest fonsel.acc - I use it to get the system font to Bauhouse Bold

> 2. My experinces are related four years ago.
> Are there any suitable (PD)programs for

> -Terminal emulators > vt100 (or vt220)
>
> -Modula II (for studies)
>
> -MS-DOS/UNIX compatible
> editors such as Emacs.

MicroEmacs is definetly available

> -MS-Word

No MS Word but some really great WP programs
I use WriteOn (given away free on an ST Format cover disk)

> 3. Which are the _best_ MacIntosh emulators
> on the market ?

best ? The only one I know of is Spectre GCR, - read/wite mac disks
and runs (most) mac software on system 6.something at the moment.

Hope all of the above helps you

--

Darren J Moffat
(moffatd@dcs.glasgow.ac.uk) (dmoffat@nyx.cs.du.edu)

UK Parliment Virus:
Splits the screen into two with a message in each half blaming other side for
the state of the system.

874. Re: read ms-dos/mac cdrom on atari?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 13:02:55 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun22.130255.7625@unix.brighton.ac.uk>
Source record: 204201

There is a programbeing written at the moment top allow youto access MSDOS cd's. I an not sure of it is just for the Falcon, though.

There is a small article about it in this months ST Format.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

875. Re: Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 13:05:43 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun22.130543.7708@unix.brighton.ac.uk>
Source record: 204202

That message would suggest that the lharc you are using can only handle method one, you need one which can handle method 5 aswell.I think you can get one, our Unix system has the same problem, but I am hassling the system admin and he says hewill fix it when he gets round to it which would suggest such a version exists. Sorry I cannot be of more help.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

876. POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 13:46:56 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun22.134656.8679@unix.brighton.ac.uk>
Source record: 204203

Anyone know if there are any sites where I can download POVRay from. I saw
it in ST Format and it looks real smart.

Thanks

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

877. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 16:06:59 UTC
From: randyh@sad.hp.com
Message-ID: <C9163o.5E@srgenprp.sr.hp.com>
Source record: 204204

Len Stys (aa399@cleveland.Freenet.Edu) wrote:
:
: Have you read your ATARI online magazines lately?
:
: In an online conference, Bob Brodie stated that Garry Tramiel, President
: of Atari U.S. called Toad up and tried to buy a Falcon030 through the
: mail just to see if they would do it.
:
: They asked him for his name and he said, "Garry Tramiel"
:
: And they said to stop joking around. And he said that he was serious and
: his name was really Garry Tramiel.
:
: They then informed him that they cannot sell the Falcon030 through the
: mail, but will sell him a hard disk or monitor.

If you were violating Atari's dealer agreement and the presedent of Atari
called to ask if you were, What would you say? If Tramiel wants to check
out stuff like this why doesn't he have Joe Somebody try to buy the
computer? It looks like Atari management really is as bad as everyone says.
:
: The reason Garry Tramiel called was because he saw their ads for the Falcon030
: and he was an important figure in making up this rule.

If Atari really wants to get the Falcon out there then they should support
big volume mail order places that can give the Falcon a competative price
compared to clones and such.
:
: Try to keep up with what's going on, eh?
:
: Len

My two cents,
Randy

878. CD-ROM readable by MS-DOS/MAC emulators?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 16:10:11 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1993Jun22.161011.28550@lmpsbbs.comm.mot.com>
Source record: 204208

Has anyone ever figured out how to use the ms-dos or mac emulators to read CD-ROM disks on an Atari ST?

I would like to make use of some of the host of cd-rom databases now available, and it seems to me that the best way I can do this is to get rid of my ST and buy a MS-DOS machine.

I'd rather keep the ST, as it has served me well and I am used to it, but I don't think I have any other choice. And I don't have the room, the time, or the energy to try to keep the ST system going after I've acquired a new, different system.

-George Fergus

879. AIM ...Atari Image Manager Version 3!

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 16:52:47 UTC
From: clarkep@vax.sbu.ac.uk
Message-ID: <1993Jun22.165247.2674@vax.sbu.ac.uk>
Source record: 204207

AIM..........ATARI IMAGE MANAGER

Does anyone know where I can find a posting of AIM3? I have read in a magazine
of its existance? If not then I am interested in the conversion:
IMG<=>IM
Hoping
Philip Clarke

880. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 17:40:28 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.740770828@studserv>
Source record: 204209

In <ekrimenC8zzur.8E5@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:

>In article <204ffh$2ja@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>In an online conference, Bob Brodie stated that Garry Tramiel, President
>>of Atari U.S. called Toad up and tried to buy a Falcon030 through the
>>mail just to see if they would do it.

>Garry's been calling up all the dealers. My local dealer got a call from
>him recently just to see who he would sell a Falcon to.

My my are you guys behind the times! I got a call from him last week,
and he asked me if I wanted to buy a Falcon per mail order from him.
You see, there trying to find out which potential customers would be
willing to buy a Falcon contrary to the rules, and put them on the
infamous NO_SALES list. So watch out!!!! If you get a call from GT,
don't do it.

May unreasonable people out there please note this -> ;-\\\\\\\\\\\\\\\\\\

hejdo!

Ffreyog

****
The views mentioned above are NOT those of my employer ..
and I do doubt that they reflect my own.
****

881. Re: Which MultiTos is being so

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 18:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A20551@K.maus.de>
Source record: 204228

>multi-tasking OS?) Oh, and one more question: How much disk space/RAM does
>MultiTOS use?

About 1 meg on my ST, slightly more on 68030 systems.

882. Re: OUTSIDE & MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 18:27:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A20552@K.maus.de>
Source record: 204229

>Do these two programs work together now? Is there anybody who has
>experiences with MiNT 1.04 and OUTSIDE 3.01?

They will, but you'll have to turn MultiTOS's memory protection off.

883. Replacement drive for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 19:03:54 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun22.160354.14554@ac.dal.ca>
Source record: 204210

Since the internal HD in my MegaSTE (the ST157N that came with the machine) seems to have packed it in, I'm considering a new drive. I can get a new Conner three and a half inch, 170 Meg, SCSI, Model No. CP 30170E, at a fairly reasonable price. I'm trying to find out if parity can be disabled (that's what's needed, isn't it? - are there other things to watch out for?). Does anyone have any comments about the suitability/usability of this drive with the MSTE, or have particular recommendations of good drives to use?

Thanks for any input.

John

884. Re: re:mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 19:28:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC91FG4.LuA@netcom.com>
Source record: 204211

In article <1993Jun22.012449.6378@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <ekrimenC8zzur.8E5@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>>
>> Garry's been calling up all the dealers. My local dealer got a call from
>> him recently just to see who he would sell a Falcon to.
>
>To which the dealer replied "Falcon? What falcon? Have you seen
>any yet?" :-)

No, actually, to which the dealer replied, "Yes, I've already sold six of
them already." He even sold one mail order because there wasn't a dealer
in that city at the time. He said he's getting another shipment tomorrow.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

885. Falcon Demos

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 19:54:22 UTC
From: pauld@umbc.edu
Message-ID: <207o1eINNbgm@umbc7.umbc.edu>
Source record: 204212

Hey all... my friend is taking his Falcon to music shows to show people, but he wants some demos and misc. Falcon software for it.. where and what kind of demos are there around for the Falcon? (I also just noticed that the Falcon directory at Atari.Archive was locked.. weird..)

Thanks..

Paul

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-- Beware of the Leopard -------

886. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 20:17:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <207pdm$s1a@usenet.INS.CWRU.Edu>
Source record: 204213

In a previous article, randyh@sad.hp.com (Randy Hosler) says:

>:
>
> If you were violating Atari's dealer agreement and the presedent of Atari
> called to ask if you were, What would you say? If Tramiel wants to check
> out stuff like this why doesn't he have Joe Somebody try to buy the
> computer? It looks like Atari management really is as bad as everyone says.

No, actually, they are getting smart. I think Garry Tramiel has really
shown some leadership in the last six months.

Garry wants to make dealers AWARE that they are not allowed to sell through
mail-order. He wants to put a scare into them, NOT get rid of them
as an Atari Dealership. Atari really cannot afford to get rid of any Atari
dealerships.

>:
>: The reason Garry Tramiel called was because he saw their ads for the Falcon030
>: and he was an important figure in making up this rule.
>
> If Atari really wants to get the Falcon out there then they should support
> big volume mail order places that can give the Falcon a competative price
> compared to clones and such.

"An Atari? What the hell is that?" says a person looking through a mail-order
catalog.

NO, in the short-run, Atari would make money from current Atari ST/STe users.
But, in the long-run, Atari would be out of luck.

Atari needs places to actually SHOW people why the Falcon030 is better than
a PC clone and they won't do it through mail-order.

As long as Atari can keep increasing Atari dealerships and then have a massive
print advertising campaign in October, November, December. The company
has a chance.

>
>

--

887. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 20:28:39 UTC
From: alex@falcon.demon.co.uk
Message-ID: <740780919snz@falcon.demon.co.uk>
Source record: 204218

In article <132602@netnews.upenn.edu> rrice@netnews.upenn.edu writes:

>...
>could!). ATARI *.IFF files (compressed with a platform-specific
>algorithm) are nearly as small as TN? files and, unlike the latter,
>...

Not surprising given that they are the same coding method, but with
enough subtle differences for you to have to write two decoders.
(I wrote the TruePaint import filters and built a .TNY loader from
the IFF/ILBM compression==2 filter in about an hour).

--
Alex Kiernan
akiernan@falcon.demon.co.uk

888. ALL LOST CONTACTS

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 21:39:21 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.02h1@outb.wimsey.bc.ca>
Source record: 204234

My site crashed here, and I have lost all my mail, would all my contacts please restablish contact with me, by replying to this letter in EMAIL? Most of you know who you are, the people regarding Super Nintendo Programming on the ST, Duncan Annet from STorm, and one of the members from Digital Destiny.. Damn. I hate it when this happens!

Goodbye..

--

+-------------+---------------+-----------------------------------+
| Dave Conroy | The />/>aestro | UseNET: Dconroy@outb.wimsey.bc.ca |
+-------------+---------------+-----------------------------------+

889. Is there a JPEG viewer available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 21:40:48 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <C91LK0.Hro@mailer.cc.fsu.edu>
Source record: 204214

Does anyone know where I can get a JPEG viewer? Preferably,
one that is shareware/freeware?

Thanks in advance...
--
-------------James E. McDonald III, jmcdonal@garnet.acns.fsu.edu-------------
"The sky is not the limit to mastery, for -- as any science fiction
enthusiast can tell you -- there are infinite worlds left to explore
once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

890. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 22:00:26 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <207vdq$81e@usenet.INS.CWRU.Edu>
Source record: 204215

You are a _very_ ignorant man. The Jaguar project has been in existence since 1990 - long before the 3DO project was even a glimmer in anyone's mind. The project's intention was to manufacture and design a 64 bit RISC CPU - it is done, and is being manufactured. There is much more than a "prototype" in existance. Many developers are in possesion of development machines, and Atari has a "Jaguar lab". The reason that Atari only showed a video tape of certain Jaguar derived effects was because the date between the CES and the introduction is on the factor of several months - why waste a great deal of money hyping a machine that will not hit the shelves for maybe half a year?

Perhaps if you would look at facts, and not rely on your own illbegotten suppositions, the truth would become apparent. Unfortunately, you are far too stupid to do that...

- Chris Millar

891. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 22:09:27 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <207vun$8mv@usenet.INS.CWRU.Edu>
Source record: 204216

```
You are correct concerning the jaguar chipset - up to a point.
From what I have been told, the processor (64 bit RISC), was
designed by Atari Microsystems, Atari's now defunct R&D
thinktank, with the help of Motorola. The support chips
were then designed and integrated with this processor by a
British company going by the name of "Flare" or "Flame"...

- Chris Millar
```

892. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 22:12:13 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20803t$8sl@usenet.INS.CWRU.Edu>
Source record: 204217

```
All Jaguar development is being done on - surprise! - a Jaguar.
It is a completely closed platform due to the custom
hardware requirements - no computer platform can
develop for it...

- Chris Millar
```

893. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 23:28:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2084jgINNpmp@life.ai.mit.edu>
Source record: 204221

In article <207vdq$81e@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
> You are a _very_ ignorant man. The Jaguar project has been
> in existence since 1990 - long before the 3DO project was even
> a glimmer in anyone's mind. The project's intention was to
> manufacture and design a 64 bit RISC CPU - it is done, and
> is being manufactured. There is much more than a "prototype"
> in existance. Many developers are in possesion of development
> machines, and Atari has a "Jaguar lab".

That's more information about the Jaguar than has been posted here in the last six months. Heck, ever! Do you have any sources to support all this? I.e., names of developers, places you saw and used the "more than prototype" machines, etc.

I met with the video game development staff at Atari HQ less than a year ago, and at that time there was no physical machine called a Jaguar, 64-bit or otherwise. In fact, even the Falcon was a mere prototype then. The Lynx was still their main interest.

Frankly, it sounds like you're buying into the ever-busy Atari Propaganda Machine's latest stories, but I'd love to hear some solid evidence that any of this is true.

> Perhaps if you would look at facts, and not rely on your own
^^^^^
> illbegotten suppositions, the truth would become apparent.
^^^^^^^^^^^^ ^^^^^
> Unfortunately, you are far too stupid to do that...

:)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

894. _F-O_R-S_A-L_E_: Atari ST Software (LOTS! Make offer-

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 23:30:36 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2084msINNqh9@uwm.edu>
Source record: 204219
Cross-posted to: comp.sys.atari.st,wi.forsale,uwisc.forsale,misc.forsale.computers.other,misc.forsale

```
FOR SALE: ***************************
*Atari ST Software Package *
***************************

PRICES: Prices are listed, but all offers will be considered. A
large package purchase would be at a L A R G E discount.

Software: (all original disks with original documentation)
-------------------------------------------------------------------------

Timeworks: Swiftcalc ST 1.1 .....
Timeworks: Wordwriter ST 2.01 ...
Timeworks: Data Manager ST .....
Timeworks: Desktop Publisher ST .
.............above timeworks package for $40

EZ Track (Hybrid Arts) Midi sequencer (No docs- just original disk)..... $10

Michtron 220-ST .....................................................$10
Qmi ST TALK Professional 2.0 ........................................$10
Antic Public domain STerminal plus Source ...........................$3

Michtron GFA Companion ..............................................$5

Michtron DFT (direct file transfer PC <->ATARI) ......................$10
Prospero Fortran for Gem.............................................$15
GST C compiler.......................................................$15
Micro C Tools.......................................................$10
Personal Pascal.....................................................$10
4 x Forth (Dragon)..................................................$15
Holmes & Duckworth FORTH............................................$10
Abacus FORTH/MT.....................................................$10
Hisoft Devpack ST...................................................$10
Metacomo MCC Pascal.................................................$10
Metacomo Menu +.....................................................$5
Metacomo Make .....................................................$5
Michtron KISSED Self Relocating Debugger............................$10
Antic XLISP 1.7.....................................................$10

Neodesk 2.0 .....................................................$10
OmniRes Monitor Emulator ..........................................$10

Antic ARChive collection.............................................$3
Antic Disk Doctor 1.2 ..............................................$5
Megasoft A-Copier ..................................................$5
A&D Universal Item Selector II 2.0 ..................................$10
```

Logistix (Grafox) $15
Monogram Dollars and Sense $15
Dac Easy Payroll $15
Haba Business Letter Solutions $5

The Graphic Artist 1.5 .....$20
Publishing Partner (Softlogik) (including 2 disks below).....$30
Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Paintpro $5

Xlent Diamond Mike $5
PSION Chess $5

- - - - -
L A R G E Package discount given *
- - - - -
Please feel free to make any offer on a whole or part of the above described.

Please Email to the address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=
---

895. _F-O_R-S_A-L_E-: Atari ST Programming/Technical Books (Make offer)

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 23:34:36 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2084uclNNqhl@uwm.edu>
Source record: 204220
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale

FOR SALE: **********
Atari ST Books
****

(all in excellent condition)

Abacus books (11) below with disks(5) as a set..... $120
Abacus books:
Atari ST Internals
Atari ST Internals accopanying disk
Atari ST GEM Programmers Reference
Atari ST GEM Programs accompanying disk
Atari ST Machine Language
Atari ST Machine Language accompanying disk
Atari ST Tricks & Tips
Atari ST Tricks & Tips accompanying disk
Atari ST LOGO User's Guide
Atari ST Peeks & Pokes
Atari ST BASIC Training Guide
Atari ST Introduction to MIDI Programming
Atari ST BASIC to C
Atari ST 3D Graphics
Atari ST 3-D Graphics demo accompanying disk
Atari ST Disk Drives: Inside and Out
Atari ST Disk Drives: Inside and Out accompanying disk

-Simpson Atari ST Graphics and Sound Programming.....$10
-Atari ST Application Programming (Datatech publications).....$15
-Compute's Atari ST: VDI.....$10
-Compute's Atari ST: VDS.....$10
-Compute's Atari ST: AES.....$10
-Compute's ST Applications Guide: Programming in C with accompanying disk.$15
-Compute's Learning C: Programming Graphics on the Amiga and Atari ST.....$10
-Compute's Second book of Atari ST with accompanying program disk.....$10

****

*Take all books for $200. Shipping included with package purchase.

*Please feel free to make any offer on a whole or part of the above described.

*Email to the address below: Thanks-
--

```
------------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
------------------------------------------------------------------------------
```

896. n

Newsgroup: comp.sys.atari.st
Date: 1993-06-22 23:37:00 UTC
From: lee.higginbotham@the-matrix.com
Message-ID: <14999.405.uupcb@the-matrix.com>
Source record: 204239

Hello Atarians
As to the deal about Atari and their mailorder restrctions, my local dealer (7 miles) the only restrictions that have been placed on mail order are:
a dealer masy not advertise a price less than the suggested retail price.
a dealer may not quote a price (either by phone or by mail) at less than suggested retail price.
If a dealer is found to be breaking these rules they will be cut off from their supplies.

The idea is to give the folks who are willing to to give Atari the chance the opportunity to make a living as well as those guys who are planning to sell the hardware to make their money off of software.
Atari does have a DAMN good reason!

897. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 00:08:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14030@uqcspe.cs.uq.oz.au>
Source record: 204222

randyh@sad.hp.com (Randy Hosler) writes:

> If you were violating Atari's dealer agreement and the presedent of Atari
> called to ask if you were, What would you say? If Tramiel wants to check
> out stuff like this why doesn't he have Joe Somebody try to buy the
> computer? It looks like Atari management really is as bad as everyone says.

You obviously don't get the point.

By Garry ringing Toad, he was effectively (and politely) saying "We know
what you've been advertising, and we don't like it. Stop."

> If Atari really wants to get the Falcon out there then they should support
> big volume mail order places that can give the Falcon a competative price
> compared to clones and such.

... and make store-front dealerships unable to compete, stop selling the
Falcon, and stick to Big Name PC machines (IBM, Wang, whatever), which is
all they can sell for a decent margin.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

898. SO WHICH MAC EMULATOR DO

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 00:10:00 UTC
From: gary.fletcher@f54.n54.z3.fido.zeta.org.au
Message-ID: <c2903f16@Kralizec.fido.zeta.org.au>
Source record: 204185

Original to: Lancer@Ramanujan.Wpi.Edu
LA>I've got an all software emulator. It's called Spectre, but I have no
LA>hardware with it. I just run the disk and it works! This makes me

It also crashes more often than the hardware variety. If you really
wanna use the Spectre stuff[i think mac's suck, they're unreliable and
only trendies use them. I have an Atari and a PC sitting one next to the
other(rf is a bit of a prob)on my desk]then by a spectre hardware
thingy. they're about $200 aussie bucks. printing and any of that carry
on is a real hassle tho but if you wanna throw your money away.

.....
LA>(While I'm at it, anyone know anything about IMG Scan? I've got the
LA>original disk and documentation, but not the hardware. Since I got it
LA>second hand, it looks like it got lost or broken or something...
LA>Anyone want the disk and docs?)
LA>--

no. What u need is 1. an epson [or maybe compatible]dot matrix printer.
AND the gizmo that attaches to the printhead and scans the pic.

I have that gizmo and it does work well with a little effort. If you
want it make me an offer.

chow gaz.

~ SLMR 2.1a ~ eat the homeless

--- TPCB V0.0
* Origin: Prophet BBS, Western Sydney Australia (3:54/54)

899. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 01:06:01 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <208a9p$pot@usenet.INS.CWRU.Edu>
Source record: 204223

In a previous article, cx821@cleveland.Freenet.Edu (Christopher M. Millar) says:

>
> All Jaguar development is being done on - surprise! - a Jaguar.
> It is a completely closed platform due to the custom
> hardware requirements - no computer platform can
> develop for it...
>
> - Chris Millar
>
>

Well, what do they do? Add a keyboard.

Bob Brodie said that it couldn't be used as a computer because it doesn't
have a keyboard or disk drive. This may be true, but some how I don't
believe that you CAN'T add a keyboard and disk drive.

Len

--

900. Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 01:56:02 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <208d7i$1gs@usenet.INS.CWRU.Edu>
Source record: 204224

Help. I just got my Falcon a few days ago and my MiGraph hand scanner won't work with Touch-Up 1.8 or Scan Lite by Wiz Works! The programs for these run, but when you actually try to scan something you get nothing on the screen. Once I got some garbage that was sort of in the shape of the thing I was scanning, but you really couldn't tell what it was. Do any of you hot programers have any ideas. I called MiGraph and they said it didn't work and it is not on their high priority list of fixes as they said there aren't enough FALCONS out there to warrant it. Haven't been able to get a hold of Wiz Works or Dr. Bob. Does anyone know anything about that?
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

901. .WAV players for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 03:04:10 UTC
From: gregs@eskimo.com
Message-ID: <C920Iz.BMK@eskimo.com>
Source record: 204232

Help!

I've downloaded a bunch of .WAV files (the Windows sound files for the P.C.) thinking I had a working player.

However, it doesn't seem to work. I think I either got a bad copy or it simply won't work correctly. The one I have is called (oddly enough) WAVEPLAY by one B. Grier.

It correctly identifies the WAV files, and even gives me information on how long the sample is in seconds. But then I get a two-bomb BUS error.

Now I can't find the program anywhere to see if it's faulty, and no other WAV player even seems to exist.

If anyone has any information on this please let me know, either here or email.

Thanks in advance,

G. Sumner

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

902. Re: Is there a JPEG viewer available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 03:27:53 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <C921MH.5Fq@mailer.cc.fsu.edu>
Source record: 204225

Thanks for the Email, guys...I'll give umich a try...
--
------------James E. McDonald III, jmcdonal@garnet.acns.fsu.edu------------
"The sky is not the limit to mastery, for -- as any science fiction
enthusiast can tell you -- there are infinite worlds left to explore
once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

903. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 04:19:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <83907@cup.portal.com>
Source record: 204230

Gosh, Chris (Millar)... don't you think it's a little ignorant, and yes, even stupid to come out foaming at the mouth and flame someone without even identifying who you're flaming..?

Whoever it was, I'm sure he feels soundly chastised now, and willing to come meekly back into the fold.

Incidentally, do YOU have a clue about what the Summer Consumer Electronics Show is all about..? Apparently not. The Summer CES is when all the sales contacts are made for the Christmas selling season.. (that "machine that will not hit the shelves for maybe half a year".. umm.. that would put it just about Christmas...)

Any product that isn't shown at the Summer CES can just about forget any Christmas season sales..

Oh.. wait a second.. sorry...

I forgot.. this is Atari we're talking about.. they never worry about anythin as insignificant as Christmas sales.. they go for the big Feburary selling season... (or March, or April... yeah, that's it.. the "April Fools" Selling Season..

BobR

904. PGP 2.2 FOR ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 04:45:03 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <740882386.2@fquest.FidoNet>
Source record: 204299

I am looking for Pretty Good Privacy 2.2 for the Atari. Was wondering if anyone had seen it on internet somewhere?

I have Archie'd for it, but still nothing has come up. Trying to use this encryption program for I.S.I.S. A network program that has been developed for the ST Market and soon for the IBM. Any help on were we can get the ST version would be immensely helpful.

Philip Durgin

905. Re: AEO

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 05:21:54 UTC
From: wilsont@rahul.net
Message-ID: <C926wJ.J7E@rahul.net>
Source record: 204231

In <22JUN93.08565867@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:

>Len Stys wrote "Have you read your Atari online magazines lately?". Well,
>since I have had a falling out with Atari because I complained about their
>shabby treatment of dealers and VERY poor record on supplying goods on
>time (or at all), I have not received any Atari Explorer On-Line issues.
>Coincidence that AEOs stop arriving at the same time that Atari refuses
>to respond to any of my FAXes? Maybe, maybe not.

Since there seems to be something 'wierd' (thats waht I would describe it
as) at Atari Explorer, AEO has been 'affected'

Sorry, I can't say much else, but that will have to do. AEO is a bunch of
writers who really don't have much but an official 'stamp' put on their
work. We don't all live in the same state even.

I'll try to find out whats going on and get back to you.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

906. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 05:24:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.356905@cix.compulink.co.uk>
Source record: 204233

In article <2084jgINNpmp@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>
>Frankly, it sounds like you're buying into the ever-busy Atari
>Propaganda Machine's latest stories, but I'd love to hear some solid
>evidence that any of this is true.
>

I know a developer in the UK who says he has a Jaguar, so unless he's
lying...

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

907. Re: AIM ...Atari Image Manager Version 3!

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:23:08 UTC
From: robert@and.nl
Message-ID: <4723@ronnie.and.nl>
Source record: 204238

clarkep@vax.sbu.ac.uk writes:

>Does anyone know where I can find a posting of AIM3? I have read in a magazine
>of its existance? If not then I am interested in the conversion:
> IMG<=>IM

Well, I know about it. I wrote it. There is a new version which can read the
following formats:
IM, COL, IMG, DEGAS, NEO, TIFF, FITS, GIF, PCX.
And it supports (partly) the Falcon. Only gray value and binary image display.
No DSP support though, it's too hard (takes too much time) to program.

I am not sure if there are copies floating around, otherwise I will send one
to the comp.binaries.atari.st manager.

Robert
--
+--------------------+---------------+-----------------+-------------+
| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
+--------------------+---------------+-----------------+-------------+

908. Re: Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:24:44 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun23092444@hal.cerfacs.fr>
Source record: 204262

Is LHArc with Method 5 not available on atari archive (I believe in
Archives/Unix/)? If so, I will quickly upload it there! I have
lha-1.00, and it does all the following:

-lh0- * no compression

-lh1- * 4k sliding dictionary(max 60 bytes) + dynamic Huffman
+ fixed encoding of position

-lh2- 8k sliding dictionary(max 256 bytes) + dynamic Huffman

-lh3- 8k sliding dictionary(max 256 bytes) + static Huffman

-lh4- * 4k sliding dictionary(max 256 bytes) + static Huffman
+ improved encoding of position and trees

-lh5- * 8k sliding dictionary(max 256 bytes) + static Huffman
+ improved encoding of position and trees

-lzs- 2k sliding dictionary(max 17 bytes)

-lz4- no compression

-lz5- 4k sliding dictionary(max 17 bytes)

By the way, there is a file which describes header information (this
pertains to another question that was asked on the net).

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

909. Falcon noisy sound I/0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:25:37 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <2097ih$cn6@info2.rus.uni-stuttgart.de>
Source record: 204237

Dear Falconers,

I've heard the sound I/O of the Falcon is a bit noisy.
Didn't remember if it was the input or output (headphone).
Could some1 please comment on that. What are your experiences ?
tnx a lot.

C.-D.

910. Re: .WAV players for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:25:48 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2097isE1qr@uni-erlangen.de>
Source record: 204236

gregs@eskimo.com (Greg Sumner) writes:

>I've downloaded a bunch of .WAV files (the Windows sound files for the
>P.C.) thinking I had a working player.

>Now I can't find the program anywhere to see if it's faulty, and no
>other WAV player even seems to exist.

You can use '525' to convert the WAV files to plain sample data
files or AVR files that can be played on many other programs then.

'525' is available at a.a.u.e for example.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

911. Re: Seagate ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:29:43 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C92IDK.2A6@hpbbrd.bbn.hp.com>
Source record: 204271

Troy Carpenter (psurge@cs.utexas.edu) wrote:
> I just recently got a Seagate ST250R hard drive. I was told that it is a
> 40 meg drive, but I can only get about 28 megs from it. Someone please tell
> me if the following info is correct:
>
> Number of heads: 4
> Cylinders: 667
>
> I am using an OMTI MFM controller and the Latest ICD formatting software
> (6.06, I think)/

Since RLL controllers squeeze about a third more data out of the same
disk geometry, getting 28 MB MFM data from a 40 MB RLL drive looks
quite OK to me. That's probably as far as you can go with a MFM
controller and this drive!

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

912. Re: mail order restrictions

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 09:41:51 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <1993Jun23.134501.22763@ryn.mro4.dec.com>
Source record: 204249

In article <207pdm$s1a@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes...
>NO, in the short-run, Atari would make money from current Atari ST/STe users.
>But, in the long-run, Atari would be out of luck.
>
>Atari needs places to actually SHOW people why the Falcon030 is better than
>a PC clone and they won't do it through mail-order.
>
>As long as Atari can keep increasing Atari dealerships and then have a massive
>print advertising campaign in October, November, December. The company
>has a chance.

Well, here we go...

I've been waiting a year and a half for the Falcon. I was going to get a Mega STe but held off on Falcon rumors. Stupid. By the time it was obvious Falcon would be way late and overpriced, the Megas were gone.

I called the nearest Atari dealer (a two hour drive) and he will not stock until his distributor (Pacific Sales?) has them, since he will no longer deal with Atari (too much hassle on returns, etc.) The distributor will not have units until *September*. Maybe...

I can understand all this crap about why mail order could possibly hurt BUT I still cannot buy a Falcon unless I drive to Maryland (only a day's drive) to Toad, who seems to be the nearest dealer with units.

This is so pathetic, I can't believe it.

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

913. Re: OUTSIDE & MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 10:56:25 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jun23.105625.25792@rhrk.uni-kl.de>
Source record: 204241

belo@phil15.uni-sb.de (Benjamin Lorenz) writes:

>Do these two programs work together now?
MiNT 1.04 needs to be recompiled with a patch to work stable with OUTSIDE.
MiNT 1.05 won't need this patch any more. If you are intersted I'll send you
this (simple) patch by email. But remember: You have to recompile the MiNT
sources.

>Is there anybody who has experiences with MiNT 1.04 and OUTSIDE 3.01?
Yes, me :-).


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

914. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 11:36:34 UTC
From: craig@nomad.uk.sun.com
Message-ID: <209f82$9pp@uk-usenet.UK.Sun.COM>
Source record: 204242

Great, but where do I get GEMAR 1.23 ?

Craig

>GEMAR *IS* great, but you should try to get the current version 1.23, not

915. Re: good Atari software dealer in London?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 11:59:15 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun23.125915@cs.bham.ac.uk>
Source record: 204243

In article <ETLGTME.93Jun21115056@etlxd32l.ericsson.se>, etlgtme@etlxd32l.ericsson.se (Grant McFarlane) writes:

> What's the trouble with Gasteiner ?? I've only used them once to buy
> one of their Mega Drives and the only prob I had was getting some
> technical support but I did get it eventually.
>
> Would be interested in your stories.
>
> Grant.
> --
>
> _/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
> _/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
> _/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
> _/ _/ _/ _/ _/ | more teeth than the whole of the
> _/_/_/_/_/ _/ _/ _/_/_/_/ | entire Osmond family. (A Rimmer)

Simple. They'll sell you a load of s*** and then make life difficult when you say you want your money back...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

916. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 12:09:55 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun23.120955.18181@apgea.army.mil>
Source record: 204244

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil

```
+---------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------+
```

917. Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 12:34:10 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C92qwy.2wH@news.chalmers.se>
Source record: 204246

I finally got myself a Falcon in the Netherlands last week! ;-)
Many thanks to all who responded to my last message.

I really like this machine, but the compatibility problems are irritating.
To make this a little better I suggest we (Falcon owners) try to assemble a
list of compatible programs. The list should specify what options should be set
in "backward", "magi" or whatever ST-emulator, if necessary.
If people can see that many of the ST games runs, more Falcons will be sold.

What do you think?

This is a short list of what I've tried so far:

MicroProse Golf crashes at the end of the intro. Probably sound problems.
MicroProse Formula One Grand Prix runs with some options set!
EPIC runs all the way through the intro, but crashes just before the cockpit
instruments are drawn. This is probably possible to fix somehow.
PSION Chess runs fine.

By the way, MGIF 4.2 will be released as soon as I get gcc up and running on
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

918. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 13:56:55 UTC
From: "NO E-MAIL ADDRESS"@eicn.etna.ch
Message-ID: <1993Jun23.135655.325@eicn.etna.ch>
Source record: 204284

In article <1993Jun22.134656.8679@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
> Anyone know if there are any sites where I can download POVRay from. I saw
> it in ST Format and it looks real smart.

ftp at alfred.ccs.carleton.ca (134.117.1.1)
in pub/pov-ray/POV-Ray1.0

|Ralf von Gunten | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
| | DECnet: 53848::VONGUNTEN |
| Happiness is the only belonging which multiplies when you share it... |

919. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 13:57:10 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun23.075710.14094@iscsvax.uni.edu>
Source record: 204245

In article <206etmINN1tal@rs2.hrz.th-darmstadt.de>, schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
> Hatari!
>
> I don't want to continue this simple try for a computer-war, but:
>
> In article <1993Jun16.133448.13826@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
>> For those who have $1299 for a Falcon, but are on a long waiting list, Apple
>> has a machine for you and its called a Centris 610 with an 040. You can get
>> one for $1299 for a 4/80 configuration....
>
> Well, Users with an ATARI normally use the Music/Midi advantages, or the
> graphical ones (DTP, etc.). So the DSP is an absolute need for simple HD-IOs,
> if you want to make HD-Recording in excessive ways, you can easily connect some
> peripherial recorders. This is much cheaper than any other system!

Yes, The Centris 660Av will beable to do that too.....
>
> Second, the graphix: The falcon easily can make up to 1280*960, even more for
> less than $100, have you ever tried that on a MAC? The lowest prive for a card
> like that on a MAC including the monitor is >$4000, if you want to work with
> it!

We can do that without spending that kind of money....
>
> I think, that anyone who needs a fast, good computer should buy a Falcon, the
> Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then
> noone can say, that this would not be "up to date". 'Course, 040 is better, and
> it will come, but then not just naked, just like in a MAC, but with DSP, good
> graphix, etc.

By the time you add a faster 030 and case, you can get a Centris 660 Av with a
25 mhz. 040 dual dsp's for sound and video. The basic 4/80 config will cost
$2300. As a student, I will pay about 30% less. Centris 610 owners will
beable to upgrade to one......
>
> Waiting or Falconing - these are the best ways in my eyes... :)
>
No. You can get a Centris now and upgrade in September. The Centris 610 is
now at $1229...
> Roland.

Peter....

920. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 13:58:07 UTC
From: dmb@case.ai.mit.edu
Message-ID: <209nhfINN901@life.ai.mit.edu>
Source record: 204248

In article <memo.356905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>I know a developer in the UK who says he has a Jaguar, so unless he's
>lying...

So unless he's lying, what? It exists in some prototype form? Great,
but that hardly backs up all of Chris's claims about it already being
manufactured, its capabilities and its development system, etc.

Who is this developer? What is he writing? What does he think of the
machine? If you say "he can't say because he's under nondisclosure,"
then you have to admit that the public really knows very little about
the Jaguar -- essentially *nothing*. Which is why I think it's a
little premature to compare it favorably with the 3DO or any other
machine. Or, for that matter, to speculate about the feasability
of the next Atari computer being Jaguar-based.

I do know that the major game companies (Sierra, Lucasfilms,
Microprose, etc.) have been given offers to develop for the 3DO, and
many of those companies now have machines in house, complete with the
(very impressive) mac-based development software. This is NOT true of
Atari's Jaguar, just as it is not (and has never been) the case that
those developers are eagerly writing games for the Falcon. Of course,
Atari will probably lie and tell you that "literally hundreds of titles
are being developed behind closed doors." Yeah, we've heard that one
before, about their "new" machine that came out last August ... I mean,
this August.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

921. I saw a Falcon in Mass.

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:05:08 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun23140508@ramanujan.WPI.EDU>
Source record: 204266

Well, I finally got to play with a Falcon030 today! It was a demo unit at Kurlan Music right here in Worcester Mass. He didn't have any spectacular demos to show me, but I was able to make a few impressions...

The sound was great! Much clearer than my roomate's 486/SoundBlaster. Even from the monitor's speakers it sounded great. The graphics, though, were surprisingly poor. My ST can do as good... Perhaps it was because he didn't have a VGA monitor. Still, the "UK Demos" he showed me wouldn't win any sales... Also, he hadn't gotten D2D or Audio Fun Machine working so he didn't have much to show me. He said he'd have it more "demo-able" in a few weeks when he gets some more software to run on it. Also, the machine itself just leaves me dry. I mean, it looks almost exactly like the 1040STf he had demoing sequencing packages... In fact, I'd bet that under the cheap-looking "Falcon030" sticker it says 1040STf! It certainly does not look like a $1200 machine! I wish they'd packaged them in the pretty Mega cases...

He did have lots of ST (and Mac) software in stock and the new issue of Atari Explorer. I was really surprised to find a Falcon so close to home!

Also, he says he's already received and sold his first batch of six Falcons and expects a few more in the next few days. If anyone in the area wants to give them a look, go to Kurlan Music Center on 17 E. Mountain St., Worcester MA. Ask for Brian Arel and tell them that Stephen Foskett told you about the place on the net...

One more thing: Does anyone have more information on the purported Falcon rackmount music workstation? If I was to buy one, that's what I'd buy...

later,

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Everything is Equal": -
- You don't like my native tongue, here, let me cut it out -
- You don't like the thought I have, someone lock me up -
- You don't like my color of skin, here, let me wipe it off -

922. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:08:21 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132895@netnews.upenn.edu>
Source record: 204251

Alex Kiernan (alex@falcon.demon.co.uk) wrote:

: >...
: >could!). ATARI *.IFF files (compressed with a platform-specific
: >algorithm) are nearly as small as TN? files and, unlike the latter,
: >...

: Not surprising given that they are the same coding method, but with
: enough subtle differences for you to have to write two decoders.
: (I wrote the TruePaint import filters and built a .TNY loader from
: the IFF/ILBM compression==2 filter in about an hour).

: Alex Kiernan
: akiernan@falcon.demon.co.uk

I don't suppose (putting on his most winning smile) we could get
you to come up with a better "general purpose" viewer? The last "multiple
format" viewer that did slides well was DSLIDE.PRG, which could show TN?,
SP?, P??, NEO, and even some 8-bit formats--with forward/backward
first/last keyboard control. I sent Brochu money and suggestions on that
one, and in return got the ghastly PicSwitch 1.1--years later.
Compression, ye art software types! elles mote my hard drive explod!

Rob S. Rice
rrice@ccat.sas.upenn.edu

923. Re: Is there a JPEG viewer available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:09:34 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.358462@cix.compulink.co.uk>
Source record: 204255

In article <C91LK0.Hro@mailer.cc.fsu.edu>, jmcdonal@garnet.acns.fsu.edu (James E McDonald III) writes:
>Does anyone know where I can get a JPEG viewer? Preferably,
>one that is shareware/freeware?

Gemview 2.24/2.30 can show/convert JPGs - albeit very slowly.

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the         |
| infant recoils from the gunsmoke, as the cancer eats        |
| into the belly of your god, as the temperature rises        |
| and the earth itself screams against man - you have         |
| to say to yourself 'F*ck It, Let's Have Some Fun'            |
|-------------------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)                   |
|_____________________________________________________________|
```

924. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:09:36 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.358463@cix.compulink.co.uk>
Source record: 204256

In article <207vun$8mv@usenet.INS.CWRU.Edu>, cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> You are correct concerning the jaguar chipset - up to a point.
> From what I have been told, the processor (64 bit RISC), was
> designed by Atari Microsystems, Atari's now defunct R&D
> thinktank, with the help of Motorola. The support chips
> were then designed and integrated with this processor by a
> British company going by the name of "Flare" or "Flame"...

I was recently speaking via email to a bloke who is currently programming a game on a developer's jaguar. He reports that it's an excellent machine, has *two* RISC chips, a DSP chip for (mainly) sound and a 68000 (!) running at 16Mhz. The latter is purely for a little control code and shouldn't be seen as a weak link.

```
|~~~
```

925. AEO (again)

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:38:46 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <23JUN93.10384611@cc4.crl.aecl.ca>
Source record: 204247

Just received the latest AEO; thanks to whoever read my last net post and fixed this for me.

926. mail order restrictions (again)

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:51:17 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <23JUN93.10511729@cc4.crl.aecl.ca>
Source record: 204250

RE: Lee Higginbotham's post that Atari has a damn good reason for mail order restrictions. First, it should be allowed universally or disallowed universally. Why should one dealer play by different rules.

Second, the rule is made by folks living in urban areas who think like urbanites. My business is located in the "near north" region of Ontario Canada. The town I live in has 4000 people. I have maintained a fairly successful business selling Atari hardware/software/peripherals mail order to clients located in small centres like the one I live in. On occassion I have sold to clients in major centres because they expressed strong unhappiness with their local suplier OR there was no local supplier. I have sold systems from New Brunswick to British Columbia but, by far, the bulk of my sales have been to clients in rural communities. Sales were based principally on the fact that I would drive to the client's home (sometimes 200 km away) and teach them how to use their systems. I also have a loyal following of clients who come to me exclusively for products and support because they know I stand behind everything I sell. And, when Atari has caused the client significant delay by not supplying product to me on time, I either discount the purchase or supply software at no charge to compensate. NEVER does the client go unrewarded for its patience (i.e. I covered for Atari's inept ability as a supplier).

So, when I see the dealer agreement that says SOME dealers may be authorized for mail order and some not, it ticks me off. At any time, I could be cut off from Atari just by shipping a system to the wrong location. That's an agreement I am not willing to enter into.

927. Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 14:53:08 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun23.145308.22454@apgea.army.mil>
Source record: 204252

```
Hat Trick
Xevious
Ace of Aces
Super Skate Boardin'

And these games I "might" beable to get for trade. That means that I've
seen a SINGLE copy at a local used videogame shop.

Desert Falcon
Food Fight
Asteriods
Galga

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

928. Daily Mac price quotes...please stop

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 15:07:37 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun23.110737.6396@spcvxb.spc.edu>
Source record: 204258

I can't believe I'm saying this <gasp>, but you Mac guys are
beating a dead horse here. EVERYONE knows what Macs are
selling for these days and it seems pointless to keep twisting
the tails of prospective falcon buyers. Those people are going
to buy one out of brand loyalty anyway. Let the market decide
which platform will sell. (As if there is any question about that)

If you are still intent on annoying Atari users, there are
many other more informative ways of doing so without giving
us a Mac price update every other day.

<Gosh, I must have a fever or something...taking an aspirin>

Peace,

Chris

929. Re: Let's buy-out Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 15:10:41 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun23.151041.25791@apgea.army.mil>
Source record: 204254

```
>
>> 1) If (when) Atari drives themselves into the ground the stock will be
>> worth much less than $0.88/share. It could be bought for as little as
>> $.10/share if Atari really screws up.
>
>If that happens, there won't be much left of Atari to buy...

The name: Atari. :-/
Its about all thats left. No longer a company, just a wishfull fantasy.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

930. Re: AIM ...Atari Image Manager Version 3!

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 15:13:06 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <209ru2Eh6p@uni-erlangen.de>
Source record: 204253

robert@and.nl (Robert H. de Vries) writes:

>clarkep@vax.sbu.ac.uk writes:

>I am not sure if there are copies floating around, otherwise I will send one
>to the comp.binaries.atari.st manager.

How about putting one to atari.archive.umich.edu? Would be nice to get AIM
via ftp...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

931. The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 15:37:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun23.153715.9959@newshost.lanl.gov>
Source record: 204257

Good News! The Glendale Show has been officially announced by John King Tarpinian, the Faire Chairperson. Here's the press release from GEnie:

==========

The Glendale Show, Version 7.0, The Legend Continues.

The show will be held Saturday and Sunday, September 18-19, 1993 at the Glendale Civic Auditorium, 1041 N. Verduqo Road, Glendale, CA. Hours are 10:00 am to 6:00 pm on Saturday and 10:00 am to 4:00 pm on Sunday.

General Admission is $5.00 per person. If you plan on attending and you live outside of Southern California you may get FREE admission by sending a self-addressed-stamped-#10 envelope (the long one) to H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203 and get two one day passes.

For those of you who will be needing lodging we have made arrangements with the New Red Lion Hotel in Glendale. Regular rates are $129.00 per night but if you mention ATARI/HACKS you will get a room for $79.00 per night, single or double occupancy. Reservations may be made by calling the Red Lion at 818-956-5466. The hotel has a free shuttle from the Burbank Airport. The guaranteed reservation cut-off date is August 28th. If you are quoted another rate ask for Janet Waldie in Sales.

Atari will be doing something very special in conjunction with this year's show. Look for more details soon.

Look for our full-page advertisement in upcoming issues of AtariUser magazine. If you have any questions send mail to H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203 or leave GEmail to John.King.T or call John King Tarpinian at 818-246-7276.

John King Tarpinian
Faire Chairperson
The Glendale Show

==========

Glendale has always been a lot of fun and I urge all those who can possible make it to definitely plan on attending. I know that I'll be there!

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

932. Kansas City AtariFest

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 15:46:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun23.154630.12294@newshost.lanl.gov>
Source record: 204261

Speaking of Atari shows, don't forget the Kansas City AtariFest that is being held this weekend, June 26-27, at the Stadium Inn in Kansas City, MO.

This is Kansas City's first major Atari show and it is shaping up to be a good one with maximum developer and Atari participation. See you there!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

933. WHAT IS ATARI DOING WRONG -- reply e-mail if possible

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 16:16:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <209vl5$r58@usenet.INS.CWRU.Edu>
Source record: 204260

Please reply e-mail if possible. I don't want this taking space up on the net.
Thanks!

I plan to send a long letter to the President of Atari U.S., Garry Tramiel
(since he seems to be showing at least some leadership at Atari) and I would
like for you to give me your input.

If you have observed a problem concerning Atari that you believe is hurting
the company and the Atari Community, please let me know what it is.

Some topics that I have seen mentioned here in the past that I would like
to hear more about may be:

Dealers getting blacklisted (or just ignored).
Dealers having problems with Atari concerning orders, etc.
Past dealers having problems with Atari concerning orders.
Dealers that have not signed the Atari Dealer agreement or have signed,
but are unhappy with it.
Lack of Atari computer dealers in your area.
Lack of Lynx dealers in your area.
Lack of game cards at Lynx dealers.
Lynx dealer having problems with selling the Lynx and game cards.
Developers problems (lack of support, etc. that prevent a developer from
getting software out.
Developers having distribution problems (especially overseas).
Lynx programmers having problems finding distributors for their games.
Lynx programmers not getting paid from Atari on time.
Atari publications not getting enough information from Atari on what is
going on with the Falcon030, etc.
Atari publications not getting paid for Atari advertisements or not getting
paid on time.
Atari User Groups not hearing anything from Atari concerning anything.
Atari computer users that cannot find Atari dealers.
Atari computer users that cannot find software and hardware.
Atari computer users that feel the computer platform that they purchased
is being unsupported (and why you feel that way).
Atari Portfolio users that are not happy with the support that they are
receiving or not receiving.

There are of course, MANY MANY things that are not listed that you can let
me know about.

But, let's make this letter even better. What do you think Atari needs
to do to correct the problems that you see. Or how would YOU correct them.

Now, what has Atari been doing that you believe they are doing right?

Some topics:

The "no mail-order policy" agreement.
Shipment of Falcon030 orders.
Free update to "Atari Works" to owners of the Falcon030.
Making Multi-TOS availabe to all ST users.
Attending Atari Shows.

I am sure this list can go on and on...

So, what I really need to know is:

What have YOU noticed Atari doing wrong that has been hurting the company?
What do you think they should do to correct the problem? Or what would
you do to correct the problem?
What have YOU noticed Atari doing right that has contributed to the
company's success?

Please let me know if I should leave your name on your concerns or if I
should remove it?

Also, let me know where you are from.

Even though this is to Garry Tramiel of Atari U.S., all international
users may send me their concerns as well.

I will post the response to our concerns PUBLICLY when I get one.

Thank you.

Len Stys, aa399@cleveland.freenet.edu
Atari SIG Manager, Cleveland Free-Net

--

934. Re: AEO

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 16:29:06 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun23.162906.27856@btree.uucp>
Source record: 204263

[A _few_ deletions]
>
>Now, all you die hard Atari enthusiasts, please do not dump on me for
>stating the truth about Atari. I still love the systems and I wish that
>I had a FALCON. The best thing about Atari has always been the product.
>The rotten thing about Atari has always been Atari the organization.
>Of all the suppliers I have for any product, the ONLY one that I have
>had problems with, and consistently had problems with, has been Atari.
>This is an organization that has absolutely no idea how to please the
>client (and that includes dealers).
>
Both of my Lynx systems died while attached to the auto power
adapter (they still worked w/batteries). I sent both of them
back with the adapter to Atari's warranty address on Caribbean Avenue.
In one week (!!!), I had two brand new Lynx and a brand new power adapter.
That tells me that maybe (just maybe), Atari is beginning to provide
a positive level of support.

>
>Do I trust Atari the organization? Do I like Atari the organization?
>No, its upper management has proven itself to be the most inept group of
>computer resellers in the history of computing.
>
You've got a point, there. The packing list in my box of warranty-
replacement Lynx' showed a return address of:

Atari Computer Corporation
Consumer Direct Sales
1196 Borregas Avenue
Sunnyvale, CA 94088

Consumer Direct Sales, when dealers in other threads are
complaining that they are not allowed to sell via mail order?
It appears to be a conflict of some sort, here!

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation

George Crissman San Diego, California
****

935. Re: Falcon noisy sound I/0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 16:45:36 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun23.164536.1696@unix.brighton.ac.uk>
Source record: 204265

You can set the volume using xcontrol! Value 1 to 15, and you can turn off the internal speaker using it.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

936. Cadaver - The Pay Off

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 17:01:16 UTC
From: c_burns@icrf.icnet.uk
Message-ID: <1993Jun23.170116.1@icrf.icnet.uk>
Source record: 204259

Hi!

I'm utterly stuck on Level 3 of Cadaver - TPO. Can anybody out there tell me how to get past the 2 magic mouths that ask for water in the right way? I've given the one that asks for 4 doses (because I only have 4) all the water I have but the way forward seems to be blocked after leaving the room!!

Don't tell me I'm the only person who has ever played this game!!!!!

I dunno if this is quite the right Atari ST group to mail, but - Hey! - desperate times call for desperate measures!!!

Thanks for any help!

Chris

--

SNAIL MAIL: Chris Burns, Biomedical Informatics Unit,
Imperial Cancer Research Fund,
P.O. Box 123, Lincolns Inn Fields,
London WC2A 3PX, U.K.
TELEPHONE: (+44) 071 269 3932
INTERNET: c_burns@icrf.icnet.uk

"You take a Mortal Man, and put him in control"
"Watch him become a God, and peoples heads roll"
Megadeth - Symphony of Destruction

#include <std/disclaimer.h>

937. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 17:23:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun23.172355.2295@newshost.lanl.gov>
Source record: 204264

In article 18181@apgea.army.mil, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Rob Merritt
>email:rcmerrit@cbda9.apgea.army.mil

The above post was a bit vague, Rob. If you meant to ask how to send mail from the Internet to a GEnie user, then use this format:

john-doe@genie.geis.com

where john-doe is the user's GEmail address. I _believe_ the new system is in place where every GEnie user can now receive mail from the Internet, but I cannot confirm that. Can anyone else?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

938. MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 18:00:07 UTC
From: garry@cee.hw.ac.uk
Message-ID: <1993Jun23.180007.25859@cee.hw.ac.uk>
Source record: 204267

Anyone know where to get a program to edit the voices and do other wierd
things to a Yamaha PSS 480 (PSS anything) keyboard.

I would prefer an ST version but if there is one for the amiga I would look at
it anyway. Alternatively Does anyone have any info about how I would go about
writing a program to control this keyboard. Like The format of the bulk memory
dump or technical stuff like that.

"That's not a crash.. that's a user feature!"

"I hereby declare this sig free of bugs."

Garry C. Marshall Heriot-Watt University
garry@uk.ac.hw.cee
--

"That's not a crash.. that's a user feature!"

"I hereby declare this sig free of bugs."

939. Re: Falcon noisy sound I/0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 19:19:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.359967@cix.compulink.co.uk>
Source record: 204268

In article <2097ih$cn6@info2.rus.uni-stuttgart.de>, schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:
>Dear Falconers,
>
>I've heard the sound I/O of the Falcon is a bit noisy.
>Didn't remember if it was the input or output (headphone).
>Could some1 please comment on that. What are your experiences ?
>tnx a lot.
>
Early developer machines did have problems. The Falcon I have produces a very clear stereo sound.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

940. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 19:19:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.359966@cix.compulink.co.uk>
Source record: 204269

In article <206etmINN1tal@rs2.hrz.th-darmstadt.de>, schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
>Hatari!
>
>I think, that anyone who needs a fast, good computer should buy a Falcon, the
>Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then
>noone can say, that this would not be "up to date". 'Course, 040 is better, and
>it will come, but then not just naked, just like in a MAC, but with DSP, good
>graphix, etc.
>

So maybe _you_ know anything about this 36MHz card? I'd like a contact number or something, please.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

941. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 19:19:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.359968@cix.compulink.co.uk>
Source record: 204270

In article <209nhfINN901@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <memo.356905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>>I know a developer in the UK who says he has a Jaguar, so unless he's
>>lying...
>
>Who is this developer? What is he writing? What does he think of the
>machine? If you say "he can't say because he's under nondisclosure,"
>then you have to admit that the public really knows very little about
>the Jaguar -- essentially *nothing*. Which is why I think it's a
>little premature to compare it favorably with the 3DO or any other
>machine. Or, for that matter, to speculate about the feasability
>of the next Atari computer being Jaguar-based.
>

He says it's great. Since he has Internet access, it's up to him to let
you know who he is - he may be bound by NDA.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

942. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 21:14:44 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jun23.211444.5389@exu.ericsson.se>
Source record: 204276

John Hutchinson writes:
>
>Glendale has always been a lot of fun and I urge all those who can possible
>make it to definitely plan on attending. I know that I'll be there!

How do you find the strength to keep a positive attitude in this
group? I love it!

--
James Hague
exuhag@exu.ericsson.se

943. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 21:50:54 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93174.53454.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 204275

```
------------------------ Original Article ------------------------
Newsgroups: comp.sys.atari.st
Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!usc!math.ohio-state.edu!caen!hell
From: hutch@bellman.lanl.gov (John Hutchinson)
Subject: The Glendale Show, Version 7.0
Message-ID: <1993Jun23.153715.9959@newshost.lanl.gov>
Sender: news@newshost.lanl.gov
Reply-To: hutch@bellman.lanl.gov
Organization: Los Alamos National Laboratory
References: <13824@uqcspe.cs.uq.oz.au>
Date: Wed, 23 Jun 1993 15:37:15 GMT
Lines: 50

Good News! The Glendale Show has been officially announced by John King
Tarpinian, the Faire Chairperson. Here's the press release from GEnie:

================================================================================

Look for our full-page advertisement in upcoming issues of AtariUser magazine.

AtariUser Magazine??? I thought AtariUser magazine had gone the way of
the dodo bird (i.e. extinct). I called their office many months ago, and
got a return call from John T. stating that they would publish again "as
soon as the Falcon is released." Well, the Falcon has been released,
and still no AtariUser. What gives? I paid a subscription, and got about
two issues before they stopped publishing. Does anyone have info?
Mark van Wyk (408) 739-0541
```

944. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 21:55:40 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20ajgs$s7k@usenet.INS.CWRU.Edu>
Source record: 204272

1.) Several months ago, I spoke to a man who claimed to have
been in the "Jaguar Lab" and had seen a prototype in action.
I hate doing this (because I hate when others do this to me! <G>),
but this man will have to remain anon. for now. I've known him
for enough time to trust him, though, and he is very closely
connected to Atari Explorer Online...

2.) Although no one at Atari has ever confirmed this, I am
fairly certain about the timetable of the Jaguar project.
I recently found out a great deal of this when I spoke to
a man who worked for an advertising agency which Atari had
contracted to do prelimary advertising work a while ago.
I'll try to get more information from him, and about him.
Sit tight.

3.) It's no secret that Atari Microsystems, Atari ex-R&D
department in Texas, had close ties with Motorola. It
is now a documented fact that Atari developed a 64 bit RISC
CPU, with the help of Motorola, there. This has been
confirmed by every Atari official I know, besides some
outside sources.

if you have any specific questions, feel free to ask, although
I'll be the first to admit that there is a great deal I do not
know about the Jaguar. BTW, don't be surprised about the
ignorance of those at Atari you spoke to - All of thw work
on the Jaguar was done in Texas and then contracted out to the UK.
The project was not moved to Atari HQ in Cali until it was finished.
Apparently, the hardware was not quite finished until a few months
ago...

- Chris Millar

945. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 21:58:22 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20ajlu$sfj@usenet.INS.CWRU.Edu>
Source record: 204273

I think Bob's playing some word games with us...what do we
really mean when we say "Jaguar" - An Atari official stated
after CeBIT, that the jaguar would not be the only console
released this year. Interesting. Maybe another console
will have such computer-expansion capabilities. Actually,
I'd bet money on it...

- Chris Millar

946. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 22:25:55 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20al9j$1sc@usenet.INS.CWRU.Edu>
Source record: 204274

To: sabbath@cix.compulink.co.uk (Graeme Rutt)

Fascinating! I admit that my knowledge of the Jag's architecture is very limited, but what your friend has been saying sounds like it could fit in very well with what I have found out...

I knew if the DSP, but the dual RISC chip is new to me - perhaps Atari has two parallel processing 32 bit RISC chips going for it. Vary nice.....very nice indeed. And you have to love a machine which uses a 16Mhz 68000 as a support chip! Let's hope this is true.....Any more info would be much appreicated! You can email me if necessary...

- Chris Millar Internet address: cmillar@delphi.com

947. Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 22:38:43 UTC
From: ant@mks.com
Message-ID: <1993Jun23.223843.7658@mks.com>
Source record: 204278

Anyone who can recommend safe, fast, and easy to use backup software
please e-mail me where I can ftp the software.

I'm not happy with BackupST V1.0.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

948. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 23:05:34 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-230693155941@townsend.taligent.com>
Source record: 204277

In article <209nhfINN901@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) wrote:
>
> In article <memo.356905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
> >I know a developer in the UK who says he has a Jaguar, so unless he's
> >lying...
>
> So unless he's lying, what? It exists in some prototype form? Great,
> but that hardly backs up all of Chris's claims about it already being
> manufactured, its capabilities and its development system, etc.
>

Yes, that is true. However, you might try giving the product a change before
you start to shoot it out of the water!

> Who is this developer? What is he writing? What does he think of the
> machine? If you say "he can't say because he's under nondisclosure,"
> then you have to admit that the public really knows very little about
> the Jaguar -- essentially *nothing*. Which is why I think it's a
> little premature to compare it favorably with the 3DO or any other
> machine. Or, for that matter, to speculate about the feasability
> of the next Atari computer being Jaguar-based.

Is it any or your business who this developer is? I don't think so. Atari don't have to tell you ANYTHING. They don't have to pass their plans by Mr. Baggett before they proceed. As for comparisons, that is true.. You can't make them at this point. You don't know anything about the machine.

> I do know that the major game companies (Sierra, Lucasfilms,
> Microprose, etc.) have been given offers to develop for the 3DO, and
> many of those companies now have machines in house, complete with the
> (very impressive) mac-based development software. This is NOT true of
> Atari's Jaguar, just as it is not (and has never been) the case that
> those developers are eagerly writing games for the Falcon. Of course,
> Atari will probably lie and tell you that "literally hundreds of titles
> are being developed behind closed doors." Yeah, we've heard that one
> before, about their "new" machine that came out last August ... I mean,
> this August.

I do know that they are working on lots of games at this point. I do know that the project is progressing nicely. I do know much more than I am allowed
to write here. If you don't like that, that's your problem.

Me thinks that someone is just alittle upset that their game development system wasn't what Atari was looking for.

-- John Townsend
John_Townsend@taligent.com

949. epson action laser 1000

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 23:46:54 UTC
From: whitbeck@snowlake.unr.edu
Message-ID: <1993Jun23.234654.3060@physics.unr.edu>
Source record: 204280

I am planing on buying a laser printer for the atari st. I want to use
it with TeX and would appreciate info/experiences with the
atari laser printer, the HP laserjet IIP and the new(?) epson action 1000 in
HP and postscript modes.

Has anyone used the Epson Action 1000? for TeX?

Any recommendations (ftp sites) for dvihp or dvips programs for the ST ?

I'd appreciate e-mail.

Thanks

Mike
whitbeck@maxey.unr.edu

950. Re: I saw a Falcon in Mass.

Newsgroup: comp.sys.atari.st
Date: 1993-06-23 23:52:09 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.740879529@studserv>
Source record: 204279

In <LANCER.93Jun23140508@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:

>Well, I finally got to play with a Falcon030 today! It was a demo
>stuff deleted ....
>The sound was great! Much clearer than my roomate's 486/SoundBlaster.
>Even from the monitor's speakers it sounded great.

if you think that was great wait 'till you hook it up to to your HiFi

> The graphics,
>though, were surprisingly poor. My ST can do as good... Perhaps it
>was because he didn't have a VGA monitor.
^^^^^^^^^^^^^^^^^^^^^^^^^
Ehem, if one would connect a 1955 singles stack box up to a top of the line amp, the dissapointment would be the same. I can't believe he's doing this! Believe me, with a good monitor there is quite a difference, and the ST doesn't win that one.

>I wish they'd packaged them in the pretty Mega
>cases...

I'm with you on that one. Lets hope that ATARI ..... well ....., you always could put it in a tower (and if you should buy any of the extention boards -with Fast-Ram etc.. - you'll have to ;)).

>later,
sooner?
gn

951. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 01:02:11 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC93pJn.6Hu@netcom.com>
Source record: 204282

```
In article <1993Jun23.223843.7658@mks.com> ant@mks.com (Anthony Howe) writes:
>Anyone who can recommend safe, fast, and easy to use backup software
>please e-mail me where I can ftp the software.
>
>I'm not happy with BackupST V1.0.

Get Diamond Back II. It's great. Highly recommended.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
```

952. GEM files for testing graphics filters

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 01:18:58 UTC
From: rwarfel@frame.com
Message-ID: <9306240122.AA01027@descartes.corp.frame.com>
Source record: 204281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I need some GEM (IMG, DRI) files created in a GEM app (no conversions please) to test a conversion utility. Any assistance would be appreciated.

rwarfel

953. Packers

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 01:47:47 UTC
From: t821431@minyos.xx.rmit.OZ.AU
Message-ID: <20b143$61l@escargot.xx.rmit.OZ.AU>
Source record: 204285

Are there any packers written for the IBM??

I mean packers that are used on executables and depack themselves upon execution...

Is there any reason why they are not written on the IBM?

thanks

richard
.
..ZZZ

954. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 01:57:08 UTC
From: rjung@netcom.com
Message-ID: <rjungC93s39.8v7@netcom.com>
Source record: 204283

In article <93174.53454.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>From: hutch@bellman.lanl.gov (John Hutchinson)
>>Good News! The Glendale Show has been officially announced by John King
>>Tarpinian, the Faire Chairperson.

That's just a formality. The date of the show was already set before last
year's show even started. John loves to get an early jump on things. B-) He
knows how to run a quality production, and it shows.

>>Look for our full-page advertisement in upcoming issues of AtariUser
>>magazine.
>
> AtariUser Magazine??? I thought AtariUser magazine had gone the way of
> the dodo bird (i.e. extinct). I called their office many months ago, and
> got a return call from John T. stating that they would publish again "as
> soon as the Falcon is released." Well, the Falcon has been released,
> and still no AtariUser. What gives?

Last I heard was that John Nagy had financial difficulties, due to smashing
up his car (while running a batch of AtariUsers from the printer, or
somesuch). That, coupled with late payments by some of AtariUser's
advertisers, caused the magazine to suspend publication for a while and catch
a breath.

I am working on the presumption that John T. and John N. are still
earnestly trying to put out the magazine -- what is the point of telling
people you are going to publish a FREE publication if you're not? It'd be
easier to just say "Oops, sorry, we folded" if that was what happened, after
all.

Besides, there's still the rest of that "All-Lynx resource" promised (but
omitted) from the December 1992 issue. And there's probably a TON of Lynx
game reviews in the queue... *Smirk*

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

955. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 04:13:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20b9lm$53g@usenet.INS.CWRU.Edu>
Source record: 204286

In a previous article, cx821@cleveland.Freenet.Edu (Christopher M. Millar) says:

>
> I think Bob's playing some word games with us...what do we
> really mean when we say "Jaguar" - An Atari official stated
> after CeBIT, that the jaguar would not be the only console
> released this year. Interesting. Maybe another console
> will have such computer-expansion capabilities. Actually,
> I'd bet money on it...

Hmmm... Interesting. I received mail from Bob last week and he said not
to be surprised to see the RISC and DSP used in other products in the
near future. You could be right.

Len
>
> - Chris Millar
>
>

--

956. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 04:15:23 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20b9or$54b@usenet.INS.CWRU.Edu>
Source record: 204287

In a previous article, cx821@cleveland.Freenet.Edu (Christopher M. Millar) says:

>
> To: sabbath@cix.compulink.co.uk (Graeme Rutt)
>
> Fascinating! I admit that my knowledge of the Jag's architecture
> is very limited, but what your friend has been saying sounds like
> it could fit in very well with what I have found out...
>
> I knew if the DSP, but the dual RISC chip is new to me - perhaps
> Atari has two parallel processing 32 bit RISC chips going for it.
> Vary nice.....very nice indeed. And you have to love a machine
> which uses a 16Mhz 68000 as a support chip! Let's hope this is
> true.....Any more info would be much appreicated! You can email
> me if necessary...
>
> - Chris Millar Internet address: cmillar@delphi.com
>
>

Keep in mind that this is a DEVELOPER'S developing unit. It is most likely
an altered version of the Jaguar.

Atari may have put those extra chips in just to help out the developer.

--

957. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 04:34:05 UTC
From: mgm@world.std.com
Message-ID: <C93zCu.Fv5@world.std.com>
Source record: 204288

hutch@bellman.lanl.gov (John Hutchinson) writes:

>where john-doe is the user's GEmail address. I _believe_ the new system is
>in place where every GEnie user can now receive mail from the Internet, but
>I cannot confirm that. Can anyone else?

I believe GEnie's date for the changeover to the new system is July
1st. Until then it depends on whether the particular user subscribed
to the internet service...
--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"I have a rock garden. Last week three of them died." -- Richard Diran

958. FOR SALE: Atari ST Abacus Books (11 books 5 disks) $120!

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 04:55:39 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <20bc4blNNd1i@uwm.edu>
Source record: 204290
Cross-posted to: misc.forsale.computers.other,chi.forsale,wi.forsale,uwisc.forsale,comp.sys.atari.st

```
FOR SALE: **********************
*Atari ST Abacus Books*
**********************
-------
-About-...
------- .
.....This near full Abacus book set is a very complete
guide to both Hardware and Technical Software issues of the
Atari ST computers. I can provide a specific description
of an individual book upon request. Overall there is
over 9" of nicely laid out text total (all 11 books)

* all in "new" condition

-----------------------------------------------------------------
Abacus books (11) below with disks(5) as a set..................... $120
Abacus books:
Atari ST Internals
Atari ST Internals accopanying disk
Atari ST GEM Programmers Reference
Atari ST GEM Programs accompanying disk
Atari ST Machine Language
Atari ST Machine Language accompanying disk
Atari ST Tricks & Tips
Atari ST Tricks & Tips accompanying disk
Atari ST LOGO User's Guide
Atari ST Peeks & Pokes
Atari ST BASIC Training Guide
Atari ST Introduction to MIDI Programming
Atari ST BASIC to C
Atari ST 3D Graphics
Atari ST 3-D Graphics demo accompanying disk
Atari ST Disk Drives: Inside and Out
Atari ST Disk Drives: Inside and Out accompanying disk

-----------------------------------------------------------------

*Email to the address below: Thanks-
--
-------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
-------------------------------------------------------------------------
```

959. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 04:57:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20bc76$5v7@usenet.INS.CWRU.Edu>
Source record: 204289

In a previous article, d8klojo@dtek.chalmers.se (Johan Klockars) says:

>
>I finally got myself a Falcon in the Netherlands last week! ;-)
>Many thanks to all who responded to my last message.
>
>I really like this machine, but the compatibility problems are irritating.
>To make this a little better I suggest we (Falcon owners) try to assemble a
>list of compatible programs. The list should specify what options should be set
>in "backward", "magi" or whatever ST-emulator, if necessary.
>If people can see that many of the ST games runs, more Falcons will be sold.
>
>What do you think?
>
>This is a short list of what I've tried so far:
>
>MicroProse Golf crashes at the end of the intro. Probably sound problems.
>MicroProse Formula One Grand Prix runs with some options set!
>EPIC runs all the way through the intro, but crashes just before the cockpit
> instruments are drawn. This is probably possible to fix somehow.
>PSION Chess runs fine.
>
>

GREAT IDEA! I think we should get a list compiled. Once we get some kind
of list going, I'll post it on the Cleveland Free-Net in a permanent
location so anyone with access can get it anytime they want.

Len
>

--

960. Re: Falcon noisy sound I/0

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 05:11:38 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <20bd2a$nur@msuinfo.cl.msu.edu>
Source record: 204291

schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:

>Dear Falconers,

>I've heard the sound I/O of the Falcon is a bit noisy.
>Didn't remember if it was the input or output (headphone).
>Could some1 please comment on that. What are your experiences ?

You heard wrong. The Falcon I use works just fine...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

961. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 05:34:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20becsINN10d@life.ai.mit.edu>
Source record: 204292

In article <John_Townsend-230693155941@townsend.taligent.com> John_Townsend@taligent.com (John Townsend) writes:
>Yes, that is true. However, you might try giving the product a change
>before you start to shoot it out of the water!

Yes, John, but this is *Atari* we're talking about, not a company that has a decent track record. Atari couldn't even get the *Falcon* out, and it's not even state of the art! Here we're talking about a supposed 64-bit machine, with all sorts of whiz-bang coprocessors.

NO ONE in the mainstream is interested in "giving Atari a chance." Nintendo and SEGA are out there. 3DO has real, working hardware, and they have many developers on board as well as developer perks like the l70+ CD library of license-free video and audio clips ready for use in games. Atari has more than used up its get out of jail free cards. Frankly, no one in the console/compute games business even takes Atari seriously anymore as far as I can tell. "Atari at CES? Who's Atari? Didn't they go under years ago?"

Further, less than 5% of the "news" that comes out of Atari HQ is actually true, so why should we believe the latest propaganda about the Jaguar, much less begin calling each other ignorant for not knowing how great a machine it is?

>Is it any or your business who this developer is? I don't think so. Atari
>don't have to tell you ANYTHING.

CLAIMS WERE MADE. I'm only asking that they be supported. It's my business, to the same extent it is everyone else on this group's. A post about "some developer" developing "some game" is useless; without some sources to back it up, there's no reason to believe anything in it any more than there is to believe the family of compulsive liars that run Atari Corp when they said in that *ridiculous* press release that the Jaguar would "revolutionize" this and that.

>They don't have to pass their plans by Mr. Baggett before they
>proceed. As for comparisons, that is true.. You can't make them at this
>point. You don't know anything about the machine.

My personal contact with this machine has nothing do with anything. Has *anyone* here used the machine? Written anything for it? If so, speak up, because otherwise we have NO factual information to go on, and we might as well not even be speculating, much less insulting each other. With regard to the 3DO, however, we do have factual infromation, because I've used one and have posted about it here (as have others).

Since you're an ex-Atari employee, and are giving the impression of being "in the know" would you care to help us out? If not, don't flame anyone for not believing the latest rumors. And *certainly* don't flame anyone for being skeptical. Again, this is *Atari* we're talking about.

>I do know that they are working on lots of games at this point. I do
>know that the project is progressing nicely. I do know much more than I
>am allowed to write here. If you don't like that, that's your problem.

First, who are "They?"

Second, why should I believe this from you any more than from any other random person, or, for that matter, Atari? Unless you're willing to put a name or number where your mouth is, you have added nothing to what we know.

E.g., what companies? What games? Who? Jeff Minter? Anyone? Surely you can give us something we can actually CHECK, right? Otherwise don't waste our time with what amount to unverifyable rumors. We have more than enough of those here.

>Me thinks that someone is just a little upset that their game development
>system wasn't what Atari was looking for.

I should really flame you into an unrecognizeable charred mass for this comment, but I'll force myself to be civil.

You and the 10,000 other armchair psyhciatrists in this group can speculate all you want. What I wish for in the Atari world right now more than anything is that my name recognition in the community wouldn't get me continuously typecast into a cut-out cardboard figure. I've made no money off the Atari community, given away thousands of hours of work, gotten completely screwed as a freelancer, tried my damndest to get the company and the users to honestly assess the state of affairs, and this is what I get in return. Thanks a bunch. If it weren't for all the great people I've met along the way, I'd wonder if it was worth it. But hey, maybe HacMan II got me into MIT. (Ha-ha.)

Really, I can't post a single note here anymore without someone leaping the kind of ridiculous conclusion you've reached here, and even worse, as in this case, reading more into my opinions than is actually there, and then flaming me for what they've made up and silently attributed to me! Frankly, I'm getting pretty damn sick of it. :P So there.

It seems all too easy to write off someone's opinions in one fell swoop with "oh he just has a personal problem with Atari," doesn't it? When people get exasperated because they can't answer BobR's objections they resort to the same pitiful tactic, over and over again. It's pathetic. Yes, I know it's Usenet, but argue with facts, not flames.

And how could you be so ignorant of what transpired when you were there? You KNOW what they did, and YOU were one of the ones who told us that kind of stuff went on all the time -- that we weren't alone and

that you were pretty damn sick of it all yourself. Hell, you guys were all talking with us about where you were looking for jobs! (And I'm genuinely happy to see that you've all done well in that regard.)

Atari *invited* us to show them GW. Specifically, Bill Rehbock did, and Mike had talked to John Skrutch about it weeks in advance as well. At that time I was already busy with other things (like making money for a change), and DC and Neil and I had already had a falling out. I'd already largely written DC off at that point (Mike had been AWOL for weeks before he called me out of the blue about the Sunnyvale invitation), and we were discussing ways to get the rights back so we could release the system on our own. I was hardly staking anything on Atari's interest in GW. In fact, I didn't even really want to go, but Mike convinced me, and I was, to be honest, a bit curious to see the much-vaunted Atari HQ in person. To say that I was underwhelmed would be an understatement.

But it was interesting in that it was a potential opportunity, though since we had never expected it to happen, we had no expectations. (Or at least I didn't. Mike may have.) Furthermore, at that time I was already convinced that Atari (Falcon or no) was a waste of time, and that the PC was a much more viable platform for GW. So your suggestion that the little fiasco in Sunnyvale has lead me to wish for the Jaguar's failure is, in addition to being fairly insulting, completely incorrect.

I admit that it has left me with a very bad impression of Atari in general, such that I don't really believe anything they say until I see some *real* facts from *real* sources to back it up. In fact, the whole thing was very enlightening: it drove home the importance of professional behavior even in a fairly loose high-tech setting, showed me first-hand how different a company can make itself appear on the outside versus the reality inside, and how utterly in the dark many professional game programmers are about software development methodology.

Those guys had obviously grown up writing 2600 carts. I spent that time of my life hacking MACH internals and other operating systems code. Big difference in approach. Those 2600 coders who can't adapt to writing large-scale applications (which is what games are now) will be selected out of the system. And considering the unbelievable pomposity of the Atari employees that fit into that category, I can't say that I have any sympathy.

Atari is a laughably bad company now, and all the cheerleading and BobR bashing in the world isn't going to change that. And, contrary to your pompous psychoanalysis, this saddens me. I would love to see the Jaguar do well. But I have seen and used the 3DO, and it is an awesome force to be reckoned with. SEGA and Nintendo, with their 95+% market share, should be very worried.

I can't believe that an Atari in such disarray a year ago could produce anything that could compete with the 3DO. But hey, prove me wrong -- tell me what the Jaguar does, what the development system is like, and who can corroborate the whole story.

If people are going to post claims about the Jaguar here, I don't see why I shouldn't them to task by, god forbid, asking for sources. Sources that, for example, back up the claims that the machine is being manufactured NOW, that it's even possible that it could sell for $200, that it has an "excellent" development system, etc.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

962. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 05:44:51 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20bf0jINN14q@life.ai.mit.edu>
Source record: 204293

In article <memo.358463@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>I was recently speaking via email to a bloke who is currently
>programming a game on a developer's jaguar. He reports that it's an
>excellent machine, has *two* RISC chips, a DSP chip for (mainly) sound
>and a 68000 (!) running at 16Mhz. The latter is purely for a little
>control code and shouldn't be seen as a weak link.

Well, this is starting to sound interesting. If this person is willing
to tell us, I'd like to hear answers to the following:

- In addition to the usual questions about resolution and palette size,
how many sprites does it support at once, and how big can they be?

- Does it do sprite transformations (rotation, scaling, warping)
in hardware?

- Does it have an alpha channel; i.e., will it support any kind of
hardware transparency effects?

- Is there a floating point unit?

- How much RAM does it have?

- Does it take carts or CD-ROM's? If carts, how big can they be?

- How many scrolling planes does it support?

- What are the development tools? Is there a C/C++ compiler, do you
use a Mac or PC as a front end, etc.

- What kind of development library does it come with?

- How much does it cost to become a developer?

- What is the policy on making carts/discs for it; is it license free,
or per-copy fee as with Nintendo?

Dave Baggett
--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

963. NVDI: How do I get it?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 06:53:11 UTC
From: dud@stein.u.washington.edu
Message-ID: <20bj0nINNehf@news.u.washington.edu>
Source record: 204294

Title says it all... I'd like to know the developer and distributer. I'm in the US... is there any way for me to get it here short of sending money to Europe? My local dealer (Xanth corp. in Bellevue, WA) wants to stock it. How would they go about doing that?

Thanks in advance...

Dan Aylward
dud@u.washington.edu

964. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 08:38:54 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.740911134@mailserv>
Source record: 204295

In <1993Jun23.135655.325@eicn.etna.ch> NO E-MAIL ADDRESS@eicn.etna.ch (Ralf von Gunten) writes:

>In article <1993Jun22.134656.8679@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
>> Anyone know if there are any sites where I can download POVRay from. I saw
>> it in ST Format and it looks real smart.

> ftp at alfred.ccs.carleton.ca (134.117.1.1)
> in pub/pov-ray/POV-Ray1.0
^^^^^^^^^^^^
Stupid question: is this really the Atari version?

Thomas

--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie *_____*
* Herrenberger Str. 51 * home: Elchtrasse 21 *
* 7400 Tuebingen, Germany * 7410 Reutlingen *

965. civilization for TT?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 09:08:01 UTC
From: pjn@rz.uni-jena.de
Message-ID: <1993Jun24.090801.19822@rz.uni-jena.de>
Source record: 204296

Hello,

I have a question about the game 'civilisation' for the Atari ST: Does it run on a TT030 with TOS 3.06? There is no local Atari dealer here in Jena, so I cannot try it myself... but I would like to know about this before I order it via mail.

Please reply via email, because I do not read this group regularly.

Thanks in advance,
Joerg.

email: jon@gravi.physik.uni-jena.de

966. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 09:53:16 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <20btic$k49@info2.rus.uni-stuttgart.de>
Source record: 204297

In article <C92qwy.2wH@news.chalmers.se> d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>I really like this machine, but the compatibility problems are irritating.
>To make this a little better I suggest we (Falcon owners) try to assemble a
>list of compatible programs. The list should specify what options should be set
>in "backward", "magi" or whatever ST-emulator, if necessary.
>If people can see that many of the ST games runs, more Falcons will be sold.

I have also tried some games on the Falcon:
Pirates, Speedball2, Amberstar - don't run.
Popoulus I and II are running (with Magi or Backward),
Railroad Tycoon will run 30-60 Minutes with Backward (then HD-Problems),
Their finest Hour (runs without any 'STE-Emulator' - nice speed),
all Sierra adventures are running,
all Lucasfilm adventures (Monkey Island, Indy III, Zak McKracken...) run,
Lemmings 2 runs (with Backward - Lemmings 1 doesn't),
Gobliins 2 runs (with Magi or Backward),
Civilization seems only to run from Disk,
...and more...

Ciao, Heiko.

967. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 10:53:12 UTC
From: djs@jet.uk
Message-ID: <1993Jun24.105312.22651@jet.uk>
Source record: 204300

In <1993Jun23.180007.25859@cee.hw.ac.uk> garry@cee.hw.ac.uk (Garry Marshall) writes:

>Anyone know where to get a program to edit the voices and do other wierd
>things to a Yamaha PSS 480 (PSS anything) keyboard.

>I would prefer an ST version but if there is one for the amiga I would look at
>it anyway. Alternatively Does anyone have any info about how I would go about
>writing a program to control this keyboard. Like The format of the bulk memory
>dump or technical stuff like that.
All of the Yamaha kit I have prints the SysEx format in the back of the
manuals. Failing that, just call them; they were quite helpful the last time
I wanted some info (several years ago, though).
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

968. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 11:14:15 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C94Hvs.IM5@liverpool.ac.uk>
Source record: 204298

In article <memo.359968@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
> In article <209nhfINN901@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> >In article <memo.356905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
> >>I know a developer in the UK who says he has a Jaguar, so unless he's
> >>lying...
> > >
> > >Who is this developer? What is he writing? What does he think of the
> > >machine? If you say "he can't say because he's under nondisclosure,"
> > >then you have to admit that the public really knows very little about
> > >the Jaguar -- essentially *nothing*. Which is why I think it's a
> > >little premature to compare it favorably with the 3DO or any other
> > >machine. Or, for that matter, to speculate about the feasability
> > >of the next Atari computer being Jaguar-based.
> > >
>
> He says it's great. Since he has Internet access, it's up to him to let
> you know who he is - he may be bound by NDA.
>
> Ofir ogal@cix.compulink.co.uk

I also read the post that Ofir is referring to, and whilst it obviously
means little to anyone else, I'd say that if the person who said it said it,
then I'd be inclined to believe it.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

969. Dave Wade

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 11:21:46 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <740920905.28299@minster.york.ac.uk>
Source record: 204169

This is a message for Dave Wade, of Salford Software Services. Apologies for the wasted bandwidth to UK readers. Press 'n' now to skip the rest.

Dave, I've been trying to reply to your recent e-mail message, but uknet keeps sending it back with 'unknown host' -- the host given in the reply address is d.sss.co.uk. Is this correct?

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

970. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 11:56:20 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jun24.115620.5814@cs.nott.ac.uk>
Source record: 204154

In article <20bc76$5v7@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, d8klojo@dtek.chalmers.se (Johan Klockars) says:
>
>>
>>I finally got myself a Falcon in the Netherlands last week! ;-)
>>Many thanks to all who responded to my last message.
>>
>>I really like this machine, but the compatibility problems are irritating.
>>To make this a little better I suggest we (Falcon owners) try to assemble a
>>list of compatible programs. The list should specify what options should be set
>>in "backward", "magi" or whatever ST-emulator, if necessary.
>>If people can see that many of the ST games runs, more Falcons will be sold.
>>
>>What do you think?
>>
>>This is a short list of what I've tried so far:
>>
>>MicroProse Golf crashes at the end of the intro. Probably sound problems.
>>MicroProse Formula One Grand Prix runs with some options set!
>>EPIC runs all the way through the intro, but crashes just before the cockpit
>> instruments are drawn. This is probably possible to fix somehow.
>>PSION Chess runs fine.
>>
>>
>
>
>GREAT IDEA! I think we should get a list compiled. Once we get some kind
>of list going, I'll post it on the Cleveland Free-Net in a permanent
>location so anyone with access can get it anytime they want.
>
>Len
>>
>
>--
>

I made a list of about 50 games, and whether or not they ran (I didn't
have backward then) which I made when I first got my Falcon...I can update it
with some backward settings and post it soon, if you like...
When I made the list I put down why it didn't load, so should help some people.

Martin

971. Re: I saw a Falcon in Mass.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 12:23:40 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun24122340@ramanujan.WPI.EDU>
Source record: 204164

>>>>> "zxmng01" == Geoffrey Noyes <zxmng01@studserv.zdv.uni-tuebingen.de> writes:
zxmng01> In <LANCER.93Jun23140508@ramanujan.WPI.EDU>
zxmng01> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
>Well, I finally got to play with a Falcon030 today! It was a demo
>stuff deleted ..... The sound was great! Much clearer than my
>roomate's 486/SoundBlaster. Even from the monitor's speakers it
>sounded great.
zxmng01> if you think that was great wait 'till you hook it up to to
zxmng01> your HiFi

He had it hooked up to a pair of Yamaha NS-10s (those of you who know
about speakers will promptly groan) and a no-name rackmount music
amp... Remember, this is a music store... And the sound was
unbelievable. In response to the other thread, there was NO noise
that I could hear.

> The graphics,
>though, were surprisingly poor. My ST can do as good... Perhaps it
>was because he didn't have a VGA monitor.
zxmng01> ^^^^^^^^^^^^^^^^^^^^^^^^^ Ehem, if one would connect a 1955
zxmng01> singles stack box up to a top of the line amp, the
zxmng01> dissapointment would be the same. I can't believe he's doing
zxmng01> this! Believe me, with a good monitor there is quite a
zxmng01> difference, and the ST doesn't win that one.

It's really surprising about this. After all, he was demonstrating
the Falcon for someone who showed interest in buying one (me!) and yet
he used the Atari SC14xx (whatever) monitor and had NO demo programs
to show me! Perhaps Atari should work on making a knock-your-socks-
off demo for the Falcon. If I was a "regular customer" (as opposed to
an Atarian) I wouldn't have given the Falcon a second look. I would
have said "that's nice. Let me see the MacIntoshes..." (well, _I_
wouldn't have said that, but you get the point...)

>I wish they'd packaged them in the pretty Mega cases...
zxmng01> I'm with you on that one. Lets hope that ATARI ..... well
zxmng01> ....., you always could put it in a tower (and if you should
zxmng01> buy any of the extention boards -with Fast-Ram etc.. - you'll
zxmng01> have to ;)).

And what about COOLING? My ST gets damn hot when I'm running it for a
while! I was even thinking of installing a little fan... And it's
got some room inside the case... I imagine a Falcon would just FRY!

.s.
(BTW: the shareware (?) game "Atax" is really great. Check it out!)

--
- lancer@wpi.wpi.edu - - Minor Threat: -
- You see me and you laugh out loud. First impressions -
- without a word. You can't believe your eyes at first -
- but now you know you've seen the worst. Red, I'm seeing red! -

972. Re: .WAV players for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 12:35:53 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jun24.123553.12655@nrtpa038.bnr.ca>
Source record: 204160

> Help!
>
> I've downloaded a bunch of .WAV files (the Windows sound files for the
> P.C.) thinking I had a working player.
>
> However, it doesn't seem to work. I think I either got a bad copy or
> it simply won't work correctly. The one I have is called (oddly enough)
> WAVEPLAY by one B. Grier.

Hi greg,
This program only works with an STE, TT, and possible the FALCON.
The two bombs on the ST occur when trying to access the DMA sound sub-system.
The source should be in the archive, some place, otherwise it is on GEnie.
I am working on a faster version, and I am looking at supporting an ST.

If you can not find the sources send me email and I'll send them to you.
I do not plan on posting to the archive until the next version is complete.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

973. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 12:44:43 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun24.094443.14597@ac.dal.ca>
Source record: 204155

```
In article <ekrimenC93pJn.6Hu@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
> In article <1993Jun23.223843.7658@mks.com> ant@mks.com (Anthony Howe) writes:
>>Anyone who can recommend safe, fast, and easy to use backup software
>>please e-mail me where I can ftp the software.
>>
>>I'm not happy with BackupST V1.0.
>
> Get Diamond Back II. It's great. Highly recommended.
>
>
> --
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

I agree.
```

974. mpegplayer

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 12:46:36 UTC
From: norbert@techfak.uni-bielefeld.de
Message-ID: <C94M5p.G2K@hermes.hrz.uni-bielefeld.de>
Source record: 204151

Hi!
is there any mpegplayer for atari ste ftpable ?

thanks
Norbert

--


```
_____________________________________________________________
/ \
| __ __ |
| / \ / / Norbert Siekmann |
| / /\ \/ / 4800 Bielefeld |
| / / \ /___ Deutschland |
| /_/ \____ \ |
| ___________/ / |
| /____________/ norbert@techfak.uni-bielefeld.de |
| |
| Die Antwort auf die Frage nach dem Leben, |
| dem Universum und dem ganzen Rest ist: ----> 42 (D.A.) |
\_____________________________________________________________/
```

975. Chaos Engine review available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 12:57:01 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Jun24.125701.28042@porthos.cc.bellcore.com>
Source record: 204152

Yo:
Has anyone bought and played Chaos Engine yet. Is it great?
I thought GODS was one of the best overall packages I've seen.
Also, if you've bought and played, where did you buy it?
(assuming you recommend it).

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

976. Sticky Keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 13:23:05 UTC
From: rrice@netnews.upenn.edu
Message-ID: <133106@netnews.upenn.edu>
Source record: 204153

'Lo, folks:

Hey--does anybody have a quick & easy solution for a key (on my Mega STE 4's keyboard) that sticks, or takes multiple presses to work? The "1/!" (worked that time) and sometimes the "2/@" key just don't go. And sometimes it do. It MIGHT be dust, except that I'm a feind for covering the keyboard, have used the vacumn (rigorously, after this started), and don't abuse the thing. Whatever the cause, does anybody know what I can do about it? Thank you!

Rob S. Rice
rrice@ccat.sas.upenn.edu

977. Re: Falcon Demos

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 13:50:25 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun24.135025.17301@unix.brighton.ac.uk>
Source record: 204159

There is a very good mod player in the Falcon directory at a.a.u.e, it

plays 8 bit mods in 16 bit mods I think, but i guess it won't be long before
new 16bit mods are available. I use it and its great, it impressed my friends.

Cannot understand why the Falcon dir would be locked, I have never had that
problen, if you do try one of its mirrors like src.doc.ic.ac.uk.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

978. How do I get Atari Programs from Sun to Atari ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 13:51:18 UTC
From: willoch@oslo.sgp.slb.com
Message-ID: <WILLOCH.93Jun24155118@geos4405.oslo.sgp.slb.com>
Source record: 204161

I have an Atari 520st at home that my children want to play games on.
I have a Sun at work with access to the internet and all the atati
software.

How do I get the software from my Sun to my Atari?

What kind of floppy format does the Atari use?

Can it read PC-format?

Does there exist programs to write Atari format on floppys from UNIX?
Can rawwrite be used?

--
Thorbj�rn Willoch | Schlumberger Geco-Prakla
Phone: +47-67575548 | Jongs�svn 4
Internet: willoch@oslo.sgp.slb.com | N-1300 Sandvika, NORWAY

979. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 14:01:05 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.363230@cix.compulink.co.uk>
Source record: 204156

In article <20bf0jINN14q@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>
>Well, this is starting to sound interesting. If this person is willing
>to tell us, I'd like to hear answers to the following:

I can see it now... Me: Oh, he can't do that, he's covered by a NDA
You: Ha! Fallen into my trap - see these claims
can't be substantiated after all

All I can say is that he knows of this discussion, I don't know if he
gets this group and I don't know if he is covered by a NDA - so if he
wants to reply to your message it's entirely up to him.

I know the problem with rumours but why be too hard on people who
can't bolt down their comments to rock solid, documented and triple
signed facts? Relax, man. Let the verbiage roll over you and ingest
each message for what it might - or might not be.

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

980. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 14:01:05 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.363229@cix.compulink.co.uk>
Source record: 204157

In article <20al9j$1sc@usenet.INS.CWRU.Edu>, cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
> I knew if the DSP, but the dual RISC chip is new to me - perhaps
> Atari has two parallel processing 32 bit RISC chips going for it.
> Vary nice.....very nice indeed. And you have to love a machine
> which uses a 16Mhz 68000 as a support chip! Let's hope this is
> true.....Any more info would be much appreicated! You can email
> me if necessary...

That's all I know, Chris - and that sounds enough to make it sound like a remarkable console. Of course, there are plenty of remarkable computers currently residing in the 'where are they now?' file. I have a hunch that it's getting pretty close to make and break time for Atari and the camel's straw or Athurian grail is going to be the Jaguar - and certainly not the Falcon. Personally, I wish them every success as the bottom line is that they've so far given me 12 years of pleasure out of the computers I've owned.

Can you tell me any more about your hunch that this 'other' console will be able to become a real computer? Are we talking a Falcon based machine which will eventually be able to take a keyboard, for instance?

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

981. again need HP500 driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 14:45:10 UTC
From: matt22@gipsy35.cs.uni-sb.de
Message-ID: <20celmINN832@coli-gate.coli.uni-sb.de>
Source record: 204158

HI again!
I'm still looking for an HP500 DeskJet driver for Signum 2.
Anyone knows where to get it??
Thanx in advance

Tim

982. Formula One by Microprose?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 15:25:14 UTC
From: afzal@divsun.unige.ch
Message-ID: <1993Jun24.152514.9099@news.unige.ch>
Source record: 204162

Can anyone tell me if Formula One (World Circuit) by Microprose
is available for the Atari ST?

Please respond personnally, as I do not normally read this group.

Thanks in advance,
Afzal Ballim

--

Please note that my signature has a negative number of lines so if the

983. Re: Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 15:33:31 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1993Jun24.153331.3624@lmpsbbs.comm.mot.com>
Source record: 204163

hutch@bellman.lanl.gov (John Hutchinson) writes:

> ... I _believe_ the new system is
> in place where every GEnie user can now receive mail from the Internet, but
> I cannot confirm that. Can anyone else?

I tried sending mail to someone on GEnie a couple days ago, but got no
response, so I don't think the new system is up yet.

-George

984. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 17:02:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jun24.170227.29710@exu.ericsson.se>
Source record: 204166

Christopher M. Millar writes:
>
> 1.) Several months ago, I spoke to a man who claimed to have
> been in the "Jaguar Lab" and had seen a prototype in action.

Didn't the Jaguar originally start life as the Panther? I'm
not sure if Atari was working on two projects at the same time
(Panther & Jaguar) and decided to drop the less advanced model
in favor of the more promising system, or if they figured that
the Panther wasn't sufficiently impressive so they backed-up
a bit and re-worked it into the Jaguar. The only reason I
bring this up is because several developers, most notably
Jeff Minter, have publicly claimed to have done a little
programming on the Panther (I think Minter said he wrote
some demos for it). One of the video game magazines,
possibly the ever-reputable EGM, even published an alleged screen
shot from one such demo. More fuel for the fire...

--
James Hague
exuhag@exu.ericsson.se

985. Re: Packers

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 17:10:00 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jun24.171000.22025@unix.brighton.ac.uk>
Source record: 204165

t821431@minyos.xx.rmit.OZ.AU (Richard Clarkson) writes:
> Are there any packers written for the IBM??
>
> I mean packers that are used on executables and depack themselves upon
> execution...
>
>
> Is there any reason why they are not written on the IBM?
>
>
> thanks
>
>
> richard
> .
> ..ZZZ
>
>

Well I can think of three that immediatly spring to mind.
Pklite, compack and lzexe.

One of us is in the wrong group here ??

--

pf21@unix.bton.ac.uk

986. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 17:21:01 UTC
From: ken@isgtec.com
Message-ID: <5014@isgtec.isgtec.com>
Source record: 204171

In article <206etmINN1tal@rs2.hrz.th-darmstadt.de> schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
> In article <1993Jun16.133448.13826@iscsvax.uni.edu>, sinclap2954@iscsvax.uni.edu writes:
> > For those who have $1299 for a Falcon, but are on a long waiting list, Apple
> > has a machine for you and its called a Centris 610 with an 040. You can get
> > one for $1299 for a 4/80 configuration....

That sounds like an educational discount price to me... at least you would have to add the keyboard to that.

> Well, Users with an ATARI normally use the Music/Midi advantages,

Right, but a midi i/o box for macs with one in, four outs, and a thru is $50, hence irrelevant.

> or the
> graphical ones (DTP, etc.).

This makes no sense. A Falcon has zero DTP advantages over a Mac. Show me Quark Express, Pagemaker, and Framemaker on a Falcon. Reality check - let's talk facts, not engage in mindless Atari cheerleading. People want to make up their own minds, so they need facts.

> So the DSP is an absolute need for simple HD-IOs,

The word "so" here is incorrect since there was no proof before.

> if you want to make HD-Recording in excessive ways, you can easily
> connect some peripherial recorders. This is much cheaper than any other
> system!

Right, the Falcon is good for hard-disk recording. Big bloody deal. That sure is a big market. Like Amiga's stupid "desktop video". These are extremely small niche markets. Great if you own a studio. I don't.

> Second, the graphix: The falcon easily can make up to 1280*960, even more for
> less than $100, have you ever tried that on a MAC? The lowest prive for a card
> like that on a MAC including the monitor is >$4000, if you want to work with
> it!

This is total utter bulls**t. I can't let this comment pass unchallenged. You obviously have no idea what you're talking about. As the resolution goes up, the number of colours and the vertical scan rate GOES DOWN. The Mac vertical scan rate at 832x624 and 1024x768 and 1152x960 (for higher-end Macs) is 75 HZ!!! Non-interlaced! At >=256 colours. Show me that on a Falcon. It's called bandwidth, and the Falcon doesn't have it. All these hardware hacks that get higher res DROP THE SCAN RATE way down and eventually resort to going interlaced. Macs are NEVER interlaced. You're comparing apples and oranges,

but then you don't understand video anyway.

> I think, that anyone who needs a fast, good computer should buy a Falcon, the
> Desktop-case from DDD, BlowUP030 and maybe the 36Mhz030/50MhzDSP-card, then

Ha ha so how much does that cost? You just contradicted your own argument.
That would then be much more expensive than a Centris.

The Falcon is a nice machine, but my point is the Macs are now very
attractive - powerful, cheap, and tons of software. Let people have the
facts and then make up their own mind. The Falcon at its price point is
expensive and slow, and the DSP is not a general solution, but a specialized
co-processor with lots of limitations.

--
Klein bottle for rent -- inquire within.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

987. PSS480 (was Re: MIDI)

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 17:52:37 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <C950Bs.JFs@bristol.ac.uk>
Source record: 204167

```
In article <1993Jun24.105312.22651@jet.uk>, djs@jet.uk (David J Stevenson)
writes:
|>Xref: bsmail comp.sys.atari.st:25869
|>Newsgroups: comp.sys.atari.st
|>Path: bsmail!warwick!uknet!jet!djs
|>From: djs@jet.uk (David J Stevenson)
|>Subject: Re: MIDI
|>Message-ID: <1993Jun24.105312.22651@jet.uk>
|>Organization: Joint European Torus
|>References: <1993Jun23.180007.25859@cee.hw.ac.uk>
|>Date: Thu, 24 Jun 1993 10:53:12 GMT
|>Lines: 18
|>
|>In <1993Jun23.180007.25859@cee.hw.ac.uk> garry@cee.hw.ac.uk (Garry Marshall)
|>writes:
|>
|>>Anyone know where to get a program to edit the voices and do other wierd
|>>things to a Yamaha PSS 480 (PSS anything) keyboard.
|
I got a PD one, PSSED, from a PD supplier in UK a couple of years ago.
Runs in medium res on a 520ST or higher.

There are also program around for loading /saving the sequncer memories
but I never bothered with those (use atari for sequencing).

btw it is possible to produce voices via MIDI editing that it is IMPOSSIBLE
to create from the front panel alone. Not all parameters are accessible
from the front panel. OK so its only 2 op FM, and 8bit or similarly grungy
resolution, but when I was using the PSS I managed to get a few 1/2 decent
bass sounds (much better than presets).

|>>I would prefer an ST version but if there is one for the amiga I would look
|>at
|>>it anyway. Alternatively Does anyone have any info about how I would go
|>about
|>>writing a program to control this keyboard. Like The format of the bulk
|>memory
|>>dump or technical stuff like that.
|>All of the Yamaha kit I have prints the SysEx format in the back of the
|>manuals. Failing that, just call them; they were quite helpful the last time
|>I wanted some info (several years ago, though).

Absolutely. If you look at the back of your PSS-480 manual it describes
all the parameters for sound dumps etc. The level key scaling feature is
particularly useful if you don't have velocity sensitive MIDI controller.
```

But I'd suggest getting PD programs. If you have any problems email me.

```
|>--
|>+--------------------------------------------------------------------------+
|>| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
|>+--------------------------------------------------------------------------+
|>- Disclaimer: Please note that the above is a personal view and should not
|> be construed as an official comment from the JET project.
|>
--
Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict
HEPNET/SPAN ZEUS02::TJL,BRSPVA::TJL
Internet TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK
```

988. Re: Seagate ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 19:01:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A25942@K.maus.de>
Source record: 204013

>From the Seagate info that I have there is NO ! ST250R, but there is a
>ST251R, this is a 43 meg Formated Drive with 4 heads and 820 data
>Cylinders...

A Seagate 250R existed for a very short time, it was an old Imprimis or Wren drive (I don't remember which one). After Seagate bought these two companies, their old stuff was sold with Seagate labels on it.

bye, Peter

989. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 19:01:38 UTC
From: sourada@iastate.edu
Message-ID: <sourada.740948498@vincent2.iastate.edu>
Source record: 204168

In <memo.363230@cix.compulink.co.uk> sabbath@cix.compulink.co.uk (Graeme Rutt) writes:

>I know the problem with rumours but why be too hard on people who
>can't bolt down their comments to rock solid, documented and triple
>signed facts? Relax, man. Let the verbiage roll over you and ingest
>each message for what it might - or might not be.

Maybe it's just that he, like hundreds of others on this group, wants to
know more about the Jaguar. Dave asked a good set of questions, even some
I wouldn't have thought to ask :-)...

Of course, there is a good chance that many of those questions are covered
by an NDA, but it's worth a try. I'll second the request for more info
on the Jaguar.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
Because I believe this sentence, the human mind must be capable of doing
things it can't explain.

990. Re: Replacement drive for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 19:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A25943@K.maus.de>
Source record: 204011

>a new Conner three and a half inch, 170 Meg, SCSI, Model No. CP 30170E, at a
>fairly reasonable price. I'm trying to find out if parity can be disabled (
>that's what's needed, isn't it? - are there other things to watch out for?).
>Does anyone have any comments about the suitability/usability of this drive
>with the MSTE, or have particular recommendations of good drives to use?

The Conner drives do NOT work in the Mega STE, since parity can't be disabled.
Also "no go" are: Quantum ELS and Maxtor 7213.
Great are the Quantum LPS drives.

991. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 19:08:10 UTC
From: alex@falcon.demon.co.uk
Message-ID: <740948890snz@falcon.demon.co.uk>
Source record: 204067

In article <132895@netnews.upenn.edu> rrice@netnews.upenn.edu writes:

> I don't suppose (putting on his most winning smile) we could get
>you to come up with a better "general purpose" viewer? The last "multiple
>format" viewer that did slides well was DSLIDE.PRG, which could show TN?,
>SP?, P??, NEO, and even some 8-bit formats--with forward/backward
>first/last keyboard control. I sent Brochu money and suggestions on that
>one, and in return got the ghastly PicSwitch 1.1--years later.
>Compression, ye art software types! elles mote my hard drive explod!
>
> Rob S. Rice
> rrice@ccat.sas.upenn.edu

Sadly winning smiles don't help much here :-| My employer owns most everything
I do, in particular all the file import/export stuff was done on his time
and is now being used in multiple products - sorry!

--
Alex Kiernan
akiernan@falcon.demon.co.uk

992. Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 20:05:14 UTC
From: funkster@cats.ucsc.edu
Message-ID: <20d1dqlNNk4h@darkstar.UCSC.EDU>
Source record: 204170
Cross-posted to: rec.games.video,comp.sys.atari.st

Greetings.

I don't normally read rec.games.video, but since I got a copy of the Atari press release concerning the Jaguar I took an interest in reading about it. I'd hoped to get a little more detail; after all, the press release is noticably sketchy on details. But after reading the ensuing conversations, ranging from wild speculation to "It's just a HOAX, and I'll tell you WHY", I got a little fed up and decided to take matters into my own hands.

At the top of the press release was
For further information:
August J. Liguori
(408) 745-2069
I called Mr. Liguori's office, and left a message for him saying I was calling on behalf of UseNet readers and wanted to kill some rumors.

I received a phone call back this morning at about 11am from one Bob Brodie, Director of Communications at Atari Corp, saying that "Auggie has asked me to return your call" and finding _anyone_ calling on UseNet's behalf humorous. He said he used to maintain a presence on UseNet a while back, but seemed pretty burned out about it, calling UseNet something like "a perpetual state of anarchy". This is why Atari mainly sticks to the pay services such as Delphi, CompuServe, and Genie.

I mentioned to him early in our conversation the theory about the Jaguar being a hoax -- this didn't seem to suprise him. (It was more just a gentle reminder of what UseNet is like, I suppose.) He said that yes, Atari has been known for vaporware in the past, but the Jaguar is a real product, and he spent the rest of the phone conversation reassuring me of this point.

The most compelling statement he made was that the hardware is _done_ and physical Jaguar units _exist_. In fact, there are over 30 development units out in the field, and all of them include a real Jaguar. He said a gentleman from Handmade Software in the UK posts regularly to CompuServe who has a Jaguar and, um, I'm guessing doesn't tell anyone anything because he's probably under a non-disclosure agreement that mentions the electric chair several times.

Mr. Brodie also wanted to make the following specific points:
* Yes, the Jaguar is really a 64-bit processor.
* Yes, the Jaguar's processor is a RISC processor.
* Yes, the Jaguar has RAM internally. (He had seen a rumor that it didn't, and wanted to kill that one right off the bat.)

Now, I figured he wouldn't stray too far from the press release; after all, they were free to put specifics on the Jaguar in there, and they certainly didn't. So I didn't bother to prepare much in the way of specific questions, which was probably just as well because he wasn't willing to answer much. (All the things Mr. Brodie said above were said with hardly any prompting.)

I did ask the following two specific questions, to which I got the following specific answers:

1) Is the external data path of the processor actually 64 bit?
I don't know.
Well, would you tell me if it was?
Probably not. That'll be on the spec sheet when it's released.

2) Is there a graphics coprocessor, and if so, to what degree does it perform coprocessing (3d shaded polygons, for instance)?
No comment. Wait for the spec sheet.

After question 1, he went on to kill the three rumors above (the three items in a bulleted list above). After question 2, he went on to extemporize on the sorts of things the Jaguar could do, mainly concerning realtime manipulation of high-resolution digitized images. This would, for instance, let you play "Joe Montana Football" (a cartridge for the Sega Genesis) but with a real picture of Joe Montana staring you in the face, rather than the "crude" and blocky representations the Sega is capable of.

He said that if any full-time software companies who read this are interested in becoming registered developers for the Jaguar (no "hobbyists", as he kept mentioning; he wanted "real" developers), _please_ call Atari. The Jaguar development kit is $9k and readily available. And it includes a Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run" of Jaguar cartridges, which he mentioned were very high capacity.

Finally, he gave me an email address, and said it was fine to include it:
bobbro@delphi.com
By saying so, both he and I knew he'd be getting mail from the UseNet community asking questions. But he's a busy guy, so let me intervene on his behalf:

Please don't waste his time with questions you know he won't answer, or questions you already know the answer to but want reassurance on.

For instance, asking "Does the Jaguar have a graphics coprocessor that's at least as good as the Super F/X chip?" falls under the first part; he won't answer that. You should already have an idea of what he will and won't answer, based on the press release and what I've said above. (And it ain't much, so far, but that's par for the course in this industry.) Asking "Does the Jaguar really display 16 million colors?" falls under the second part; yes, and it's in the press release, and they didn't go to the trouble of paying for a press release just so they could lie.

On the other hand, if you _do_ mail him with something not covered in the above, and you get a real answer that the rest of UseNet would be

interested in, please feel free to post so that everyone else sees it and someone else doesn't have to ask that question again. Perhaps someone would be willing to start a Jaguar FAQ (Robert Jung, are you listening?) which would aggregate factual data about the Jaguar.

I haven't been an active poster concerning the Jaguar, and I don't plan on becoming one now; I just have a soft spot for Atari, and didn't want to see them unnecessarily badmouthed. But please don't mail further questions/flames/whatever my way. I've posted everything Mr. Brodie told me, and am not planning on contacting him again.

Me, I'll just patiently wait for that spec sheet.

--
-- larry hastings, the galactic funkster, funkster@echo.com
-- all stated opinions are mine. GCS d* -p* c++ l m* s+/+ g+ w++ t+ r- x+
--
-- "Burp, Charlie! It's the only way!"

993. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 21:19:41 UTC
From: gasman@netcom.com
Message-ID: <gasmanC959x0.719@netcom.com>
Source record: 204172
Cross-posted to: rec.games.video,comp.sys.atari.st

>I received a phone call back this morning at about 11am from one Bob
>Brodie, Director of Communications at Atari Corp, saying that "Auggie
>has
>asked me to return your call" and finding _anyone_ calling on UseNet's
>behalf humorous. He said he used to maintain a presence on UseNet a
>while back, but seemed pretty burned out about it, calling UseNet
>something
>like "a perpetual state of anarchy". This is why Atari mainly sticks
>to
>the pay services such as Delphi, CompuServe, and Genie.

You might want to tell atari that they have made YET ANOTHER marketing blunder...whether they LIKE usenet or not, _alot_ of people read Rec.Games.Video, and you dont get ANYWHERE by insulting them! I am on GEnie, BTW...representation my ASS. They are there(one guy has an account on the 3 nets...:), and he's a game tester. I can give you a quote i've heard around 30 times. "Sorry, nope, have a NON DISCLOSURE AGREEMENT"...gee, what a GREAT way to build hype. Man. Awesome. In the first use of this word that is warranted...what a putz. (You guys even know what a putz is?)
Later,
Gasman

P.S. This is, in all intent, a flame. I do not appreciate being insulted. Before, I might have even LOOKED at the sucker. Now it is personal. If you speak to the gentleman who said this, I want you to tell him Gasman reminded him not to bite the hand that feeds them.

P.P.S. Rec.Games.Video.* is a lot bigger than Atari might think...one kid reads a post on RGV.Nintendo about HF, next day a whole school knows about it. But atari is too stupid to know that.

P.P.P.S. Note: The atari lynx SHOULD be the best portable.

994. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 21:48:05 UTC
From: michael@mosaic
Message-ID: <20d7elINNel2@ymir.cs.umass.edu>
Source record: 204173

cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:

: I think Bob's playing some word games with us...what do we
: really mean when we say "Jaguar" - An Atari official stated
: after CeBIT, that the jaguar would not be the only console
: released this year. Interesting. Maybe another console
^^^^^^^^^
: will have such computer-expansion capabilities. Actually,
: I'd bet money on it...

What does this translate to, in Atari-speak?

995. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 21:58:37 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC95Bpp.I12@netcom.com>
Source record: 204174
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <gasmanC959x0.719@netcom.com> gasman@netcom.com (Daniel Kaminsky) writes:
[another poster is quoting Bob Brodie]
>>behalf humorous. He said he used to maintain a presence on UseNet a
>>while back, but seemed pretty burned out about it, calling UseNet
>>something
>>like "a perpetual state of anarchy". This is why Atari mainly sticks
>>to the pay services such as Delphi, CompuServe, and Genie.

>You might want to tell atari that they have made YET ANOTHER marketing
>blunder...whether they LIKE usenet or not, _alot_ of people read
>Rec.Games.Video, and you dont get ANYWHERE by insulting them!

I don't think Bob intended anything insulting by his remarks. In fact, I think "perpetual state of anarchy" is a pretty accurate description of Usenet, and I for one think that's one of Usenets advantages (most of the time... there are certainly times when the anarchy can be frustrating, though).

Atari is a very small company these days. We do what we can, but I can understand why Bob finds it necessary to restrict himself to the pay services; there just aren't enough hours in the day for him to be on-line on GEnie, Compuserve, Delphi, Prodigy, Usenet, and the various BBS networks. If he had the resources, I'm sure he'd spend more time on Usenet. As it is, he basically has chosen to focus on GEnie and (to a lesser extent) some other pay services. Note that most Atari activity on GEnie is conducted in the Atari computer forums, since at the moment Atari Computer Corp. is not a big player in the video game market (the Lynx is our only product there). No doubt that will change once Jaguar is released.

Finally, just a general meta-comment about the requests for information. Yes, I can understand why everyone is eager to find out more about Jaguar. But honestly, until there is a real product available, any system is just "vaporware" and all the marketing hype in the world is essentially useless. It's only *after* there is real, available hardware that anyone should take the hype at all seriously, because only then can you actually test the system. That applies to 3DO as much as to Jaguar (probably more, since they've been generating much more hype over just as much product, i.e. none -- at least, none that a consumer can see).

BIG DISCLAIMER: I work for Atari, but I definitely do *not* speak for Atari. All opinions expressed above are my own. I do know about Jaguar, but I'm under a very strict NDA, so I can't answer any questions about it. Finally, don't bother flaming me about Atari's marketing strategies;

I have nothing at all to do with marketing.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

996. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 23:31:04 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20ddfolNNl6o@life.ai.mit.edu>
Source record: 204175

In article <memo.363230@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>I can see it now... Me: Oh, he can't do that, he's covered by a NDA
> You: Ha! Fallen into my trap - see these claims
> can't be substantiated after all

For god's sake, it's not a "trap." I am not out to "get" you, Atari,
or anyone else. As for fear of NDA's, anyone can email me or
anonymously upload information about the Jaguar to ftp.ai.mit.edu in
pub/dmb and I will post it here. Anonymous stuff has less credibility
than if sent with a name attached, but is better than "I heard XYZ" or
"I know someone who says PQR." I'd like to see information from
someone with the machine. I'm sure many people reading this group
would be interested in that.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

997. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-24 23:49:36 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20deigINNlib@life.ai.mit.edu>
Source record: 204177

In article <20d1dqINNk4h@darkstar.UCSC.EDU> funkster@cats.ucsc.edu (Lawrence Charles Hastings) writes:
>I called Mr. Liguori's office, and left a message for him saying I was
>calling on behalf of UseNet readers and wanted to kill some rumors.

Thanks for taking this useful step.

>I received a phone call back this morning at about 11am from one Bob
>Brodie. He said he used to maintain a presence on UseNet a
>while back, but seemed pretty burned out about it, calling UseNet something
>like "a perpetual state of anarchy". This is why Atari mainly sticks to
>the pay services such as Delphi, CompuServe, and Genie.

Man, ya gotta love Bob Brodie. What a guy. Usenet's not good enough for Bob; only 10 million people reading it from the entire civilized world. BTW, Bob Brodie hasn't posted a note (to comp.sys.atari.st, at least) since before 1986, if ever. I don't see how just reading is "maintaining a presence," but whatever...

If Bob *were* on Usent, however, I'd be interested to hear what he thinks about the fact that Usenet considers him calling someone on Atari's behalf humorous... :)

>He said a gentleman from Handmade Software in the UK posts regularly
>to CompuServe who has a Jaguar and...

Is there anyone who has seen the postings and can summarize? BobR?

> * Yes, the Jaguar has RAM internally. (He had seen a rumor that it
> didn't, and wanted to kill that one right off the bat.)

No RAM? What would that even mean?

>This would, for instance, let you play
>"Joe Montana Football" (a cartridge for the Sega Genesis) but with a real
>picture of Joe Montana staring you in the face, rather than the "crude" and
>blocky representations the Sega is capable of.

ONLY if it has enough RAM for Joe's digitized image, though! How much RAM does it have?!?!?! How big are the carts? The limitation with the SEGA is that carts are 2MB and smaller. :|

>The Jaguar development kit is $9k and readily available. And it includes a
^^^
Competitive with 3DO.

>Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run"
>of Jaguar cartridges, which he mentioned were very high capacity.

^^^^^^^^^^

That's potentially bad news. Carts are enormously more expensive than CD's. It would be nice to know if its capable of handling CD-based games as well. If not, I doubt that developers will really embrace it in the face of the buck-a-disk reproduction costs for 3DO CD's. This is one problem they need to fix soon if they want to compete with 3DO and SEGA (both of whom have CD-based systems now).

>I just have a soft spot for Atari, and didn't want to see
>them unnecessarily badmouthed.
^^^^^^^^^^^^^^^^^^^^^^^^

In the context of Atari, what an oxymoron that is. :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

998. Re: Falcon Demos

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 00:03:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <20dfc0$n2j@elroy.jpl.nasa.gov>
Source record: 204176

In article <1993Jun24.135025.17301@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>There is a very good mod player in the Falcon directory at a.a.u.e, it
>
>plays 8 bit mods in 16 bit mods I think, but i guess it won't be long before
>new 16bit mods are available. I use it and its great, it impressed my friends.
>
>Cannot understand why the Falcon dir would be locked, I have never had that
>problen, if you do try one of its mirrors like src.doc.ic.ac.uk.

The Falcon directory was locked by accident during a recent round of housekeeping activities a day or two ago. I've just repermitted it. Sorry for any inconvenience...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

999. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 01:36:57 UTC
From: rjung@netcom.com
Message-ID: <rjungC95LtL.5yp@netcom.com>
Source record: 204178
Cross-posted to: rec.games.video.misc,rec.games.video,comp.sys.atari.st

In article <20d1dqINNk4h@darkstar.UCSC.EDU> funkster@cats.ucsc.edu (Lawrence Charles Hastings) writes:
>Perhaps someone
>would be willing to start a Jaguar FAQ (Robert Jung, are you listening?)
>which would aggregate factual data about the Jaguar.

Gee, just browsing through the net and see myself referenced. Strange sensation...

I suppose, if more information about the Jaguar were available, an FAQ would be a good place to dissiminate data. Problem is, at this point in time, the only thing solid is "Atari is working on a game machine called the Jaguar". There's been nothing else I've seen from a reliable source that can be worth sticking in a rumor-dispelling FAQ.

Nice idea, tho.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1000. Re: .WAV players for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 01:41:09 UTC
From: gregs@eskimo.com
Message-ID: <C95KD3.7D7@eskimo.com>
Source record: 204197

In article <1993Jun24.123553.12655@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>> Help!
>>
>> I've downloaded a bunch of .WAV files (the Windows sound files for the
>> P.C.) thinking I had a working player.
>>
>> However, it doesn't seem to work. I think I either got a bad copy or
>> it simply won't work correctly. The one I have is called (oddly enough)
>> WAVEPLAY by one B. Grier.
>
> This program only works with an STE, TT, and possible the FALCON.
>The two bombs on the ST occur when trying to access the DMA sound sub-system.
>The source should be in the archive, some place, otherwise it is on GEnie.
>I am working on a faster version, and I am looking at supporting an ST.
>
>If you can not find the sources send me email and I'll send them to you.
>I do not plan on posting to the archive until the next version is complete.

Hi Brian,

That sounds logical enough -- except that I'm using an STe.

I don't know how I got ahold of your program, but maybe this will help.
The size of the file I have is 18140 (bytes). If the original is
not this size, then I have a bad copy. This is my guess because it
behaves rather strangely. Also, the source was not included in the
archived file. And if it were, I wouldn't know how to read it anyway.

For now, I'll just try to convert the sounds to another format with
"525" - which I recently found on the a.a.u.e.

Also, here's a tip for ST users. WAV files CAN be heard with a normal
sound player, like Sound Lab, for instance. I'm not sure if they're
exactly clear or not since I've never heard the WAV samples on a PC.
You may have to hunt for the correct hertz rate, but they do turn out
pretty well. I'm going to check out the WAV converter and see if
they turn out any better. I'll follow up with the results.

Oh, and I HIGHLY recommend Sound Lab. I'm going to register this gem
as soon as I can. It's one of the best sound programs I've seen
anywhere.
--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

1001. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 02:09:12 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.TYEXm1J3lTU@harvee.billerica.ma.us>
Source record: 204186

In <ekrimenC93pJn.6Hu@netcom.com>, Ed Krimen writes:
>In article <1993Jun23.223843.7658@mks.com> ant@mks.com (Anthony Howe) writes:
>>Anyone who can recommend safe, fast, and easy to use backup software
>>please e-mail me where I can ftp the software.
>>
>>I'm not happy with BackupST V1.0.
>
>Get Diamond Back II. It's great. Highly recommended.
>

I was disapointed with diamondback II. I have lost files with it although
it may have been my fault. (the target file system was screwed up)
Incremental backups are difficult. it uses the archive bit or a date
instead of comparing source files to the target files (or a listing of
files in a backup) to determine what to back up. It does not support
flopticals except as another HD partition.

The backup utility I mostly like is called "Good". the problem is the
developer is no longer supporting atari and Good does not
support flopticals. I tempted to try gnu tar for multi-volume backup.

I've spent more money on backup utilities than I care to think about!!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1002. PLEASE help me with LPMUD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 04:13:15 UTC
From: hines@acad.mwsc.edu
Message-ID: <20du0r$m0s@parsifal.umkc.edu>
Source record: 204196

I found an LP mud for my atari, but All I got was the C source code, and
I have NO idea where to BEGIN compiling it. Can someone please help me?
The file is called dr312a.zoo (the atari specific part)
and lpmud.3.1.2.c.atari_and_others.zoo (a general part)
the files are quite large, and there are many of them.
Any advice/hints that anyone can give me would be GREATLY appreciated!
This software appears to be a port of a guy named Amylaar. I know there is
an Amiga version out there (I have a friend who has it) and probably
versions for IBM etc.....
I am experienced at a little C programming, but not in the gnu-c enviroment.
In fact I cant even get my gnu C to work yet.
So, if someone knows of a ftp site I can get the compiled version, or if you
have it and can send it to me, I would just love it!
I have a 520 ST with 2.5 Meg, a color monitor (soon to get multisync), and
65 Meg HD.
Thank you for reading my message!

1003. Interlink Transfer modules

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 04:22:38 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Jun25.042238.28000@src.honeywell.com>
Source record: 204179

Has anyone ever come across other file transfer protocol modules for Interlink, besides Y-modem Batch? Does Z-modem or Kermit *.TXF modules exist?

Thanks, Scott

--
Scott Dunham| H o n e y w e l l | Internet:
| Sensors & Systems Development Ctr.|dunham@ssdc.honeywell.com
| 10701 Lyndale Ave South | -- or --
| Bloomington, Minnesota 55420 |dunham@homer.src.honeywell

1004. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 04:57:32 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20e0js$pqe@usenet.INS.CWRU.Edu>
Source record: 204180

To John_Townsend@taligent.com:

It's nice to see you still keeping tabs on the Atari world at-large!
How goes it with the whole Taligen project?

- Chris Millar

1005. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 05:03:10 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20e0uf$q96@usenet.INS.CWRU.Edu>
Source record: 204181

To Len Stys:

Re: RISC chip and DSP in other computers, etc.

I'm sorry to hear you had not heard that earlier! :) Bob told me the exact same thing in a Delphi online CO several months ago! <G>

- Chris Millar

1006. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 05:13:54 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20e1ii$rbu@usenet.INS.CWRU.Edu>
Source record: 204182

To: Dave Baggett:

Dave, I've got news for you! I never claimed that units were being manufactured! Surprise! I really have no idea where you pulled that one from...I _did_ say that developer machines were being released, though....there _is_ a difference.

It seems as though you have a great deal of unresolved personal problems...But I find it wholely unnecessary for you to blow steam off here, or at John. See a shrink for that, or go see a close friend.

As far as what is real and what is not: The Jaguar is a reality. As is the 3DO. The 3DO is definitely out-hyping the Jaguar, but I'm not too worried. In the end, all that matters is the bottom line....and if the Jaguar costs $200, and is even only half as powerful as the $700 3DO, it is going to kick it square in the a**. Oddly enough, the word on the street is that the Jag is _more_ powerful than the 3DO...believe what you want, but I'll be more than happy to accept your humblest of apologies at the end of this year. Until then...lighten up!

- Chris Millar

1007. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 05:21:26 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20e20m$s2h@usenet.INS.CWRU.Edu>
Source record: 204183

To Graeme Rutt:

An interesting note is how much Atari brass has been talking up the notion that there will be a marketing blitz for the Jaguar. As I stated before, I believe a Feb. issue of the industrial edition of BusinessWeek stated that Atari had a $12 million advertising budget for the Jaguar for That sounds pretty low, but that would be maybe 3-4 months worth.....not bad really! We'll see...

All I know is that there has been a lot of talk lately about an "expandable" (disk drive, keyboard) Atari console. Coupled with the quote from a German Atari official that there would be more than one console released this year, and I begin to wonder what is up Atari's sleeve. if I find out anymore, I'll be sure to let you know.

- Chris Millar

1008. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 05:25:38 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20e28i$sf0@usenet.INS.CWRU.Edu>
Source record: 204184

According to Richard Miller, I believe, both projects were being
worked on simultaneously. When the Panther was ready to be launced
Atari took a good look at the market and said, "Nah, we want something
spectacular....not a 'me, too' machine." So they devoted all further
efforts to the jaguar project, which was much further along then they expected.
Word is that Jeff Minter did the "polygon flight simulator" demo on the
Jaguar......just a rumor, though. <G>

- Chris Millar

1009. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 06:20:21 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20e5f5INNs92@life.ai.mit.edu>
Source record: 204188

In article <20e1ii$rbu@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
> Dave, I've got news for you! I never claimed that units were being
> manufactured! Surprise! I really have no idea where you pulled
> that one from...I _did_ say that developer machines were being
> released, though....there _is_ a difference.

Well, Chris, let me refresh your poor memory by quoting from your
earlier post:

--
Article 22792 of comp.sys.atari.st:
Path: ai-lab!grapevine.lcs.mit.edu!olivea!spool.mu.edu!howland.reston.ans.net!usenet.ins.cwru.edu!cleveland.Freenet.Edu!cx821
From: cx821@cleveland.Freenet.Edu (Christopher M. Millar)
Newsgroups: comp.sys.atari.st
Subject: Re: GREAT! Another Atari grouch
Date: 22 Jun 1993 22:00:26 GMT
Organization: Case Western Reserve University, Cleveland, Ohio (USA)
Lines: 19
Message-ID: <207vdq$81e@usenet.INS.CWRU.Edu>
NNTP-Posting-Host: hela.ins.cwru.edu

You are a _very_ ignorant man. The Jaguar project has been
in existence since 1990 - long before the 3DO project was even
a glimmer in anyone's mind. The project's intention was to
manufacture and design a 64 bit RISC CPU - it is done, and
^^^
is being manufactured. There is much more than a "prototype"
^^^^^^^^^^^^^^^^^^^^
in existance. Many developers are in possesion of development
machines, and Atari has a "Jaguar lab". The reason that Atari
only showed a video tape of certain Jaguar derived effects was
because the date between the CES and the introduction is on the
factor of several months - why waste a great deal of money
hyping a machine that will not hit the shelves for maybe half
a year?

Perhaps if you would look at facts, and not rely on your own
illbegotten suppositions, the truth would become apparent.
Unfortunately, you are far too stupid to do that...

- Chris Millar
--

I figured I'd just repost the whole thing so you could experience the full-bodied flavor of your own post first-hand. BTW, don't put your foot further in your mouth by claiming I forged that posting. There are plenty of people who can corrborate, and this group is attached to a mailing list, so your wonderful posting has been archived at thousands of sites around the world.

> It seems as though you have a great deal of unresolved personal
> problems...But I find it wholely unnecessary for you to blow
> steam off here, or at John. See a shrink for that, or go see
> a close friend.

Quite an attitude you've got there. Yes, YOUR post was a model, and I should have followed it. John's was really quality stuff too. Why don't you both stop trying to portray me as something I am not and engage in some intelligent discussion? Or have you just decided you can't argue with me so you have to mudsling? I guess I'm not surprised if that's the case; neither of you has posted anything but unsubstantiated rumors and trite banter here yet.

This whole thread is completely pathetic. I posted a restrained response to John's little personal dig asking for a bit of understanding -- asking you not to typecast me and to leave Game Workbench and these supposed "personal problems with Atari" out of it for a change -- and you turn around and do exactly what I asked you not to do! Are you *trying* to piss me off and start a flamewar?! Was there any point to your post here, or were *you* just "blowing off steam?" Or perhaps trying to salvage the lousy position you've put yourself in?

> Oddly enough, the word on the street is that the Jag is _more_
> powerful than the 3DO...believe what you want, but I'll be more
> than happy to accept your humblest of apologies at the end of this
> year.

My "humblest apologies?" Man, you are one arrogant son of a bitch. Get with the program -- this may be Usenet but you can't expect to lie and treat people like shit (as in the above message) without being taken to task for it. Would you say this kind of thing to my face? How about the filth you dumped on that poor guy in the message above? Want to start taking responsibility for any of this some time?

You posted what I suspect is complete garbage about the Jaguar, and flamed someone for not believing it. Now that I ask you to come up with some sources to substantiate your bluster you puff up and start theorizing about MY personal problems. You must be Sinclair-Day's evil twin brother...

>Until then...lighten up!

Take your own advice, pal; I've been happily interacting with people here since years before you showed up. And if you think telling someone they should see a shrink is "light," *you* need help.

Every time I post a reality check here to counter the Cheerleaders and the Sinclair-Day's, idiots like you and Atari Zealots like John make personal attacks and start a massive flamewar. Live in ignorance if you will, but don't waste everyone's time with this religious crap over and over and over again.

We're talking about computers here, kids. Just computers. Remember?

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1010. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 06:35:36 UTC
From: wilsont@rahul.net
Message-ID: <C95znD.BpI@rahul.net>
Source record: 204187

In <20deigINNlib@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>> * Yes, the Jaguar has RAM internally. (He had seen a rumor that it
>> didn't, and wanted to kill that one right off the bat.)

>No RAM? What would that even mean?

That would mean the carts or add on boxes (more cost) would be required.

>>The Jaguar development kit is $9k and readily available. And it includes a
> ^^^
>Competitive with 3DO.

A 3DO player is about $700 dollars don't forget. (Yeah, and Panasonic says
it'll be $500 by the end of the year)

>>Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run"
>>of Jaguar cartridges, which he mentioned were very high capacity.
> ^^^^^^^^^^
>That's potentially bad news. Carts are enormously more expensive than
>CD's.

As an example, why are PC CD-ROM games more expensive than the HD installible
counterparts? Cuz more work has to go into them so the consumer thinks they
get their moneys worth.

So while a typical CD-ROM game costs 89.95, a cartridge costs $49.95

Just how much of the 660Megs of a CD ROM is really used?
My point is that while CD-ROM's are cheaper to make, won't the cost of
'filling' the extra room compensate, and raise the price of the product
in the end?

Something else to consider, do you want 9yr old Bobby 'throwing' a CD
into the player?

On the other side, you don't have to make CD games that appeal to little
bobby.

> It would be nice to know if its capable of handling CD-based
>games as well.

A player is mentioned in the PR, it will read PhotoCD as well.
(and some other formats... I forget)

Atari has the rights to use CinePak, 320x200 TC animations with sound
at 30fps, off a CD-ROM in real time.

> If not, I doubt that developers will really embrace it
>in the face of the buck-a-disk reproduction costs for 3DO CD's. This
>is one problem they need to fix soon if they want to compete with 3DO
>and SEGA (both of whom have CD-based systems now).

the 3DO exists as much as the jaguar does then hmm? (developers only)

That SegaCD drivel is junk, ever see 7th guest? THATS a CD-rom game.

It look's like I need to make the trip to atari again, Hey eric, can you
let me upstairs into the forbidden area? I'll sign my soul away.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1011. Mailing List for World Circuit (Formula 1) Grand Prix

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 06:54:52 UTC
From: afzal@divsun.unige.ch
Message-ID: <1993Jun25.065452.17282@news.unige.ch>
Source record: 204191

A mailing list now exists for discussion of Microprose's Formula 1 Grand Prix (also known as World Circuit).

To join the list, send a message to

wcf1gp-request@divsun.unige.ch

with a subject line of the form

Subject: subscribe <your email address>

It would be appreciated if, in addition, you put your name in the body of the message.

-Afzal Ballim

--

Please note that my signature has a negative number of lines so if the

1012. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 07:04:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20e813$99n@usenet.INS.CWRU.Edu>
Source record: 204189
Cross-posted to: rec.games.video,comp.sys.atari.st

Actually, I received a message from Bob Brodie with the same information and more. But, you'll be able to read all of it in the next issue of Z*Net International Online Magazine.

I pointed out the fact that there were rumors concerning the Jaguar having NO RAM.

Anyhow, you got the juicy stuff here. The other information is interesting, but not earth-shattering.

Len
--

1013. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 07:12:22 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20e8gm$a4b@usenet.INS.CWRU.Edu>
Source record: 204190
Cross-posted to: rec.games.video,comp.sys.atari.st

In a previous article, ersmith@netcom.com (Eric R. Smith) says:

>
>
>Atari is a very small company these days. We do what we can, but I can
>understand why Bob finds it necessary to restrict himself to the pay
>services; there just aren't enough hours in the day for him to be on-line
>on GEnie, Compuserve, Delphi, Prodigy, Usenet, and the various BBS
>networks. If he had the resources, I'm sure he'd spend more time on
>Usenet. As it is, he basically has chosen to focus on GEnie and (to
>a lesser extent) some other pay services. Note that most Atari
>activity on GEnie is conducted in the Atari computer forums, since
>at the moment Atari Computer Corp. is not a big player in the video
>game market (the Lynx is our only product there). No doubt that will
>change once Jaguar is released.

In all honesty, I would like to see Bob Brodie attempting to revitalize
Atari user groups than spending all day on online services.

It is nice that I can write him and he replies, but anyone can do this.
Not everyone can organize Atari user groups.

Besides, it isn't healthy to use a computer all day long... especially
on online services!

:)

>
>--
>Eric Smith ersmith@netcom.com ersmith@atari.uucp
>

--

1014. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 07:20:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20e8v6$asm@usenet.INS.CWRU.Edu>
Source record: 204192

In a previous article, dmb@case.ai.mit.edu (David Baggett) says:
>
>
>
>>Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run"
>>of Jaguar cartridges, which he mentioned were very high capacity.
> ^^^^^^^^^^
>That's potentially bad news. Carts are enormously more expensive than
>CD's. It would be nice to know if its capable of handling CD-based
>games as well. If not, I doubt that developers will really embrace it
>in the face of the buck-a-disk reproduction costs for 3DO CD's. This
>is one problem they need to fix soon if they want to compete with 3DO
>and SEGA (both of whom have CD-based systems now).

That's bullshit. Atari would never get the Jaguar out the door for
less than $400 if they included a CD-ROM player.

And since Bob Brodie said that the cartridges would be priced similar
to SNES and Genesis, I don't see what the big deal is about.

Oh, Bob sent me private e-mail concerning the price of cartridges which
everyone was asking about. They won't be like NEO*GEO cartridges.

I think having the Jaguar cartridge based with the option to add a CD-ROM
player is a good idea. I read somewhere maybe in the 1993 Annual Report
that a CD-ROM player will be able to connect to it.

>
>

--

1015. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 07:22:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20e92r$b1c@usenet.INS.CWRU.Edu>
Source record: 204193

In a previous article, cx821@cleveland.Freenet.Edu (Christopher M. Millar) says:

>
> To Len Stys:
>
> Re: RISC chip and DSP in other computers, etc.
>
> I'm sorry to hear you had not heard that earlier! :) Bob told
> me the exact same thing in a Delphi online CO several months
> ago! <G>
>
> - Chris Millar
>

Yeah, but several months ago, the Jaguar was not released. The Jaguar
has been announced and now he is talking about the RISC and DSP in other
products in the near future (which probably means a year).

--

1016. Re: OUTSIDE & MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 08:42:14 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <20edp6INNu1r@rs2.hrz.th-darmstadt.de>
Source record: 204194

Hatari!

In article <204osrINN830@coli-gate.coli.uni-sb.de>, belo@phil15.uni-sb.de (Benjamin Lorenz) writes:
> Hi all!
> Do these two programs work together now?
> Is there anybody who has experiences with MiNT 1.04 and OUTSIDE 3.01?

Well, both programs work fine together, when you compile mint with 2 corrections. If not, you can also use MiNT/MultiTOS with OUTSIDE, but you can get sometimes problems, but compiling MiNT is easy. When I get into MiNT-mode, I always use OUTSIDE!

Greets, Roland

--
---------------==========**********************************==========---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ LU (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
---------------==========**********************************==========---------------

1017. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 09:20:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20eg05INNcdi@golem.wcc.govt.nz>
Source record: 204195

In article <20e1ii$rbu@usenet.INS.CWRU.Edu>, cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> To: Dave Baggett:
>
> Dave, I've got news for you! I never claimed that units were being
> As is the 3DO. The 3DO is definitely out-hyping the Jaguar, but
> I'm not too worried. In the end, all that matters is the bottom
> line....and if the Jaguar costs $200, and is even only half as
> powerful as the $700 3DO, it is going to kick it square in the a**.
> Oddly enough, the word on the street is that the Jag is _more_
> powerful than the 3DO...believe what you want, but I'll be more
> than happy to accept your humblest of apologies at the end of this
> year. Until then...lighten up!
>
> - Chris Millar

What a load of absolute Rubish, the Lynx was going to kill every thing,
but from what I have read here and seen in New Zealand they can't even
give them away.

Atari has lost it creditability many years ago, the only things that were good
was the ST back in 1985 and the Mega, nothing else has survided, and from what
we see here even the Falcon is a big flop, why would I go buy a Flacon and find
that most 80% of my software collection will not run, so Please tell me
what is the point in that, there is No Software and no Support or Service,
or should we say that the Falcon has the three SSS....

There is a saying that Atari has lost its Bottle..

So come on Chaps stop dreaming, Atari is a Bottle less company...

I think they should just put there Name to Acorn Archemides computers, at least
they are pushed here in a Big way, even more than Amigas...

Yes a English 32 bit RISC machine that is as old as the Atari, well all most,
and can Multitask, and has a nice G.U.I interface, will leave Amigas
for dead..

There RISC chips are used by Apple in there Newton machine..

Roger..... sheppard_r@kosmos.wcc.govt.nz

1018. How to get AEO automatically?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 12:46:28 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <20es34Es19@uni-erlangen.de>
Source record: 204198

Is there a way to get AEO automatically every second week? Can one subscribe it via any server?

It's really boring getting it three weeks late via ftp from a.a.u.e

Thanks for any info
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

1019. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 13:08:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Z&xPeWNkaH2@semprini.tdkcs.waterloo.on.ca>
Source record: 204086

In <1993Jun22.134656.8679@unix.brighton.ac.uk>, Allanon writes:
> Anyone know if there are any sites where I can download POVRay from. I saw
> it in ST Format and it looks real smart.

Send me email at work (herborth@polo.waterloo.ncr.com) and I'll happily
send you the source code (compiles VERY easily under GNU C, almost as
easily under Pure C/Turbo C).

Email me and beg for an ST executable. Over a year ago I compiled it
and contacted the POV Team; I'm still waiting for permission to upload
binaries somewhere.

Use Archie; he'll tell you where to grab a full POV-Ray
docs/samples/source archive (somewhere at ucarleton.ca is a good place;
David Buck, author of DKB Trace is hosted there).

--
------------------==----------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1020. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 13:08:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun25.130844.27205@apgea.army.mil>
Source record: 204199

```
>
>That's all I know, Chris - and that sounds enough to make it sound
>like a remarkable console. Of course, there are plenty of remarkable
>computers currently residing in the 'where are they now?' file. I have
>a hunch that it's getting pretty close to make and break time for
>Atari and the camel's straw or Athurian grail is going to be the
>Jaguar - and certainly not the Falcon. Personally, I wish them every
>success as the bottom line is that they've so far given me 12 years of
>pleasure out of the computers I've owned.
>
>Can you tell me any more about your hunch that this 'other' console
>will be able to become a real computer? Are we talking a Falcon based
>machine which will eventually be able to take a keyboard, for
>instance?
>

Well, the game system to computer hasn't worked and it wouldn't work.
I have had the intellivision computer add on, the Colleco adam add on and
a few cross betweens like the Spectra and Aquirous. They are always less
computer than you need and mostly useless. (although the adam was my computer
for 3 years)

Anyways, the console I would love to see but it would be a bitch to get
the copy rights and probably cost too much.
A consoled that would run, Atari 2600, Atari 5200, Atari 7800, Itellivison
and Collecovision carts. So I can put all my others in the closet and have
just one unit on my desk. I don't think this is impossible.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------+
```

1021. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 13:53:38 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.368067@cix.compulink.co.uk>
Source record: 204051

In article <20eg05INNcdi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>we see here even the Falcon is a big flop, why would I go buy a Flacon and find
>that most 80% of my software collection will not run, so Please tell me
>what is the point in that, there is No Software and no Support or Service,
>or should we say that the Falcon has the three SSS....

I've used a Falcon - although I don't yet own one - and your figures
are incorrect. Of the serious software I've used maybe 80% run on the
Falcon (and maybe 20% of them have slight glitches that don't really
cause a lot of damage). Of games software then maybe it's 40% that run
- but this can be raised to maybe 60-70% by the use of Magi or
Backwards two 'fix' programs that work very well.

ATB,

```
|~~~
```

1022. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 13:53:38 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.368066@cix.compulink.co.uk>
Source record: 204200

In article <20ddfoINNl6o@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <memo.363230@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>>I can see it now... Me: Oh, he can't do that, he's covered by a NDA
>> You: Ha! Fallen into my trap - see these claims
>> can't be substantiated after all
>
>For god's sake, it's not a "trap." I am not out to "get" you, Atari,
>or anyone else. As for fear of NDA's, anyone can email me or
>anonymously upload information about the Jaguar to ftp.ai.mit.edu in
>pub/dmb and I will post it here. Anonymous stuff has less credibility
>than if sent with a name attached, but is better than "I heard XYZ" or
>"I know someone who says PQR." I'd like to see information from
>someone with the machine. I'm sure many people reading this group
>would be interested in that.
>
>Dave Baggett

Yeah, okay, so maybe I was a little unfair with the above but after reading some of your previous postings can you honestly say you wouldn't have commented adversely if I had of quoted NDA and let it lie there?

Okay, so I did speak to a guy who said PQR, and he told me not a lot more than appears on the Jaguar press release - but the guy is a developer, has a devlopment machine and could *verify* what was on that release. This has to be better than nothing - and I for one wouldn't expect anyone to break a NDA. And the idea of anonymous postings - well, I find that a bit low - you're still asking people to break contracts.

However, I find it lower of Atari to make these guys gag themselves to the hilt over such trivial matters. Do they really think that if it was generally known that the Jaguar had a specially made graphics co-pro that this would make Sega go out and plug one into their latest machine? Probably - oh well.

ATB,

```
|~~~
```

|_____|

1023. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 14:24:03 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20f1q3INN5bh@life.ai.mit.edu>
Source record: 204053

In article <C95znD.BpI@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>>Competitive with 3DO.
>
>A 3DO player is about $700 dollars don't forget. (Yeah, and Panasonic says
>it'll be $500 by the end of the year)

I was talking about the development system price, but even so, the 3DO consortium has been quoting lower prices than $700. Initially they announced that price, but realizing it was a bit steep they've scaled it back. I don't know what the current story is on that it, but if you call the consortium they'll tell you.

>As an example, why are PC CD-ROM games more expensive than the HD installible
>counterparts? Cuz more work has to go into them so the consumer thinks they
>get their moneys worth.
>
>So while a typical CD-ROM game costs 89.95, a cartridge costs $49.95

That's mainly an issue of perception in the *computer* games market. They'll sell the games for what they can make, and CD's still have some special mystic that's worth more money. Many PC games on CD-ROM are the same as their floppy-based counterparts. Sometimes they include special add-ons, but not always. But the *duplication* costs aren't the same as the costs charged consumers. I'm talking about developers, not end users.

It's certainly not the case that you have to fill a CD for people to buy the game. Joe Montana football, with the same graphics and sound, will be cheaper to produce for the 3DO than for any cart-based machine, because the duplication costs are much lower.

>Something else to consider, do you want 9yr old Bobby 'throwing' a CD
>into the player?

I dunno; that age group probably has plenty of music CD's and no one's complained. But carts probably *are* more durable, for what it's worth. I doubt such concerns sell machines though. I think what sells machines is hot licensed titles with spectacular graphics and sound, regardless of playability, durability, etc. We know that Jurassic Park is an upcoming 3DO title. We also have reports that Dan Bunten is working on "Son of Mule" for the 3DO. These kinds of things will sell units. It's not *just* the hardware that matters.

Atari needs to be there in September with arcade translations, movie titles, etc. If they miss that, and especially if they miss Christmas, the Jaguar will (IMHO) be DOA. My concern is that Atari will blow this

opportunity, just as they've blown the Falcon opportunity, and then they'll be right back where we were two years ago -- with nothing that sells.

>On the other side, you don't have to make CD games that appeal to little >bobby.

You can do any game you want and put it on CD, and it will be cheaper to produce than the same game for SNES on cart. You're arguing that because the capability for doing *more* is there, you *have* to use it, which is not the case. I'm talking about the simple fact that mass producing CD's costs less than a dollar a disk, while mass producing carts costs $10-$20 each. That's a huge difference, and the media cost comes right out of profits.

CD's are better and they're cheaper. It seems somewhat paradoxical, but the situation exists because music is distributed on CD now. If music were distributed on SNES carts, there might be a different story. :)

>A player is mentioned in the PR, it will read PhotoCD as well.
>(and some other formats... I forget)

Well, if I were Atari, I'd really focus on the CD player. They really need to do that to survive in what will be an even more competitive market come September when the 3DO is released. (And who knows what Nintendo is up to.)

>the 3DO exists as much as the jaguar does then hmm? (developers only)

Well no, the 3DO has been shown at shows like CES, while Atari doesn't consider it worth their time to show anything but a videotape. No one outside the developer community has any evidence that Jaguars even exist. (Not that I'm claiming they don't; I think some prototypes are out there.) Atari is hiding from the world, while 3DO is being fairly forthcoming (and of course marketroidy) about the details of their machine.

>[SEGA-CD sucks]

Hey, a CD is a CD. All it means is lots of data, accessible at a fairly slow rate. I agree that SEGA has not exploited the potential of CD's, but that doesn't mean that the hardware isn't capable of doing wonderful things.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1024. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 14:31:46 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20f28iINN5kj@life.ai.mit.edu>
Source record: 204054

In article <20e8v6$asm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>That's bullshit. Atari would never get the Jaguar out the door for
>less than $400 if they included a CD-ROM player.

Len, it doesn't matter if they get it out the door if only a tiny
number of developers want to develop for it.

>And since Bob Brodie said that the cartridges would be priced similar
>to SNES and Genesis, I don't see what the big deal is about.

Maybe he thinks they'll be priced the same for *end-users* but it is
simply NOT the case that bigger carts will costs the same as SNES and
SEGA carts to *manufacture*. Not many SEGA games are even 2MB because
of the cost differential between 1MB and 2MB carts.

Do you think a 32MB cart is cheap? 16MB? He did say "very large,"
whatever that means. 32MB *SIMMS* is more than the price of a standard
cart! Bob is either lying or misinformed about the technical details
of what he's saying.

The point is that if the Jagaur and 3DO markets are similarly sized (in
the long run), developers will favor the machine they can produce games
for the cheapest, because that way they make the most money. If the
difference between cart costs and CD costs weren't so vast, the
argument wouldn't be as persuasive. But ask anyone in the business
about cart costs vs. CD costs and they'll tell how much capital getting
into the business of making carts requires. On the other hand, you can
get a complete 3DO development system *and* your own (slow) CD
mastering machine for $15K.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1025. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:12:48 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <20f4lgINN6ic@life.ai.mit.edu>
Source record: 204056

In article <memo.368066@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>Yeah, okay, so maybe I was a little unfair with the above but after
>reading some of your previous postings can you honestly say you
>wouldn't have commented adversely if I had of quoted NDA and let it
>lie there?

I understand why NDA's are invovled; it's just that dangling a carrot in front of us and then saying, "Oop, can't tell because of the NDA" is just silly. If I sound hostile, I am not. I only get hostile when people start making personal comments, which you have not done. (Thank you.)

>This has to be better than nothing - and I for one wouldn't expect
>anyone to break a NDA. And the idea of anonymous postings - well, I
>find that a bit low - you're still asking people to break contracts.

The reason I'm pushing this point so much is partly that I know Atari has been sloppy with NDA's in the past, which means there may very well be someone out there who has the machine and hasn't signed an NDA. I learned all about the Falcon, saw the prototype, played with it, and got a close look at the chips under the hood last summer when it was hot news, and I had signed nothing, much less an NDA. I didn't post about what I knew because I didn't want to screw them, despite how obnoxious they were. (See, I'm not *totally* heartless. :)

>However, I find it lower of Atari to make these guys gag themselves to
>the hilt over such trivial matters. Do they really think that if it
>was generally known that the Jaguar had a specially made graphics
>co-pro that this would make Sega go out and plug one into their latest
>machine? Probably - oh well.

Atari can do everything in their power to prevent information from getting out, and the user community and the press can do everything in its power to get a developer to tell us what we want to know. Morals aside, there's nothing illegal about either.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1026. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:31:50 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Jun25.153150.2726@vax.sbu.ac.uk>
Source record: 204052

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

1027. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:37:00 UTC
From: schang@ee.ryerson.ca
Message-ID: <1993Jun25.153700.5005@ee.ryerson.ca>
Source record: 204057

[No readable article body recovered]

1028. FALCON Software-Modem?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:47:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A58844@KI.maus.de>
Source record: 204009

Hello!

Does anybody know whether there is a /FALCON/ Software-Modem available as it is explained in ATARIs advertising?

What other special programms for the /FALCON/ are available, especially pd and shareware?

Bye,
Christian

christian_mittendorf@ki.maus.de
chris-m@pz-oekosys.uni-kiel.dbp.de

1029. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:47:11 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun25.094711.14185@iscsvax.uni.edu>
Source record: 204055

In article <20e1ii$rbu@usenet.INS.CWRU.Edu>, cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> To: Dave Baggett:
>
> Dave, I've got news for you! I never claimed that units were being
> manufactured! Surprise! I really have no idea where you pulled
> that one from...I _did_ say that developer machines were being
> released, though....there _is_ a difference.
>
> It seems as though you have a great deal of unresolved personal
> problems...But I find it wholely unnecessary for you to blow
> steam off here, or at John. See a shrink for that, or go see
> a close friend.
>
> As far as what is real and what is not: The Jaguar is a reality.
> As is the 3DO. The 3DO is definitely out-hyping the Jaguar, but
> I'm not too worried. In the end, all that matters is the bottom
> line....and if the Jaguar costs $200, and is even only half as
> powerful as the $700 3DO, it is going to kick it square in the a**.
> Oddly enough, the word on the street is that the Jag is _more_
> powerful than the 3DO...believe what you want, but I'll be more
> than happy to accept your humblest of apologies at the end of this
> year. Until then...lighten up!

You think Jaguar will kick 3DO's ass, bullshit.... What makes you think that the Jaguuar will be successful in the market place? Atari had the Lynx and it blew away the lame boy technology wise, but lame boy sold more due to superior marketing. You think the Jaguar will be any different.

"Marketing with out the money" President Sam Tramiel.

"We view marketing as an investment(cost) per unit" Chairman John Sculley-Apple Computer..

>
> - Chris Millar
>

1030. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 15:54:59 UTC
From: jjmcwill@next6
Message-ID: <1993Jun25.155459.27883@mtu.edu>
Source record: 204060

In article <20e1ii$rbu@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> To: Dave Baggett:
>
> Dave, I've got news for you! I never claimed that units were being
> manufactured! Surprise! I really have no idea where you pulled
> that one from...I _did_ say that developer machines were being
> released, though....there _is_ a difference.
>
> It seems as though you have a great deal of unresolved personal
> problems...But I find it wholely unnecessary for you to blow
> steam off here, or at John. See a shrink for that, or go see
> a close friend.
>
> As far as what is real and what is not: The Jaguar is a reality.
> As is the 3DO. The 3DO is definitely out-hyping the Jaguar, but
> I'm not too worried. In the end, all that matters is the bottom
> line....and if the Jaguar costs $200, and is even only half as
> powerful as the $700 3DO, it is going to kick it square in the a**.
> Oddly enough, the word on the street is that the Jag is _more_
> powerful than the 3DO...believe what you want, but I'll be more
> than happy to accept your humblest of apologies at the end of this
> year. Until then...lighten up!
>
Oh, Come on Chris. I think John is right on. I heard all this B.S. about how the TT was gonna "revolutionize" computing. Then the same thing was said about the Falcon. Here's a machine that was supposed to be out en masse months ago. And to this day, there still seems to be only a dozen or so real live, honest to goodness Falcon owners. A couple postings ago you asked John to give Atari a chance. Haven't Atari users been doing that for about 6 years now? The original ST was revolutionary when it first came out. It had a lot of bang for the buck. But since then, Atari really hasn't seemed to be able to recapture the computer users' imagination in the quantities they did back then. Atari seems to ALWAYS be announcing wonder-products that arrive too late in too small quantities to really be thought of as successful product development and marketing.

Why is it unreasonable for John to be pessimistic about ravings on the USENET feeds? I've been reading that same kind of stuff for two years here, and many more years before that on GEnie and BBS systems. Rarely, in my view of things, has Atari actually delivered a product that truly lived up to the claims of their propaganda reps or the hormonal

Online message posters. Remember the Stacey? Remember the ST-BOOK, or
Atari Unix? How about the ATW Transputer, or the MS-DOS clones? At the same
time as the ST Book was raving about a hand recognition stylus type computer
by Atari. Yup. Other companies are actually MAKING that kind of stuff
now. Like John says, with such an awful track record, how can anyone
be enthused by yet another round of unsupported claims. Of course,
I know Atari isn't totally alone. There was the Apple Lisa, the
IBM PC-Jr., The Apple III. Atari just seems to have more than its
share of coughs, sputters, unrealized fantasies, and vaporware.

Jeff - "Moonlight WorkShop", Atari Classics Magazine.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

1031. Re: How do I get Atari Programs from Sun to Atari ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 16:05:52 UTC
From: stephan@nats.informatik.uni-hamburg.de
Message-ID: <stephan.741024352@nats1>
Source record: 204059

willoch@oslo.sgp.slb.com (thorbjorn willoch) writes:

Hello Thorbjoern !

>How do I get the software from my Sun to my Atari?

I use dosmount to mount the floppy onto a directory. Then I
can use `cp` to copy the files on the floppy.

`strings dosmount` shows me:
"@(#)mntdisk.c 1.00 91/07/02"
"@(#)funcs.c 1.00 91/07/02"

>What kind of floppy format does the Atari use?

The same as Microsoft or DR DOS. The new ataris have a
high-density (1.44 MB) drive the older ones only double-density
(720 KB).

I use a high-density drive.

>Can it read PC-format?

Yes. But not necessarily the other way round.

>Does there exist programs to write Atari format on floppys from UNIX?
>Can rawwrite be used?

I dunno. What is `rawwrite`?

Bye.

>Thorbj&#65533;rn Willoch | Schlumberger Geco-Prakla

Stephan Gross

stephan@nats7.informatik.uni-hamburg.de

```
/----------------------------------\
|das macht doch (CDR (CONS A NIL))!|
\----------------------------------/
```

1032. the Falcon rackmount music workstation

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 16:59:40 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun25165940@ramanujan.WPI.EDU>
Source record: 204068

Has anyone got any more information on the purported Falcon rackmount
version? I believe it was to be called the Falcon PMW or some such...

Or is it going to go the way of the 1450XLD...

that would be too bad...

.s.
(maybe I'll email Bob for some information...)
--
- lancer@wpi.wpi.edu - - Men Without Hats: -
- They say that time is money - sell your watch today! -

1033. TOS 1.02 Memory Location

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 18:13:25 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Jun25.181325.8121@nessie.mcc.ac.uk>
Source record: 204062

Hello there,

Does anybody out there know the memory location (ie start & end) of
TOS 1.02 . Or even better, does anybody have a memory map
for the ST that includes this (and hopefully other information) ?
I'm interested in hacking around in it and generally having a play !

Many thanks,

Danny

1034. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 18:18:04 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.369234@cix.compulink.co.uk>
Source record: 204061

In article <20f4lgINN6ic@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
>
>Atari can do everything in their power to prevent information from
>getting out, and the user community and the press can do everything in
>its power to get a developer to tell us what we want to know. Morals
>aside, there's nothing illegal about either.
>
>Dave Baggett

I've only ever had to sign a NDA once (strangely enough for some development work on the (then) yet unseen SNES) and admit to knowing little about them. But, don't they constitute a legal contract? And therefore the breaking of them - even anonymously - would put the devloper in breach of contract. And therefore they could be sued in a court of law?

ATB,

```
|~~~
```

1035. Re: .WAV players for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 18:38:50 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jun25.183850.18430@nrtpa038.bnr.ca>
Source record: 204063

Greg,
I've run into problems with certain WAVe files. I am working on
changes that should take care of these problems. Could you please send
me a copy of a WAVe file that is causing you problems? I'll check if it
fits the mold of the other WAVe files giving problems. I'll send you
a prototype of the newer version if it can handle the WAVe file you
send me.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1036. Re: How do I get Atari Programs from Sun to Atari ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 18:47:45 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340135@hpfcso.FC.HP.COM>
Source record: 204082

If you format a 3.5" floppy on a PC for 720K, your ATARI and a PC can read and write it just fine.

Ted.

1037. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 19:15:25 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC96ytp.C5L@netcom.com>
Source record: 204064

In article <H.eg.TYEXm1J3lTU@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>
>I was disapointed with diamondback II. I have lost files with it although
>it may have been my fault. (the target file system was screwed up)
>Incremental backups are difficult. it uses the archive bit or a date
>instead of comparing source files to the target files (or a listing of
>files in a backup) to determine what to back up. It does not support
>flopticals except as another HD partition.

DB III will support flopticals and other removable media like floppy disks.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1038. ST Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 19:22:10 UTC
From: ric@microware.com
Message-ID: <1993Jun25.192210.18473@microware.com>
Source record: 204079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Netlanders,

I have the following 2 items for sale:

$200 Spectre GCR (3.0)
$200 80Mb SH204 Hard Disk

A free gift comes with either purchase (3 free gifts if you buy both).
You pay shipping.

Ric Yeates

-=-=-=

1039. Vintage ST for sale cheap

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 19:25:18 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <lg_p4Sy00VAuEE9Uk4@andrew.cmu.edu>
Source record: 204066

For sale, $400 with printer, $350 without, plus shipping (if any):

Atari 1040ST computer, with 13" color monitor, printer, mouse,
joysticks, and tons of software.
Very similar to an Amiga 1000. $470 cheaper than a student-discount Mac
Classic II, and it comes with a printer, COLOR monitor, and loads of
software.

Specs:

Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.
Available adapter (Spectre GCR) to run Mac black and white software.

1 Meg RAM, 192K ROM. TOS 1.0.

1 720K 3.5" floppy drive, IBM-compatible (you can read and write IBM
disks, which means that with the Apple File Exchange, DOS Mounter Disk,
or SoftPC, you can export data [i.e. word processing documents] to a
Mac. Hell, you can even export data to a REAL IBM-compatible with a 3.5"
drive.)

Atari color monitor. 640x400x16 colors, or 320x200x256 colors. Sound included.

Printer specs:

Epson LX-90 dot-matrix with tractor feed. 160 cps draft, 60 cps letter
quality. Boldface, italics, underline, graphics, foreign fonts, the
works. Comes with 1000 sheets tractor-feed paper.

Serious Software:

Word Writer 2.0. PC-compatible word processor. 85,000 word spell
checker, thesaurus, outliner, mail merge, etc.
DEGAS Elite. Way cool paint program.
Lots of utilities (disk fixers, file managers, anti-viral stuff, etc.)

Games:

Falcon 1.3 with add on disk-- Operation: Firefight. Just like the PC
Falcon. Full color 3-D.
Their Finest Hour-- Awesome Lucasfilm WWII air combat simulator.
Populous-- Just plain fun.
Breach 2-- A futuristic wargame where you control a squad of Space
Marines. Much like "Aliens", only YOU control the Marines. Some serious
enemy AI here. Comes with add-on mission disk.
Prime Time-- Parody of running a TV network.
Carrier Command-- An immense wargame. Command an aircraft carrier battle
group against another carrier group. Can take WEEKS to finish.

Other Software:

Lots of 3-D graphics stuff. 2 years' back issues of STart, an Atari ST disk magazine.

Oh yeah:

2 joysticks, mouse, mouse pad, ALL documentation and cabling. Keyboard is built-in.

Reply via email to mg20@andrew.cmu.edu. Thank you.

Mike Greelish mg20@andrew.cmu.edu
No longer Carnegie Mellon University student. Now unemployed
and looking for a job. Hope my account doesn't evaporate soon.
Spent 3 months off the net. Ahh, I can feel the juice in me again...

1040. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 19:33:07 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC96zn7.DtE@netcom.com>
Source record: 204065
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <20e8gm$a4b@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu
>In all honesty, I would like to see Bob Brodie attempting to revitalize
>Atari user groups than spending all day on online services.

The only way user groups are going to be revitalized is by computer sales.

>It is nice that I can write him and he replies, but anyone can do this.
>Not everyone can organize Atari user groups.

It's not very difficult to organize a user group. I'm not quite sure why
you need Bob Brodie to do this. I just talked with a guy on GEnie last
night who is starting up an Atari user group and he has some pretty good
ideas. Sure, brochures and promotional stuff from Atari would be nice to
get at a user group meeting (and Bob does this anyway if you ask), but how
much more can he do? His time is better spent when addressing the market
as a whole, as opposed to massaging a few user groups.

>Besides, it isn't healthy to use a computer all day long... especially
>on online services!

Hehehe. I do tech support, so all day long I stare at a Mac and a PC.
Guess what I do to relax when I get home? Use my TT. :-)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1041. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 20:57:18 UTC
From: wilsont@rahul.net
Message-ID: <C973JI.9yp@rahul.net>
Source record: 204070

In <20f1q3INN5bh@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>That's mainly an issue of perception in the *computer* games market.

it was the only reference I had, I don't know how much SegaCD, or
TurboDuo CD's cost.

>special add-ons, but not always. But the *duplication* costs aren't
>the same as the costs charged consumers. I'm talking about developers,
>not end users.

heck, i'm a 'independent' developer for unix, atari, and (gag) clones,
I'd like to do X and Y, but the market (end users) wants A and B.

CD-ROM's are a heckuva lot slower than carts, will bobby get tired of
waiting for the graphics to load?

Sure, as a developer, I would say: CD's cost less per unit, CD's can hold
all of my sounds and graphics and code uncompressed, great! but if it
turns out that people hate the lag times, a tiny scratch destroys the medium,
and the players are 200 bucks, that makes me take a look at carts again.

>buy the game. Joe Montana football, with the same graphics and sound,
>will be cheaper to produce for the 3DO than for any cart-based machine,
>because the duplication costs are much lower.

Very true, in a straight across port.

>>Something else to consider, do you want 9yr old Bobby 'throwing' a CD
>>into the player?
>I dunno; that age group probably has plenty of music CD's and no one's
>complained. But carts probably *are* more durable, for what it's

Where *I* live, and see the kids scurrying around, none of them have
CD's, they are completely amazed by my CD player. the age where music
becomes more prevailent (my guess) is 13-14.
My cousins just wreck the crap out of anything they touch.

>worth. I doubt such concerns sell machines though. I think what sells
>machines is hot licensed titles with spectacular graphics and sound,
>regardless of playability, durability, etc. We know that Jurassic Park

To me, its very true, but very sad. Flash and wizbang sells. While good
playible games get the sidelines.

>is an upcoming 3DO title.
well, i hear (for real) that Atari Games is porting their arcade lineup to
the jaguar.

JP will probably sell, even though I hate movie-games.

> We also have reports that Dan Bunten is
>working on "Son of Mule" for the 3DO. These kinds of things will
>sell units. It's not *just* the hardware that matters.

I think thats 'Dani Bunten' now, VG&CE editor on rec.games.video.misc told
me about a sex-change rumor.

At anyrate, Software does to the selling, if hardware did, motorola machines
would dominate.

>Atari needs to be there in September with arcade translations, movie
>titles, etc. If they miss that, and especially if they miss Christmas,
>the Jaguar will (IMHO) be DOA.

I'll see what I can dig up about that autumn release date.

>You can do any game you want and put it on CD, and it will be cheaper
>to produce than the same game for SNES on cart. You're arguing that
>because the capability for doing *more* is there, you *have* to use it,
>which is not the case.

Very true, again, it goes back to the 'model' i used, the PC market.
Also, i'm wondering about a 9-13yr olds competence. I'm 21, and i've thrashed
a few of my CD's (by accident), a CD-ROM is not so forgiving as a audio CD.

[media cost comes out of the profits..mangled by call-waiting]

Yes, but if the consumer can't 'put up' with the slow times of the
access, the fragile nature of th i'm just offering up the the other
side of the CD case.

>Well, if I were Atari, I'd really focus on the CD player. They really
>need to do that to survive in what will be an even more competitive
>market come September when the 3DO is released. (And who knows what
>Nintendo is up to.)

Atari isn't really scared about the 3DO (good or bad I don't know)
face it, a 3dO is $500-700 dollars, and the jag is $200, the 3dO isn't really
a pure game machine anyways. (a lot a people make it out to be as such)

>>the 3DO exists as much as the jaguar does then hmm? (developers only)

>Well no, the 3DO has been shown at shows like CES, while Atari doesn't
>consider it worth their time to show anything but a videotape. No one

I've talked to a few atari people about this, i'm gonna write an article
on it soon, but they had good reasons.

>out there.) Atari is hiding from the world, while 3DO is being fairly
>forthcoming (and of course marketroidy) about the details of their
>machine.

Marketroidy, hehhehe, i like that.
Details on the 3dO? I'd like to see them. (i just never have)

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1042. Re: the Falcon rackmount music workstation

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 22:06:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20fsto$t1m@usenet.INS.CWRU.Edu>
Source record: 204069

In a previous article, lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) says:

>Has anyone got any more information on the purported Falcon rackmount
>version? I believe it was to be called the Falcon PMW or some such...
>
>Or is it going to go the way of the 1450XLD...
>
>that would be too bad...
>
>.s.
>(maybe I'll email Bob for some information...)
>--
>- lancer@wpi.wpi.edu - - Men Without Hats: -
>- They say that time is money - sell your watch today! -
>

I'm pretty sure it was a joke. It never existed.

--

1043. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 22:50:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20fvgh$40n@usenet.INS.CWRU.Edu>
Source record: 204071
Cross-posted to: rec.games.video,comp.sys.atari.st

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <20e8gm$a4b@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu
>>In all honesty, I would like to see Bob Brodie attempting to revitalize
>>Atari user groups than spending all day on online services.
>
>The only way user groups are going to be revitalized is by computer sales.

Ah, but Bob isn't a salesman, though sometimes I think he should be.

>
>>It is nice that I can write him and he replies, but anyone can do this.
>>Not everyone can organize Atari user groups.
>
>It's not very difficult to organize a user group. I'm not quite sure why
>you need Bob Brodie to do this. I just talked with a guy on GEnie last
>night who is starting up an Atari user group and he has some pretty good
>ideas. Sure, brochures and promotional stuff from Atari would be nice to
>get at a user group meeting (and Bob does this anyway if you ask), but how
>much more can he do? His time is better spent when addressing the market
>as a whole, as opposed to massaging a few user groups.

Organize Atari user groups as a whole... c'mon Ed let's get with it.
Did you think I meant one user group?

This is what Atari can do, but someone has to organize it:

following:

Atari could take action to revitalize Atari user groups by doing the
following:

o Atari User Group Services.
Organize a department at Atari Corporation to specifically deal with
user groups.

o Build a closer relationship with Atari user groups.
Most user groups receive no support from Atari making it nearly
impossible to continue existence. A relationship is needed to increase
user group members spirit and give the feeling that Atari cares.

o Establish an Atari User Group Information Network.
A Bulletin Board System (BBS) STRICTLY for the exchange of user group
articles, files, and information.

o An Atari User Group Newsletter.
This newsletter would be distributed to user groups and would consist of

articles on what other user groups are doing such as demonstrating Atari products at shows, how each user group runs their meetings, what topics user groups discuss, how they have increased membership, and the number of members each user group has.

The articles would be contributed by user groups and the newsletter could be put together by Atari Explorer staff.

o Third-party software demos.
Any time new software is released, a demo copy of this software would be sent to user groups with over 20 members.

o Public Domain & Review Catalog.
A user group wishing for public domain programs or reviews on disk will be able to purchase them through Atari at cost.

o Free Items to Atari user groups with over 20 members:
International Software Catalog -- A free copy of Atari's International Software Catalog.

Atari Explorer Subscription -- A free subscription to Atari Explorer Magazine. This may even help increase the number of subscriptions.

Flyers and Brochures -- Free flyers and brochures given to user group members to give to their friends and other interested parties.

o Special Deals to Atari user groups with over 20 members:
Falcon030 personal media computer at cost -- A user group with over 20 members will have the opportunity to purchase ONE Falcon030 at manufacturer's cost for display and demo purposes only.

Future product purchase opportunities -- User groups with over 20 members will have the opportunity to purchase any new Atari product at manufacturer's cost for display and demo purposes only.

Developer's Documentation -- A user group usually has many programmers that are interested in programming public domain software. This public domain software will add value to the Falcon030. The cost of this documentation will be copy and shipment cost.

o Atari Co-Op Computer Shows.
If a user group wishes to demonstrate Atari products at computer shows or festivals, Atari will pay half the cost up to $100 a year. Since Atari cannot afford to send people to these shows and Atari user groups are willing to go, why not let them? At most, Atari would pay $20,000 a year to help user groups attend these shows. Apple pays this amount to attend only a few shows.

o Atari Co-Sponsored Computer Shows.
If a user group wishes to put together an Atari show with Atari being a co-sponsor, this would be a possibility. This does not mean that Atari has to co-sponsor ALL Atari shows, just some.

REALLY, if Atari gets the user groups going (or what is left of them),
Atari can use them to help increase sales of the Falcon030.

>>Besides, it isn't healthy to use a computer all day long... especially
>>on online services!
>
>Hehehe. I do tech support, so all day long I stare at a Mac and a PC.
>Guess what I do to relax when I get home? Use my TT. :-)

I stare at the computer longer than four hours and I get eye sores and
headaches like you wouldn't believe.

>
>

--

1044. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-25 23:35:37 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20g249$8j0@usenet.INS.CWRU.Edu>
Source record: 204072

Re: Jaguar vs. 3DO

Why will the Jaguar be more successful than the Lynx? All one must
do is figure out why the Lynx "failed".....

it failed for two primary reasons - 1.) High price 2.) A dearth of software.

Both have seemingly be corected with the Jaguar - if you believe what
I have said....of course, Mr. Baggett would like you to believe I was
a "liar"...he can believe what he wants of course, but it must be
noted that he has no great love for Atari, which could then be
interpreted as meaning he never 3wants Atari to succeed.......

Anyway, _if_ you choose to believe me, then the jaguar will see for
about $200, and have at _least_ 24 games available upon release.
Faced with a competeing machine priced twice as much (3DO) the choice
becomes obvious...

- Chris Millar

1045. BLUE RIDGE ATARIFEST '93

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 00:00:57 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Jun26.000057.5040@ncsu.edu>
Source record: 204074

==========

Here is the latest information on the upcomming B.R.A.F., for those who
don't normally access to Genie, etc. Although not the largest, it has
been one of the most exciting and enthusiastic shows in previous years.
This year should prove even more fun, with Bel Chere festivities all around
downtown!
- dave.

==========

BLUE RIDGE ATARIFEST '93
Press Release - June 17, 1993

FOR IMMEDIATE DISTRIBUTION

The Blue Ridge Atari Computer Enthusiasts (BRACE) and Computer STudio
invite you to participate in the fourth annual Blue Ridge AtariFest
on Saturday, July 24 and Sunday July 25, 1993. The show will take
place in the Courtyard Shop area of Westgate Shopping Center in
Asheville, North Carolina (Home of Computer STudio).

We are still signing up additional exhibitors, but those who have
already made a firm committment to attend include (Alphabetical
Listing):

Atari Corp/Applied Audio Marketing . Atari's Southeast Regional
Representatives will be on hand
to let you know what's going on
in the Atari world, especially
here in the Southest U.S.

Accusoft-ST ..... PD/Shareware Software (Desktop
Publishing Clip Art Libraries)

Barefoot Software ..... Professional MIDI Software
applications (SMPTETrack,
EditTrack Platinum, GenEdit, EZ
Score Plus, etc.)

Binary Ink ..... David St Martin will discuss his
own desktop publishing business
and conduct informative seminars
on "Marketing Your DTP Skills"
and "Newsletter Desktop
Publishing".

Codehead Technologies ..... Productivity software &
enhancements (G+Plus, MultiDesk
Deluxe, HotWire, CodeHead
Utilities, Warp 9, Calligrapher,
MaxiFile, Lookit & Popit, Avant
Vector, MegaPaint, TOS Extension
Card, etc.)

Computer STudio ..... Visit a 'real' Atari Dealership
in the mall (Atari computer
systems, software and
accessories)

DMC Publishing ..... Desktop Publishing System
Solultions (Calamus/SL, PKS
Write, Outline Art, Invision
Elite, tms Cranach Studio, etc.)

GEnieLamp/GEnie ..... Telecommunications and
Electronic Publishing

JV Enterprises ..... Developers of low-cost
license-ware software and games.

Lexicor Software ..... Professional animation and
rendering software (Prism Paint,
Phoenix Render, Meridian, etc.)

MagicSoft ..... Entertainment Software (New
products unveiling!)

Missionware Software ..... (Flash II, lottODDS, Printer
Initializer, etc.)

Showtimes are 10am - 6pm on Saturday, and noon-5pm on Sunday.
Seminar sessions will be scheduled throughout the show.

Since this year's show coincides with Asheville's annual Bele Chere
Street Festival, we are not having a Saturday evening banquet, but
are instead encouraging guests to hop the shuttle bus at the front
entrance of the mall and spend Saturday evening downtown enjoying
the outdoor festivities (live entertainment, food booths of all
types, dancing, etc.).

Advance registration is only $3; or $4 at the door. Additional
information about the show and Asheville's Bele Chere festival will
be mailed to all who pre-register in advance. Door prize winners
will also be selected from registered guests (you need not be
present at the time of the drawing to win). Advance registration
checks should made out to "COMPUTER STUDIO" and mailed to:

Computer STudio
Westgate Shopping Center
40 Westgate Parkway - Suite D
Asheville, NC 28806

For additional information, please contact either:

Sheldon Winick Cliff Allen, Show Coord.
GEnie: S.WINICK GEnie: C.ALLEN17
Computer STudio Internet: CALLEN@UNCA.EDU
Westgate Shopping Center phone: (704) 258-3758
40 Westgate Parkway - Suite D
Asheville, NC 28806
(704) 251-0201

or the Blue Ridge AtariFest topic on GEnie (Atari Roundtable,
Category 11, Topic 13).

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+-----------------------------------------------------------------+
| |
| BLUE RIDGE ATARIFEST '93 - GUEST REGISTRATION FORM |
| """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""" |
| |
| Name: _____ |
| |
| |
| Address: _____ |
| |
| |
| City: _____ ST: ______ ZIP: _____ |
| |
| |
| Telephone: (_______) _____ |
| |
| |
| Please enclose a separate registration form for each person, |
| and return to us at the following address along with your |
| check in the amount of $3.00 per person ($4.00 at the show) |
| made payable to "COMPUTER STUDIO": |
| |
| Computer STudio |
| Westgate Shopping Center |
| 40 Westgate Parkway - Suite D |
| Asheville, NC 28806 |
| |
| Alternate Credit Card Payment Method: |
| """""""""""""""""""""""""""""""""""""" |
| |
| __ MasterCard __ VISA __ Discover __ American Express |
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| Credit Card Number: _____ |
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| |
| Expiration Date: _____ |
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| |
| Authorized Signature: _____ |
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++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1046. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 01:19:09 UTC
From: rjung@netcom.com
Message-ID: <rjungC97Fnx.GuC@netcom.com>
Source record: 204073
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <20e28i$sf0@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
> According to Richard Miller, I believe, both projects were being
> worked on simultaneously. When the Panther was ready to be launced
> Atari took a good look at the market and said, "Nah, we want something
> spectacular....not a 'me, too' machine." So they devoted all further
> efforts to the jaguar project, which was much further along then they
> expected.

Close. I believe speculation says that the Panther was near release, when someone noticed the Jaguar project was proceeding much faster than expected. A re-assessment of the Panther's abilities put it about equal with the market at the time (most notably the Sega Genesis, I think). Given Atari's financial-strapped position, they decided to not use the money pushing a weaker project and went gung-ho with the Jag.

> Word is that Jeff Minter did the "polygon flight simulator" demo on the
> Jaguar......just a rumor, though. <G>

What demo? Or are you talking about the game shown on the CES videotape?

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1047. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 03:56:08 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC97MxL.5ps@netcom.com>
Source record: 204075
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <20fvgh$40n@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
> Atari could take action to revitalize Atari user groups by doing the
> following:
>
> o Atari User Group Services.
> Organize a department at Atari Corporation to specifically deal with
> user groups.

Look, Len, I'm not going to go tit for tat with you. Atari doesn't have the resources to do what you want them to do. Atari doesn't need a department to handle user groups. They need to sell computers.

> o Build a closer relationship with Atari user groups.
> Most user groups receive no support from Atari making it nearly
> impossible to continue existence. A relationship is needed to increase
> user group members spirit and give the feeling that Atari cares.

Do those user groups ask for support? We've asked for things from Atari, such as Falcon brochures and have gotten them. We've even asked Bob Brodie to come and show the Falcon, which he's done, on a Saturday even. He done the same for other groups in our area.

> o Establish an Atari User Group Information Network.
> A Bulletin Board System (BBS) STRICTLY for the exchange of user group
> articles, files, and information.

Yeah, who's gonna run it? Better yet, who's gonna call it? I'm the only officer in my user group who gets on-line with any regularity, and the rest of them sure aren't gonna call long distance to a user group BBS. Frankly, I think it would be pretty boring.

If you want user group excitement, get a GEnie account. They have a whole category devoted to it and it gets plenty of traffic. Would you believe they even have a Roundtable that surrounds it, full of useful information about your ST, instead of the bullsh*t you read in this newsgroup from people who have personal grudges against Atari.

All these ideas you have are fine and dandy. But the fact is that Atari doesn't have the manpower or the money at this time to implement something like this. Their resources are much better used in other areas. If you want to see Atari survive like I think you do, they'd be better off trying to manufacture and sell computers than they would spending their time forming user group alliances.

>>Hehehe. I do tech support, so all day long I stare at a Mac and a PC.
>>Guess what I do to relax when I get home? Use my TT. :-)
>
>I stare at the computer longer than four hours and I get eye sores and
>headaches like you wouldn't believe.

Then don't stare at the computer. Look away every few minutes. Let your
eyes focus on something else, even for as little as 10 seconds.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1048. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 04:07:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <20gi14$cld@terminator.rs.itd.umich.edu>
Source record: 204078

```
-rw-rw-r-- entropy 6156 Jun 19 12:02 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 19 12:00 ./Mint/Filesystems
-rw-r--r-- 20867 95505 Jun 19 12:00 ./Mint/Filesystems/mfs604s1.zoo
drwxrwxr-x root 4096 Jun 20 00:07 .
drwxrwxr-x root 6144 Jun 20 00:10 ./Telecomm
-rw-r--r-- molin 97066 Jun 16 19:53 ./Telecomm/q_asc110.zip
-rw-r--r-- molin 119698 Jun 16 19:53 ./Telecomm/q_doc110.zip
-rw-r--r-- molin 431486 Jun 19 13:39 ./Telecomm/quickbbs.zip
-rw-r--r-- weiner 5505 Jun 20 00:13 ./Telecomm/0index
drwxrwxr-x root 4096 Jun 22 20:23 .
drwxrwxr-x root 2048 Jun 22 20:11 ./Gnustuff/Tos
drwxrwxr-x root 2048 Jun 22 20:05 ./Gnustuff/Tos/Gcc
-rw-r--r-- entropy 523708 Jun 22 20:05 ./Gnustuff/Tos/Gcc/gcc244b1.zoo
-rw-r--r-- entropy 573185 Jun 22 20:06 ./Gnustuff/Tos/Gcc/gcc244b2.zoo
-rw-r--r-- entropy 12230 Jun 22 20:11 ./Gnustuff/Tos/0index
drwxrwxr-x entropy 2048 Jun 22 13:17 ./Mint/Filesystems
-rw-r--r-- entropy 72091 Jun 22 20:21 ./0ls-lR.Z
-rw-r--r-- entropy 72243 Jun 22 20:23 ./0ls-lRc.Z
-rw-r--r-- entropy 90135 Jun 22 20:20 ./0compind.Z
-rw-r--r-- entropy 191473 Jun 22 20:20 ./0index
drwxrwxr-x root 4096 Jun 24 23:16 .
drwxrwxr-x root 4096 Jun 24 00:35 ./Archivers
-rw-rw-r-- entropy 3386 Jun 24 00:40 ./Archivers/0index
-rw-r--r-- molin 118656 Jun 24 00:34 ./Archivers/lha220.zip
drwxrwxr-x root 6144 Jun 24 19:11 ./Diskutils
-rw-rw-r-- weiner 2791 Jun 24 19:50 ./Music/0index
drwxrwxr-x root 4096 Jun 24 20:56 ./Programming
-rw-r--r-- weiner 4129 Jun 24 20:55 ./Programming/0index
-rw-r--r-- entropy 32254 Jun 24 20:54 ./Programming/xhdi-110.zoo
-rw-r--r-- entropy 71629 Jun 24 23:14 ./0ls-lR.Z
-rw-r--r-- entropy 71811 Jun 24 23:16 ./0ls-lRc.Z
-rw-r--r-- entropy 90085 Jun 24 23:13 ./0compind.Z
-rw-r--r-- entropy 191628 Jun 24 23:13 ./0index
drwxrwxr-x root 4096 Jun 25 15:47 .
-rw-rw-r-- weiner 4805 Jun 25 15:43 ./Applications/0index
drwxrwxr-x weiner 2048 Jun 25 15:16 ./Applications/Dtp/Fonts/Gdos
-rw-r--r-- dpz 193083 Jun 25 15:16 ./Applications/Dtp/Fonts/Gdos/gemfo120.lzh
drwxrwxr-x root 4096 Jun 25 15:42 ./Archivers
-rw-rw-r-- entropy 3389 Jun 25 15:44 ./Archivers/0index
-rw-r--r-- dpz 25850 Jun 25 04:09 ./Archivers/msa_2_3+.prg
drwxrwxr-x root 6144 Jun 25 15:47 ./Diskutils
-rw-r--r-- dpz 0 Jun 25 15:45 ./Diskutils/readme.2nd
drwxrwxrwx root 2048 Jun 25 15:40 ./Falcon
--
```

```
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1049. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 04:08:21 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20gi3lINNlks@life.ai.mit.edu>
Source record: 204076

In article <memo.369234@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>And therefore the breaking of [an NDA] - even anonymously - would put
>the devloper in breach of contract. And therefore they could be sued in
>a court of law?

If Atari can prove that someone's violated an NDA, Atari can win a suit
against that person. Just trying to get information out of someone who
has an NDA, however, is perfectly legal. (Ethics, again, aside.)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1050. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 04:11:25 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC97nn1.6nE@netcom.com>
Source record: 204077

In article <20g249$8j0@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> Re: Jaguar vs. 3DO
>
> Why will the Jaguar be more successful than the Lynx? All one must
> do is figure out why the Lynx "failed".....

For Atari, the Lynx has been quite successful, and still continues to sell well. No, it doesn't have the market share of the Gameboy or the Game Gear, but it makes money for Atari, and that's what counts.

If you want to address the fact that the Lynx has "failed" to gain as much market share as the others, the reasons you list are not the real reasons.

> it failed for two primary reasons - 1.) High price 2.) A dearth of software.

The Lynx doesn't have the visibility or the availability of the other machines. This is the same thing that plagued the ST.

Atari prefers to be conservative when manufacturing computers. They want to make sure they can sell what they make. You wouldn't make more food than you can eat. Well, Atari doesn't want to keep any "left-overs" either. Sure, you can store your left-overs in your refrigerator until it rots, and then throw it away. Computers don't rot, but they do get obsolete very fast (almost as fast as food rots), and you need a lot more room to store tens of thousands of computers than you need to store a week's worth of left-overs.

We won't even go into the costs involved in making the computers and then storing them because they can't be sold. Can you say, "Throw away money?" I knew you could, and we're not just talking about a coupla days' worth of groceries either.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1051. Re: Interlink Transfer modules

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 04:14:57 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <mNHq6B10w165w@iowegia.dsm.ia.us>
Source record: 204088

dunham@src.honeywell.com (Scott Dunham) writes:

> Has anyone ever come across other file transfer protocol modules for
> Interlink, besides Y-modem Batch? Does Z-modem or Kermit *.TXF modules
> exist?
>
> Thanks, Scott
>
>
>
> --
I use a program called XYZ.TTP, just press ALT X and execute the
program from within Interlink and it works great!
I can mail it to you if you like.
Later

1052. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 04:39:36 UTC
From: kendall@NeoSoft.com
Message-ID: <C97oy3.7G7@sugar.NeoSoft.COM>
Source record: 204080

In article <20deigINNlib@life.ai.mit.edu> dmb@ai.mit.edu writes:
<some lines removed>
>
>No RAM? What would that even mean?
>
>>This would, for instance, let you play
>>"Joe Montana Football" (a cartridge for the Sega Genesis) but with a real
>>picture of Joe Montana staring you in the face, rather than the "crude" and
>>blocky representations the Sega is capable of.
>
>ONLY if it has enough RAM for Joe's digitized image, though! How much
>RAM does it have?!?!?! How big are the carts? The limitation with the
>SEGA is that carts are 2MB and smaller. :|
>
>>The Jaguar development kit is $9k and readily available. And it includes a
> ^^^
>Competitive with 3DO.
>

First of all, let me state that I think all comparisons of the Jaguar
and 3DO are silly. The 3DO is really much more than a game machine in
some ways, it really seems closer to a laserdisc player than anything
else. The Jaguar is really just a game machine (though theoretically
a really really cool one)

That said, let me add fuel to the comparison war. :-)

How much RAM does the 3DO have? I have an article here in front of me
from Electronic Engineering Times (not some mindless game mag or
newspaper article) that has a nice diagram of how the 3DO is
organized; the RISC is connected to the DMA is connected to the VRAM,
etc. Anyway, the first unplesant bit of information arrives - it
seems that under VRAM, we have 1 Mbyte. Ok, that's pretty good so
far. But then, on to DRAM. It seems we have another 1Mbyte, with
more being labled a "future optinal extension". So where is the 3DO
going to plastering 400x400x24 Joe Montana images? Since most games
as you point out will probably be on CD, that 1 Mbyte limit is fairly
unpleasant!

>>Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run"
>>of Jaguar cartridges, which he mentioned were very high capacity.
> ^^^^^^^^^^
>That's potentially bad news. Carts are enormously more expensive than
>CD's. It would be nice to know if its capable of handling CD-based
>games as well. If not, I doubt that developers will really embrace it

>in the face of the buck-a-disk reproduction costs for 3DO CD's. This
>is one problem they need to fix soon if they want to compete with 3DO
>and SEGA (both of whom have CD-based systems now).
>

I have heard that the Jag will have a CD (though not with the base
model at $200!) Although that info like almost anything else said
about the Jaguar has little base in fact right now.

For further fun, some other "optional extensions" for the 3DO are the
video input (so you can texture map yourself on a bouncing ball or
whatever) and the video decompression cartrige.

P.S. - I also consider it a Bad Thing that each 3DO developer gets a
CD of film footage that he can use in his games - it would be much
more direct for 3DO to strap the new 3DO purchaser into a chair and
make him watch the footage 1,000,000 times - after all, he will anyway
when the same footage is in game after game after game.... Much more
impressive would be some kind of announcment that all 3DO developers
have some way to easily obtain permission for movie footage through
the parent companies.

>>I just have a soft spot for Atari, and didn't want to see
>>them unnecessarily badmouthed.
> ^^^^^^^^^^^^^^^^^^^^^^^^
>In the context of Atari, what an oxymoron that is. :)
>

Atari, the computer company people love to hate!!

>Dave Baggett
>__
>dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
Hey, the bottom line on your .sig takes up > 150 chars...

ObAtari: (too late now, I know, but...)
Is there any way to get stuff like NDVI or BlowUp030 in the USA?

--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

1053. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 08:19:24 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.371027@cix.compulink.co.uk>
Source record: 204081

>>PSION Chess runs fine.
Mine doesn't. It's OK unless you access a menu, they don't go away
again or work when you select something.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

1054. Re: ICD SCSI tape driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 08:48:00 UTC
From: Steffen_Engel@pe.maus.de
Message-ID: <A19139@PE.maus.de>
Source record: 204010

C>Great, but where do I get GEMAR 1.23 ?
I don't know, if GEMAR 1.23 can be found on ftp by the time, but in
about one week the english version will be ready.

At this moment GEMAR will be available on ftp.

It's long time ago that i used ftp, so i don't know where I will put it.

Ciao, Steffen

1055. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 11:22:17 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <uNyq6B6w165w@dogbox.acme.gen.nz>
Source record: 203965

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

> Well, the game system to computer hasn't worked and it wouldn't work.
> I have had the intellivision computer add on, the Colleco adam add on and
> a few cross betweens like the Spectra and Aquirous. They are always less
> computer than you need and mostly useless. (although the adam was my computer
> for 3 years)

There is another way of going about it....

I've seen adverts for systems which are 386/486 IBMpc systems with
Sega hardware built into the same box. Flip a switch and your
VGA PC is now ready to run Super Mario Brothers.

Considering the size reduction of equipment over the last 10 years
it's trivial to have 2 completely different sets of hardware in the
same box, or even on the same motherboard.

How about it - A PC desktop sized case with Falcon and Jaguar
inside. Possibly 2600, etc compatibility too as has been suggested.

It'd be better than a multicart games machine, as you don't need to
shift it to do serious computing. (While we're at it, why not add
a 486,etc and have PC compatibility too? Emulation is nice, but
hardware switching is much faster.)

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

1056. Sending mail to GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 13:33:34 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <741165353.AA09012@tdkt.kksys.com>
Source record: 203951

In a message of 24 Jun 93 16:33:31, George Fergus wrote:

GF> I tried sending mail to someone on GEnie a couple days ago, but got no
GF> response, so I don't think the new system is up yet.

It starts July 1.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

1057. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 15:10:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20hotj$jdq@usenet.INS.CWRU.Edu>
Source record: 204083
Cross-posted to: rec.games.video,comp.sys.atari.st

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <20fvgh$40n@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>> Atari could take action to revitalize Atari user groups by doing the
>> following:
>>
>> o Atari User Group Services.
>> Organize a department at Atari Corporation to specifically deal with
>> user groups.
>
>Look, Len, I'm not going to go tit for tat with you. Atari doesn't have
>the resources to do what you want them to do. Atari doesn't need a
>department to handle user groups. They need to sell computers.
>

But, Ed, this is part of selling computers. How do you get support when
you need help with Atari computers? You log into GEnie, Delphi, or use
Usenet to get your information.

How do other people that don't have access to Usenet or can't afford
to use GEnie or Delphi get support?

There are very few dealers out there and some dealers do not really have
enough time to spend with their customers as needed.

Why not call Atari up? They call Atari up and they get even less support.
They get a person on the phone that doesn't know what products Atari has--
how are they going to tell you how to use them?

Atari User Groups _ARE_ a way to sell computers and give people something
that they cannot get on another platform--support.

And YES, they _CAN_ afford it. Most of what I stated will not cost Atari
a lot of money. And I propose an Atari gift catalog where the company can
sell t-shirts, sweatshirts, coffee mugs, etc. to pay for everything that
I have mentioned.

If you sit down and think about this (something that many people don't do),
then you will realize that Atari has not filed for bankruptcy because
of LOYAL Atari users. So, how do you insure that the company doesn't go
under? Create more LOYAL Atari users.

>> o Build a closer relationship with Atari user groups.
>> Most user groups receive no support from Atari making it nearly

>> impossible to continue existence. A relationship is needed to increase
>
>Do those user groups ask for support? We've asked for things from Atari,
>such as Falcon brochures and have gotten them. We've even asked Bob
>Brodie to come and show the Falcon, which he's done, on a Saturday even.
>He done the same for other groups in our area.
>

Where are you located Ed? Did Bob Brodie fly half way across the
United States to visit your user group? Or did he jump in a car and drive
to your user group meeting?

As for Atari user groups (ASKING) -- I once put together a small show
which was inside of a festival which attracted 12,000 people. I requested
brochures, banners, or anything else that would help us get the word out
about Atari products. What I get? I didn't even get a reply.

Most user groups have dwindled away because Atari has not shown an interest
in them. Atari has to call up the President of the user group if they
need any help, etc.

>> o Establish an Atari User Group Information Network.
>> A Bulletin Board System (BBS) STRICTLY for the exchange of user group
>> articles, files, and information.
>
>Yeah, who's gonna run it? Better yet, who's gonna call it? I'm the only
>officer in my user group who gets on-line with any regularity, and the
>rest of them sure aren't gonna call long distance to a user group BBS.
>Frankly, I think it would be pretty boring.

"Frankly, I think it would be pretty boring." give me a break!

If there was information on it concerning user groups and could help your
user groups, your user group would call it.

As for YOU being the only one that gets online regularly-- THANKS you made
my point in the above statements. Many people don't get online systems
and they are the people left without support. I'm sure if you weren't
so active online, your user group would be pretty much clueless.

As for WHO would run it. This would be the job of a user group coordinator
at Atari.

(Who did you think--Bill Clinton?)

>
>If you want user group excitement, get a GEnie account. They have a whole
>category devoted to it and it gets plenty of traffic. Would you believe
>they even have a Roundtable that surrounds it, full of useful information
>about your ST, instead of the bullsh*t you read in this newsgroup from
>people who have personal grudges against Atari.
I have had the option of using GEnie freely through Z*Net and I decided
it wasn't worth it. comp.sys.atari.st is definitely the place to be.

And at least for me, it's free.

Also, I like to see both sides. I realize that not everything is as rosey
as you like to believe with Atari.

>
>
>All these ideas you have are fine and dandy. But the fact is that Atari
>doesn't have the manpower or the money at this time to implement something
>like this. Their resources are much better used in other areas. If you
>want to see Atari survive like I think you do, they'd be better off trying
>to manufacture and sell computers than they would spending their
>time forming user group alliances.
>

They ought to do both. I believe without a doubt in my mind that user groups
can be a very important part in selling Atari computers.

If anyone belongs to an Atari user group still, they must be pretty darn
devoted. And they have definitely helped Atari.

As for MONEY, like I suggested before, an Atari Gift Catalog would be able
to support this user group push. I _know_ Sierra makes a reasonable
amount of money selling shirts, bags, etc. I _know_ with all the Atari
fanatics out there, Atari could make a good amount of money on these things.

>
>Then don't stare at the computer. Look away every few minutes. Let your
>eyes focus on something else, even for as little as 10 seconds.

But then I might miss something. :)

Len
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
>

--

1058. Availability of STReport, Z*Net, and Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 15:20:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20hpgn$k8l@usenet.INS.CWRU.Edu>
Source record: 204084
Cross-posted to: comp.sys.atari.st,alt.games.lynx

A number of people have written me about how they can obtain Z*Net and other online magazines.

The Cleveland Free-Net usually gets the issues a couple of days after they are released (except with Z*Net which they have been getting several days after release).

Anyhow, this is how you can access the Cleveland Free-Net:

The Atari SIG is a Special Interest Group servicing all Atari computer users and Lynx video game players. The SIG Operators that help run the Atari SIG are volunteers that have an interest in Atari computers and Atari products. The opinions of each SIGOp do not necessarily reflect the Atari SIG nor that of the Cleveland Free-Net. The Atari SIG is run by individuals and is no way affiliated with Atari Corporation. The "Atari" name, logo, and any other Atari products mentioned here are copyrighted by Atari Corporation. The Atari SIG is made possible by the NPTN, CWRU, INS, and you, the user who contributes time and information.
The Central Atari Information Network (C.A.I.N.) is the official user group of the Cleveland Free-Net Atari SIG. The meetings are usually electronic and are held in the Multi-User Chat area on Free-Net.
A live gathering of C.A.I.N. members is held once a year. The C.A.I.N. official newsletter is published in electronic form once a month. The Cleveland Free-Net can be accessed by the phone number: "216/368-3888" at either 300, 1200, or 2400 baud. It can also be accessed by users around the world for free by using "telnet" at their college or business by the following Internet addresses: 129.22.8.38, freenet-in-a.cwru.edu, freenet-in-b.cwru.edu, freenet-in-c.cwru.edu, or hela.INS.CWRU.Edu. There is no charge for the use of the Atari SIG or the Cleveland Free-Net.
The information within this SIG is believed to be reliable but cannot be guaranteed.

I copied this from the "About the Atari SIG" text-file located on Free-Net.

I hope it helps!

Len Stys

P.S. It has about two and a half years of back issues.

--

1059. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 15:37:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20hqeuINNr26@life.ai.mit.edu>
Source record: 204085

In article <C97oy3.7G7@sugar.NeoSoft.COM> kendall@NeoSoft.com (Kendall Gelner) writes:
>How much RAM does the 3DO have?

I don't remember; it may be 1M or it may be 4M. I'll check on that.

>So where is the 3DO going to plastering 400x400x24 Joe Montana
>images? Since most games as you point out will probably be on CD, that
>1 Mbyte limit is fairly unpleasant!

Yeah, I agree that that is a rather serious issue. They can keep
things JPEG'ed or MPEG'ed in RAM and decompress them in real time, but
it's still not very much. I have seen the 3DO play QuickTime movies
from the CD in real-time, however. The CD's capable of at least 300K
per second so you can push enough data through for that. Still, game
designers will have to be a bit clever (as they are now for cart games)
with what they keep in RAM. The cart machines only have 64K of RAM,
so you can only be using 64K of changeable stuff at once, even though
you can have 2M of unchangeable stuff.

>P.S. - I also consider it a Bad Thing that each 3DO developer gets a
>CD of film footage that he can use in his games - it would be much
>more direct for 3DO to strap the new 3DO purchaser into a chair and
>make him watch the footage 1,000,000 times - after all, he will anyway
>when the same footage is in game after game after game....

This is a huge amount of data -- *170* CD's. Plus you get new ones
every quarter or so. With that amount of material it seems unlikely
that all the games will use the same set of images. I doubt any single
game designer would even *see* all the stuff.

>Much more impressive would be some kind of announcment that all 3DO
>developers have some way to easily obtain permission for movie footage
>through he parent companies.

That option already exists, even for Nintendo and SEGA game designers.
Those kinds of negotiations have to be made on a case-by-case basis.
Compiling a license-free library just saves people time and hassle.
But if you want to use footage from Jurassic Park, it's not going to
come easy!

>Hey, the bottom line on your .sig takes up > 150 chars...

Actually, the top text line. I do that because it can only be four
lines total and I want it to look like 5. It works on screens that
wrap.

Dave Baggett

--

dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab

ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2

PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1060. DBMAN V HEELLLPPPP!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 16:15:24 UTC
From: dsc3jwa@nmrdc1.nmrdc.nnmc.navy.mil
Message-ID: <C98L5p.DMv@nmrdc1.nmrdc.nnmc.navy.mil>
Source record: 204087

I am using Verasoft's dbMAN V (ver 5.03) and it works fine until
I use a index. Once I do this display, browse, edit by record number,
you name it doesn't work. Even letting the applications generator
create a do file comes up with errors. The two most common errors are

Err 79 - The variable is undefinded
Error 79 line 8 program DISP Refer to Appendix A

and

Error 54 Syntax Error

What's going on, even their Applications generator doesn't work.
~~~~~~~~~~~~~~~~~~~~~
Also, does anyone have the # for their BBS, my number just rings.

Thanks in advance,

Jim Allor dsc3jwa@nmdsc20.nmdsc.nnmc.navy.mil

--
Jim Allor dsc3jwa@nmdsc20.nmdsc.nnmc.navy.mil
dsc3jwa@vmnmdsc.nmdsc.nnmc.navy.mil
Naval Medical Data Services Center, Bethesda Maryland
~~~~~~~~~~~~~~~~~~~~~

1061. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 18:02:04 UTC
From: rjung@netcom.com
Message-ID: <rjungC98q3G.lo5@netcom.com>
Source record: 204089
Cross-posted to: rec.games.video,rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

(Video game stuff at the very end of this message, folks, so bear with me)

In article <20hotj$jdq@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, ekrimen@netcom.com (Ed Krimen) says:
>>In article <20fvgh$40n@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>> Atari could take action to revitalize Atari user groups by doing the
>>> following:
>>>
>>> o Atari User Group Services.
>>> Organize a department at Atari Corporation to specifically deal with
>>> user groups.
>>
>>Look, Len, I'm not going to go tit for tat with you. Atari doesn't have
>>the resources to do what you want them to do. Atari doesn't need a
>>department to handle user groups. They need to sell computers.

Agree with the former, but not the latter. Atari -- simply put -- doesn't have the resources to do the wishful thinking that Len espouses. If they had the resources, however, good relations with the user community cannot hurt. But this is a LUXURY, not a necessity (manufacturing is a necessity, by comparison).

>There are very few dealers out there and some dealers do not really have
>enough time to spend with their customers as needed.

Those are pretty pitiful dealers, then.

>Atari User Groups _ARE_ a way to sell computers and give people something
>that they cannot get on another platform--support.

User groups are a good idea, but they have existed for long periods of time without any official company support.

>And YES, they _CAN_ afford it. Most of what I stated will not cost Atari
>a lot of money. And I propose an Atari gift catalog where the company can
>sell t-shirts, sweatshirts, coffee mugs, etc. to pay for everything that
>I have mentioned.

Len, you're fantasizing. I mean, you might be able to get me to buy a mug and a T-shirt, but that's not a whole lot. Multiply that by the number of people who would be willing to buy such trinkets, then subtract the cost of printing up the catalogue, manufacturing the gifts, and distributing the same. Such a "gift catalogue" idea could end up COSTING Atari more money. Even if you throw in Lynx owners and Falcon users and Jaguar enthusiasts, you're still talking about a lot of slick paper selling to a very small audience.

>>> A Bulletin Board System (BBS) STRICTLY for the exchange of user group
>>> articles, files, and information.
>>
>>Yeah, who's gonna run it? Better yet, who's gonna call it? I'm the only
>>officer in my user group who gets on-line with any regularity, and the
>>rest of them sure aren't gonna call long distance to a user group BBS.
>
>If there was information on it concerning user groups and could help your
>user groups, your user group would call it.

Setting it up would be fairly trivial; running it would not. As a former co-sysop of a BBS, I can say that even a trivial BBS would take a good chunk of time to run. And Ed is right; it's _not_ going to get a lot of caller traffic. Think of how often you actually NEEDED information on running a user group, Len. It's not a lot.

>Also, I like to see both sides. I realize that not everything is as rosey
>as you like to believe with Atari.

Len, I mean this in the nicest way possible, but sometimes you're so optimistic about the future of Atari that even *I* wonder if you're on the payroll. B-) On the other hand, you also get into mood swings, and try to drum up massive letter-writing campaigns. "The fate of the company rests in our hands!"...Right, Len.

(My most favorite recent Len-ism: "Atari hasn't announced it, but a VR interface for the Jaguar is in the works! I'm sure it is!")

>>All these ideas you have are fine and dandy. But the fact is that Atari
>>doesn't have the manpower or the money at this time to implement something
>>like this.
>
>They ought to do both.

Ed is right again. As much as Atari users would like otherwise, the company is SMALL, with limited resources. Yes, "they ought to do both", and if they had as much capital as Apple or IBM, I'd be infuritated if they didn't. But that's in a different reality from the current one we live in.

>As for MONEY, like I suggested before, an Atari Gift Catalog would be able
>to support this user group push. I _know_ Sierra makes a reasonable
>amount of money selling shirts, bags, etc. I _know_ with all the Atari
>fanatics out there, Atari could make a good amount of money on these things.

Pure speculation. I wouldn't be surprised if a Gift Catalogue becomes a source of red ink. And if it isn't, the items it advertises will be priced so high that most folks will not bother to buy from it ("$25 for a T-shirt? Forget it...").

If you want to really help Atari, do the following:

1. Win the lottery. $10 million is nice, $30 million is better.
2. Give it all to Atari Corp.
3. Supervise the use of your money (on your own time) to make sure it is not

fritted away on executive perks.

It takes money to make money. The only reason the Lynx didn't sell as well as it should is because of insufficient funds to push a decent ad campaign and distribution network. If anything is going to kill off the Jaguar, the most likely culprit is this same demon...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1062. Re: How do I get Atari Programs from Sun to Atari ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 19:29:40 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <741136264.0@cyberhm.royle>
Source record: 203952

Captain's Log stardate 24.06.93, Commander thorbjorn willoch entered:
tw> From: willoch@oslo.sgp.slb.com (thorbjorn willoch)
tw> How do I get the software from my Sun to my Atari?
tw> What kind of floppy format does the Atari use?
tw> Can it read PC-format?

It reads PC formatted disks, DSDD 720K standard.
tw>
tw> Does there exist programs to write Atari format on floppys from
tw> UNIX? Can rawwrite be used?
tw>
The only difference in binaries should be the DOS style file-naming conventions
of the ST. If you can write DOS files, then you can write Atari files.
I run the whole [>~CyberHome~<] usenet UUCP system on Ataris!

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

1063. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 19:44:47 UTC
From: techno@zelator.in-berlin.de
Message-ID: <X0SEB2KC@zelator.in-berlin.de>
Source record: 204096

Knights of th Sky runs great on the Falcon !

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1064. PCBoard Designer copy protection

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 20:13:36 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.2&9AcSPwE&o@harvee.billerica.ma.us>
Source record: 204090

I am looking for either a way to break copy protection on Abacus's PCBoard designer or a non-copy protected PC Board CAD program. Before you flame me, be aware that I own a legal copy with all the serial numbers (520231) and read my tale below...

I bought a copy of PCBoard Designer a couple of years ago and tried to use it without any success. everything sort of worked but I couldn't do anything useful with it. So I stuffed it on the shelf as useless.

recently, I needed to design a PC Board and I thought I'd give it another try and I went through the tutorial again. I had the same results happen: couldn't save files, editing component lists and connection lists worked only for the first page, I couldn't print layouts.

scratching my head, I thought, "could this be caused by copy protection?". so I dug out the backup disks from Abacus and ran PCBoard designer again and it worked!

Learning a cad program takes a non-trival amount of time and energy. I am not thrilled at the thought of spending hours on a program only to have it rendered useless by my flakey a: drive acting up. I want to break copy protection to protect my data and labor. If such a thing is not possible, I'll sell my disks and manual to the first 75$ that comes my way and head off to the DOS world for PCB CAD use.

My definition of breaking copy protection include (but are not limited to) copying the key disks in such a way that they work as keys or hacking on binaries.

Counting on Abacus to keep me supplied with disks is *NOT* a valid answer.

Thanks in advance for constructive suggestions.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1065. Re: Dave Wade

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 21:16:50 UTC
From: madmax@lucky.muc.de
Message-ID: <H.ea.gh2ex3CbTW6@lucky.muc.de>
Source record: 204091

In <740920905.28299@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>This is a message for Dave Wade, of Salford Software Services. Apologies for
>the wasted bandwidth to UK readers. Press 'n' now to skip the rest.
Okay, but what about the wasted bandwidth of non-UK readers? :-)
--
Stefan Traxler # "How can we dance
Fritz-Meyer-Weg 31 # when our earth is turning
W-8000 Munich 81 # How do we sleep
Germany # while our beds are burning"
Phone: ++49-89-9579363 (voice) #
Internet: madmax@lucky.muc.de # Midnight Oil

1066. Re: again need HP500 driver

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 21:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A26151@K.maus.de>
Source record: 204012

>I'm still looking for an HP500 DeskJet driver for Signum 2. Anyone knows
>where to get it??

Application Systems in Heidelberg, Germany, will be happy to send you an
updated laser driver program, containing a deskjet driver.

1067. High Speed Serial Comm problems

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 22:13:01 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanC991pq.EqC@netcom.com>
Source record: 204092

I've been spending quite a bit of time testing the hardware flow control on my Mega ST4 with TOS 1.4. I've been using Flash II primarily but at 19.2 I've tested ConNect 1.96 and Uniterm. I've found that on my system none of these system provide hardware flow control at 19.2Kbaud. On Flash II I tested various other speeds and discovered that flow control starts working at 4800 Baud and down! I presume that this is a problem with the Atari MegaST serial port and that all other products would have similar characteristics.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1068. Re: Chaos Engine review available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-26 23:30:52 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2c2cdcdf@p11.f607.n285.z2.fidonet>
Source record: 203999

In a message of <Thu 24 Jun 93 13:57>, kutz,randolph r (2:281/202.0)
writes:
kr> Has anyone bought and played Chaos Engine yet. Is it great?
kr> I thought GODS was one of the best overall packages I've seen.
kr> Also, if you've bought and played, where did you buy it?
kr> (assuming you recommend it).

Yep, I've already played it and must say that it's a really good game. The
first time in months I played a ST game for longer than half an hour, I
even played it for 2 hours before I got bored with it.

But it has a long lasting appeal. It makes you coming back for more and
more, the levels are hard (especially in World 2) but there are not as much
puzzles to solve as I'd liked, then again, I've only reached level 3, World
2 :-)

.\\arco

--- MARSmail v1.21
* Origin: Don't even pretend to be interested in this tagline (2:285/607.11)

1069. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 00:23:15 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4aqi@terapin.com>
Source record: 204093

Well I think what programmers should really focus on is being able to view .GIF pictures they way they were meant to be seen.. When you convert it to any ATARI format, you loose ALOT, both resolution and color... If we could view these .GIF pictures the way they were created, or as seen on an IBM screen we would be much happier. In the past this has not bee possible because of the low resolution and limited colors of the ATARI ST. Even with graphics cards, it was never done because of the problems with writing software for these. Until now. Lexicor has released the 24 bit graphics cards, 16.7 million colors at high resolutions that come with VDI drivers, and will work from a regular 1040 STe to the Falcon computer. This is the perfect piece of hardware, and once enough programmers get to work with it, we will be able to see what we were missing.

Thanks

Alberto
afonseca@terapin.com

1070. SIMMS...

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 00:45:00 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.4ar8@terapin.com>
Source record: 204094

I've got a question for all you STE whizzes out there. In fact, I suppose I could call my local Atari distributor to get the answer to this, but hey, I guess I'm just lazy. :)

I'd like to upgrade my STE from it's current 1 meg state. What I need to know are: What kind of SIMMS do I need? Can I use 2 or 3 megs of RAM, or do I have to jump right to 4?

See? Easy questions. Any answers?

1071. ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 02:09:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20ivhjINNkcp@golem.wcc.govt.nz>
Source record: 204095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi..

Were in the USA can I buy a ICD AdSCSI host adapter cheap..??

No 800 phone # thanks...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1072. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 04:38:51 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun27.043851.4451@apgea.army.mil>
Source record: 203986

>
>>Jaguar, in the flesh (or silicon I suppose), and probably a "minimal run"
>>of Jaguar cartridges, which he mentioned were very high capacity.
> ^^^^^^^^^^
>That's potentially bad news. Carts are enormously more expensive than
>CD's. It would be nice to know if its capable of handling CD-based
>games as well. If not, I doubt that developers will really embrace it
>in the face of the buck-a-disk reproduction costs for 3DO CD's. This
>is one problem they need to fix soon if they want to compete with 3DO
>and SEGA (both of whom have CD-based systems now).

ok, I disagree.
1. So far, the "CD gaming" which has been around the corner since 89. I
have yet to see any game on CD worth the media. While 7th Guest is neat
to look at, and all, but the puzzles were simple and the game was
general less interesting than an old Scott Adams adventure. On the
Sega, Cobra Command is a rather strange game but no more frilling that
Thunder blades, infact less so.
2. CD-I, Sega CD, Turbo Duo, and CD-roms, while have sold ok, haven't
been a big sucess. Unless a game comes out to convice people that they
HAVE to have a CD using unit, they may not rush to shell out the extra
money. ($200 compared to $700 is a BIG difference)
3. A Cartridge is a part of the hardware. If you want to expande the
abilities of the machine for your game, you can incluse extra chips.
Your stuck with CD's

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1073. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 04:43:56 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun27.044356.4674@apgea.army.mil>
Source record: 203988

In article <20g249$8j0@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:
>
> Re: Jaguar vs. 3DO
>
> Why will the Jaguar be more successful than the Lynx? All one must
> do is figure out why the Lynx "failed".....
>
> it failed for two primary reasons - 1.) High price 2.) A dearth of software.

3) people with one working hand can't play it. (like me :( )

Anyway, I though it was doing real well despite its price, then the software dried up for awhile. If that didn't happen, it probably would have beat out the other systems, eventually

>
> Both have seemingly be corected with the Jaguar - if you believe what
> I have said....of course, Mr. Baggett would like you to believe I was
> a "liar"...he can believe what he wants of course, but it must be
> noted that he has no great love for Atari, which could then be
> interpreted as meaning he never 3wants Atari to succeed.......

I've notice there are alot of Anti Atari people out there. Why I haven't a clue.

>
> Anyway, _if_ you choose to believe me, then the jaguar will see for
> about $200, and have at _least_ 24 games available upon release.
> Faced with a competeing machine priced twice as much (3DO) the choice
> becomes obvious...

Is that the roll out this fall in New York or the one that is a year from Now?

>
> - Chris Millar

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1074. Re: Falcon marketing strategey

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 04:56:49 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun27.045649.5269@apgea.army.mil>
Source record: 203987

In article <1993Jun17.144500.4636@arizona.edu> jeff@jupiter.ame.arizona.edu writes:
>
> Sorry to bring the bad news, but Atari DOES mean no mail order of Falcons.
>It is permitted to buy a Falcon at a store in person, and then it can be mailed
>to you. Take it from a guy who was left no alternative than to drive over 500
>miles merely to buy a Falcon.
> This is why stores which are mail order only are not allowed to sell
>Falcons.
> I must give credit to the ethics of the Atari Dealer community. Not
>one of them would accept any form of bribe to sell their own product.
>
> And of course, this all applies only to Atari hardware, nothing else.
>(You can mail order any software or third party hardware.)
>
> But remember, this is in all our best interests!
> See Ya!

Some where in the back of my head, I dreamed of a meeting that went like
this:
"Ok, Atari has this great new computer." says person one.
"So, how are you going to sell it?", ask person two
"In stores, ofcource!", replies person one
"In stores like Circuit city, and Sears?", ask person two
"Hell no. Only atari dealers in remot corners of the world." said person one
"So what if a consumer doesn't have a store near by?", ask person two
"Hmm.. let me thing.. wait I got it! Their OUT OF LUCK! We can't make it
simple. What if we sell to MANY? We might *gasp* have software produced
for these computers!! We CAN'T have that!", yells person one.

I hope they don't do this with the Jag. You might as well bury the
company now.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1075. Bounced Postings..!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 05:09:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20ja22INNko4@golem.wcc.govt.nz>
Source record: 204097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

BOUNCED POSTINGS...!!!!

Can some one explain why my open postings are being sent back to me
from this Site..??

MAIL>

#1 27-JUN-1993 16:01:16.12
NEWMAIL

<<< 550 <oesterud@nki.no>... User unknown
550 oesterud@nki.no... User unknown

----- Unsent message follows -----
Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08
+0
200
To: oesterud@nki.no
Xref: ifi.uio.no comp.sys.atari.st:51278 comp.sys.atari.st.tech:12988
Path:
ifi.uio.no!nntp.uio.no!trane.uninett.no!sunic!news.tele.fi!uunet!usc!wupos
t!waikato.ac.nz!comp.vuw.ac.nz!newshost.wcc.govt.nz!kosmos.wcc.govt.nz!SHEPPARD_
R
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: ICD Host Adapter

Or could your sysamin Please fix this problem..??

Or is some one trying to be funny..??

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

1076. ZOO specifics..

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 06:36:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20jf5sINNkvr@golem.wcc.govt.nz>
Source record: 204098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ZOO Problems..

A chap on GEnie hase programed a Archive converter, seems to think
that ZOO can't compress Directories or a Directory..??

If so what is the format..?

Is this the case, so can it do a R or a R2 as in LZH201 and
can you set the base directory as in LZH201, like \test\ *.*

This program looks very good CWACS3_01.LZH..

It can convert a batch of mixed archives to one, there is also a BBS version if
you Register it..

Some one might like to post it to A.A...??

Thanks.............

Roger............. sheppard_r@kosmos.wcc.govt.nz

1077. Hermes and file transfer problems.

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 07:17:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.1faUUKbi7DI@albemuth.equinox.gen.nz>
Source record: 204099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

I've already left a posting on this subject about a week ago, but got no replies.

I've been having some problems with Hermes 1.04 not getting a file tranfered from my host node using the "uucp" command. When polling the host, uucico goes into slave mode receives a small amount of data (I know this only by watching the modem lights) then everything stops with no data transfer in either direction. After about 5 seconds uucico times out with a waiting for data block message.
I've tried a number of different strategies to get more info, including getting hold of the latest version of uucico (3.71) and also trying different size packets etc. While trying different packet sizes I got a further error message about a validation problem with some data. This is about the only clues I can offer. All signs would tend to point to trouble from my host site end, but the sysop there assures me everything is setup as it should be and that his site feed quite a number of different nodes quite happily without having had any trouble like this.
Any help or suggestions would be gratefully received. I've set everything I think should be set up like a UUCPPUBLIC directory. Is there somewhere where I should tell the system to accept files from my host (some sort of write permission system???)

Please help me on this one as I've been struggling for well over a month on this one.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1078. FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 07:45:24 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.02nb@outb.wimsey.bc.ca>
Source record: 203973

```
C O M P L E T E A T A R I S Y S T E M F O R S A L E
-------------- --------- ---------- ----- -------

Atari 1040 STe

- 4MB RAM
- 1.44MB Internal Disk Drive
- Modified Mouse/Joystick Ports For Easier Access
- 3 Button Logitech Mouse (Modified for the ST, Very smooth)
- Stereo Outputs For Stereo Sound
- Joystick
- All Cords, Manuals, Addendums

$450obo

Atari SC 1224 Colour Monitor

- Excellent Condition
- No Problems, have used it since 1986
- JVC Model
- All Cords, Manuals

$200obo

Homebrew Hard Drive System

- Case
- Power Supply
- Seagate ST-225N 20MB SCSI Hard Drive
- 3 Way SCSI Cable
- Modified Supra Host Adaptor (To Run With ANY HD), software
* NEEDS REPAIR *
- * USED ONCE * ICD ADScsi Host Adapror with all software
(Needs $45 Dollar Replacement from ICD)
- Miniscribe 8425 20MB SCSI Hard Drive
* NEEDS REPAIR *
- All Cords, Software, Manuals

$100obo

Panasonic KX-1080 Dot Matrix Printer

- Excellent Printer for Pleasure Work Such as Reports, Essays
- Excellent Condition
- Draft, NLQ, and Compressed Modes Printing Styles

$150obo
```

Miscellanious Software, Books

- Atari ST Video (Tells about Atari ST, good for Groups)
- Basic Programming On The Atari ST
- Computes! Kids And The Atari ST
- 2000 Flights With Flight Simulator II Book
- 1st Word Word Proecssor
- NEOChrome Paint Program
- Typing Tutor/Word Invaders
- GFA Basic version 2.0 with Manuals/Box
- STOS Basic 1.3 Originals with BIG Manual, will throw in
Upgrade to STOS Basic 2.6 and Compiler, along with
registered MISTY and Missing Link Extensions
- Flight Simulator II/Jet/Japanese Scenery Disk with MAPS
Manuals and smooshed boxes <grin>.
- Crystal Castles Kiddie Game
- Winter Challenge And World Games Olympcs Games
- Misc. PD Software Such as FreeZe Dried Terminal, STZip,
LHarc, Music Players, Editors, Disk Based TOS Versions
(1.00 2.06)
- If you Supply Disks I will copy some other PD Software Such
as Crackart, NEOchrome Master, Graphic Demos, Source Code
to Sighkadelickz Demos, and various other things.

$75obo

TOTAL:

$975
As A Package: $700

NOTE: I will not sell anything seperately except the HD, unless I have
people waiting to buy the things YOU do not want.

Conact Me at (604)/856-8855 8am-10pm and ask for Dave
Or Reach Me At 'Dconroy@outb.wimsey.bc.ca' on the Internet.

'I won't be Undersold!' - Jack Roberts Appliances

--
+-------------+----------------+-----------------------------------+
| Dave Conroy | The />/>aestro | UseNET: Dconroy@outb.wimsey.bc.ca |
+-------------+----------------+-----------------------------------+

1079. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 09:46:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <84169@cup.portal.com>
Source record: 204100

Rob Nicholson from Handmade Software participates regularly in the Lynx and Jaguar message areas of the Atari forums on CompuServe (Handmade is responsible for several Lynx games), and has said that they're a Jaguar developer, with the Jaguar development unit, but like everyone else, he's under a nondisclosure agreement, so he can't say anything about it.

Atari (Juli Wade, John Scruch and Bob Brodie) have said that there's a technical spec listing that's being worked on which will be released "RSN" which should help answer a lot of the questions that have been asked about the capabilities of the Jaguar.

They may also release a list of the third-party developers who are working on games for the Jaguar.

BobR

1080. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 09:53:01 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.372800@cix.compulink.co.uk>
Source record: 203953

In article <afonseca.4aqi@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>Well I think what programmers should really focus on is being able to view .GIF
>pictures they way they were meant to be seen.. When you convert it to any ATARI
>format, you loose ALOT, both resolution and color... If we could view these
>.GIF pictures the way they were created, or as seen on an IBM screen we would
>be much happier. In the past this has not bee possible because of the low
>resolution and limited colors of the ATARI ST. Even with graphics cards, it
>was never done because of the problems with writing software for these. Until
>now. Lexicor has released the 24 bit graphics cards, 16.7 million colors at
>high resolutions that come with VDI drivers, and will work from a regular 1040
>STe to the Falcon computer. This is the perfect piece of hardware, and once
>enough programmers get to work with it, we will be able to see what we were
>missing.
>
>Thanks
>
>Alberto
>afonseca@terapin.com
>
>

GIFs don't need 24 bit colour - they only need 8 bits (256 colours
max.) - and a Falcon/SVGA monitor combo can show them pretty much
perfectly. BTW if this board sticks to the rules then 'good' programs
like Gemview and ImageCopy will be able to show GIFs on it anyway
since they use VDI calls exclusively for their picture display. (And
also use VDI calls to see how many colours/screen planes are available
to them)

ATB,

```
|~~~
```

1081. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 09:53:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.372801@cix.compulink.co.uk>
Source record: 203954

In article <20ja22INNko4@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>BOUNCED POSTINGS...!!!!
>
>
>Can some one explain why my open postings are being sent back to me
>from this Site..??
>

Nope, but maybe 1 in 3 of mine are - the mail *is* getting through
okay though.

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

1082. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 10:00:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.&uBWP5JvEHY@albemuth.equinox.gen.nz>
Source record: 203955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <20ja22INNko4@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>BOUNCED POSTINGS...!!!!
>
>
>Can some one explain why my open postings are being sent back to me
>from this Site..??
>
>
>
>
>MAIL>
>
>
> #1 27-JUN-1993 16:01:16.12
>NEWMAIL
>
><<< 550 <oesterud@nki.no>... User unknown
>550 oesterud@nki.no... User unknown
>
> ----- Unsent message follows -----
>Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
>Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
> id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08
>+0
>200
>To: oesterud@nki.no
>Xref: ifi.uio.no comp.sys.atari.st:51278 comp.sys.atari.st.tech:12988
>Path:
>ifi.uio.no!nntp.uio.no!trane.uninett.no!sunic!news.tele.fi!uunet!usc!wupos
>t!waikato.ac.nz!comp.vuw.ac.nz!newshost.wcc.govt.nz!kosmos.wcc.govt.nz!SHEPPARD_
>R
>Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
>Subject: ICD Host Adapter
>

Looks like someone is probably using a News to Mail gateway and it's
bouncing somewhere. Not much you can do except maybe send mail to the
offending site's postmaster.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |

|New Zealand |Phone: +64-3-379-8921

1083. Re: GREAT! Another Atari grouch

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 14:41:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.VF&Z4b&XBEs@semprini.tdkcs.waterloo.on.ca>
Source record: 203956

In <20ajgs$s7k@usenet.INS.CWRU.Edu>, Christopher M. Millar writes:
> I recently found out a great deal of this when I spoke to
> a man who worked for an advertising agency which Atari had
^^^^^^^^^^^^^^^^^^ ^^^^^
> contracted to do prelimary advertising work a while ago.
> I'll try to get more information from him, and about him.
> Sit tight.

Heh, that's a good one.

> 3.) It's no secret that Atari Microsystems, Atari ex-R&D
> department in Texas, had close ties with Motorola. It
> is now a documented fact that Atari developed a 64 bit RISC
> CPU, with the help of Motorola, there. This has been
> confirmed by every Atari official I know, besides some
> outside sources.

Has anyone bothered to call Motorola about this yet? We're not likely
to get any real info out of anyone at Atari; they're probably still
convinced that the Falcon is on schedule and due to start shipping
zillions of units any second now.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1084. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 14:44:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.BVQzhZsuRsw@semprini.tdkcs.waterloo.on.ca>
Source record: 203957

In <memo.358463@cix.compulink.co.uk>, Graeme Rutt writes:
> I was recently speaking via email to a bloke who is currently
> programming a game on a developer's jaguar. He reports that it's an
> excellent machine, has *two* RISC chips, a DSP chip for (mainly) sound
> and a 68000 (!) running at 16Mhz. The latter is purely for a little
> control code and shouldn't be seen as a weak link.

The new Hewlett-Packard LaserJet 4L has a 16Mhz 68000 in it as well.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1085. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 14:48:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ppralOgdYeE@semprini.tdkcs.waterloo.on.ca>
Source record: 203958

In <1993Jun23.223843.7658@mks.com>, Anthony Howe writes:
> Anyone who can recommend safe, fast, and easy to use backup software
> please e-mail me where I can ftp the software.
>
> I'm not happy with BackupST V1.0.

DiamondBack II is great; compresses pretty well, and deal with high
density floppies (the only one I know of that will; backups go much
nicer on 1.66M floppies!).

DiamondBack II is available from Oregon Technologies for about $70 (I
think)... Well worth the $$$!

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1086. Complete system $400

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 17:24:41 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <cg=RTNy00iUxM1g44o@andrew.cmu.edu>
Source record: 203959
Cross-posted to: misc.forsale.computers,misc.forsale.computers.other,comp.sys.atari.st

From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Subject: Computer for sale: $400
Date: Thu, 24 Jun 1993 13:48:50 -0400

For sale, $400 with printer, $350 without:

Atari 1040ST computer, with 13" color monitor, printer, mouse,
joysticks, and tons of software.
Very similar to an Amiga 1000. $470 cheaper than a Classic II at the
computer store, and it comes with a printer, COLOR monitor, and loads of
software. Beat that.

Specs:

Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.
Available adapter (Spectre GCR) to run Mac black and white software.

1 Meg RAM, 192K ROM.

1 720K 3.5" floppy drive, IBM-compatible (you can read and write IBM
disks, which means that with the Apple File Exchange, DOS Mounter Disk,
or SoftPC, you can export data [i.e. word processing documents] to a
Mac. Hell, you can even export data to a REAL IBM-compatible with a 3.5"
drive.)

13" hires Atari color monitor. 640x400x16 colors, or 320x200x256 colors.
Sound included.

Printer specs:

Epson LX-90 dot-matrix with tractor feed. 160 cps draft, 60 cps letter
quality. Boldface, italics, underline, graphics, foreign fonts, the
works. Comes with 1000 sheets tractor-feed paper.

Serious Software:

Word Writer 2.0. PC-compatible word processor. 85,000 word spell
checker, thesaurus, outliner, mail merge, etc.
DEGAS Elite. Way cool paint program.
Lots of utilities (disk fixers, file managers, anti-viral stuff, etc.)

Games:

Falcon 1.3 with add on disk-- Operation: Firefight. Just like the PC
Falcon. Full color 3-D.
Their Finest Hour-- Awesome Lucasfilm WWII air combat simulator. Just
like PC version.

Populous-- Just plain fun.
Breach 2-- A futuristic wargame where you control a squad of Space Marines. Much like "Aliens", only YOU control the Marines. Some serious enemy AI here. Comes with add-on mission disk.
Prime Time-- Hilarious parody of running a TV network.
Carrier Command-- A huge (1 Meg, compressed to an 800K disk) wargame. Command an aircraft carrier battle group against another carrier group. Can take WEEKS to finish.

Other Software:

Lots of 3-D graphics stuff. 2 years' back issues of STart, an Atari ST disk magazine.

Oh yeah:

2 joysticks, mouse, mouse pad, ALL documentation and cabling. Keyboard is built-in.

Reply via email to mg20@andrew.cmu.edu or phone me at (412) 422-2942. Leave a message if I'm not in.

Mike Greelish mg20@andrew.cmu.edu
No longer Carnegie Mellon University student. Now unemployed and looking for a job. Hope my account doesn't evaporate soon.
Spent 3 months off the net. Ahh, I can feel the juice in me again...

1087. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 17:42:09 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9AJu9.2Kn@netcom.com>
Source record: 203964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <20ja22INNko4@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>BOUNCED POSTINGS...!!!!
>
>
>Can some one explain why my open postings are being sent back to me
>from this Site..??

I get the same thing.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1088. Re: Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 19:37:02 UTC
From: reo@pro-haven.cts.com
Message-ID: <fr58252@pro-haven.cts.com>
Source record: 203963

Linux which comes with the source has lharc included in the distribution set of 30 + disks the best source I have found is tsx-11.mit.edu . I used this version to unlharc dos files on a dos partition mount to the linux partion with no problems.

bob

Internet: reo@pro-haven.cts.com
UUCP: crash!pro-haven!reo

1089. FOR SALE: Atari 520ST 1 MEG RAM DS DRIVE $160 <-------

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 20:37:54 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <20l0f2INNrgp@uwm.edu>
Source record: 203960
Cross-posted to: misc.forsale.computers.other,wi.forsale,chi.forsale,comp.sys.atari.st

```
FOR SALE: ********************
*Atari ST Hardware *
********************

Hardware: (All in like new condition with very light use)
------------
(1) Atari 520 ST with 1 Meg Ram upgrade
(1) Navarone cartridge system time clock with software (included with computer)
(1) Double Sided SF314 Floppy Drives

Sold as a package only.

Price: All above items ---> $160

Please Email to the address below: Thanks-
--
------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
------------------------------------------------------------------------
```

1090. FOR SALE: Atari ST Productivity Software update <------

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 20:40:41 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <20l0k9INNrgv@uwm.edu>
Source record: 203961
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,chi.forsale,wi.forsale,uwisc.forsale

```
FOR SALE: ********************
*Atari ST Software *
********************

PRICES: Prices are listed, but all offers will be considered. A
large package purchase would be at a L A R G E discount.

Software: (all original disks with original documentation)
-------------------------------------------------------------------------

EZ Track (Hybrid Arts) Midi sequencer (No docs- just original disk)..... $10

Michtron 220-ST .....................................................$10
Qmi ST TALK Professional 2.0 ........................................$10
Antic Public domain STerminal plus Source ...........................$3

Michtron GFA Companion ..............................................$5

Michtron DFT (direct file transfer PC <->ATARI) ......................$10
Prospero Fortran for Gem.............................................$20
Personal Pascal.....................................................$10
4 x Forth (Dragon)..................................................$20
Holmes & Duckworth FORTH............................................$10
Abacus FORTH/MT.....................................................$10
Hisoft Devpack ST...................................................$15
Metacomo MCC Pascal.............
Metacomo Menu +.................. all 3 Metacomo for -->
Metacomo Make ......................................................$20
Michtron KISSED Self Relocating Debugger.............................$10
Antic XLISP 1.7.....................................................$10

Neodesk 2.0 ........................................................$10
OmniRes Monitor Emulator ...........................................$10

Antic ARChive collection.............................................$3
Antic Disk Doctor 1.2 ...............................................$5
Megasoft A-Copier ..................................................$8
A&D Universal Item Selector II 2.0 ..................................$10

Logistix (Grafox) ..................................................$20
Monogram Dollars and Sense .........................................$18
Dac Easy Payroll ...................................................$18
Haba Business Letter Solutions .....................................$5

The Graphic Artist 1.5 ..............................................$25
Publishing Partner (Softlogik) (including 2 disks below)..............$30
```

Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Paintpro $5

Xlent Diamond Mike $5
PSION Chess $5

- - - - -
L A R G E Package discount given *
- - - - -
Please feel free to make any offer on a whole or part of the above described.

Please Email to the address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=

1091. Atari Software Near Hamilton, Ont.

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 22:07:34 UTC
From: roy@zooks.eng.mcmaster.ca
Message-ID: <1993Jun27.220734.28335@mcshub.dcss.mcmaster.ca>
Source record: 203962

Dear Atari Fans,

I have run into the difficulty that I don't know where local dealers
are. I live in Hamilton, Ontario. By local, I will settle for
anywhere within a couple hours drive, since I will likely pass by
anywhere that close sooner or later anyway. Any recommendations?
Where can I find software? Thanks,

Roy
--
~~~~~~
Dr. W.R.C. Underhill, (416) 525-9140 x4395 roy@zooks.eng.mcmaster.ca
Department of Mechanical Engineering, McMaster University,
Hamilton, Ontario, Canada L8S 4L7
~~~~~~

1092. Re: Centris 610-4/80: $1299

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 23:09:52 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4axm@terapin.com>
Source record: 203967

I'm just wondering, how can the Falcon get 1280*960 easily for 100 dollars?

Alberto
afonseca@terapin.com

1093. multi GEM

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 23:18:40 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <741670999.AA01767@cheswicks.toadnet.org>
Source record: 203767

Anyone using MULTIGEM out there???

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@atarinet.ftn - hard@toadnet.org - n.hard@genie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *

1094. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 23:32:37 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4ay3@terapin.com>
Source record: 203968

I've never been to the Glendale show, but for those of you who have, could you tell me about it? Is it BIG? I went to the San Jose computer show about 2 years ago or so, and it was really small, they had nice stuff but I was disapointed because of the size. I'd like to go to the Glendale Show, but I live in Oakland and its really pretty far ways to go, and I'd be really upset if it was small and boaring.

Thanks,

Alberto
afonseca@terapin.com

1095. AEO_0211.ZIP -- Jaguar, Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-06-27 23:57:54 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9B18J.7n@netcom.com>
Source record: 203966
Cross-posted to: comp.sys.atari.st,rec.games.video

The latest Atari Explorer Online, AEO_0211.ZIP, has just been posted on atari.archive.umich.edu. It has new information on the Jaguar from the Atari stockholders meeting, as well as general ST/TT and Falcon030 news.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1096. UPDATE TO THE LAST SALE MESSAGE I POSTED

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 00:38:57 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.02nh@outb.wimsey.bc.ca>
Source record: 203974

GOOD NEWS!

In my previous Ad to my Atari System For Sale
I mentioned the Supra Hard Disk Controller needed
repairs, I have found the problem, and have fixed it,
so the Hard Drive System is Fully Functional.

--


```
+-------------+----------------+-----------------------------------+
| Dave Conroy | The />/>aestro | UseNET: Dconroy@outb.wimsey.bc.ca |
+-------------+----------------+-----------------------------------+
```

1097. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 01:24:30 UTC
From: rjung@netcom.com
Message-ID: <rjungC9B58u.4Iv@netcom.com>
Source record: 203969

In article <afonseca.4ay3@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>I've never been to the Glendale show, but for those of you who have, could you
>tell me about it? Is it BIG? I went to the San Jose computer show about 2
>years ago or so, and it was really small, they had nice stuff but I was
>disapointed because of the size. I'd like to go to the Glendale Show, but I
>live in Oakland and its really pretty far ways to go, and I'd be really upset
>if it was small and boaring.

I don't know if it's big enough to justify a trip to Oakland from. Imagine a show held by 5 or 6 local dealers and 3 user groups, sprinkled with two or three dozen developers. It's not something that draws 30,000 people, if you were wondering. But as a local who've always gone to the Atari Faires, it's worth it if you're not too far off. If I lived in Oakland, though, I would not go unless I had other things in Southern Cal as well, such as a visit with friends or family.

--R.J.
B-)

P.S. Of course, it's also a great place to get into 3-, 4-, 5-, or 6-player Lynx games...

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1098. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 01:55:42 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9B6ou.69y@netcom.com>
Source record: 203970

In article <afonseca.4ay3@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>I've never been to the Glendale show, but for those of you who have, could you
>tell me about it? Is it BIG? I went to the San Jose computer show about 2
>years ago or so, and it was really small, they had nice stuff but I was
>disapointed because of the size. I'd like to go to the Glendale Show, but I
>live in Oakland and its really pretty far ways to go, and I'd be really upset
>if it was small and boaring.

Glendale is about twice the size of that San Jose show.

I was at Glendale last year and it was pretty good. I might go this year
as well. The only thing holding me back is the trip, too; I'm in San
Francisco.

If I do go, I'll probably leave early Saturday morning and return Saturday
evening.

There was a show in Sacramento a couple of months ago. You should have
gone to that one. It was pretty good.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1099. Bob Broodie

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 03:00:05 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4azf@terapin.com>
Source record: 203971

How do I get in contact with Bob Broodie from the Internet? I got an address at Delphi from a message, but it said user unknown.

Thanks,

afonseca@terapin.com

1100. 1040ST Parts Needed

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 05:56:13 UTC
From: sg20s42@bobsbox.rent.com
Message-ID: <sg20s42.1lmk@bobsbox.rent.com>
Source record: 203978

I'm in need of an internal power supply and an internal DS/DD floppy drive mechanism (the kind with the long button at the bottom, not the short button in the corner) for a 1040ST. If you have these parts AND THEY ARE FUNCTIONAL, reply to this address and/or "LordThanatos@delphi.com" with your asking price.

--
Steve Godun <sg20s42@pps.acme.gen.nz>
Piscataway NJ, USA.

1101. Footnotes

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 05:59:03 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jun28.055903.4199@news.unige.ch>
Source record: 203972

A friend wantsto write his next book on his Atari, but the publisher wants PC disks for the text. The problem is, the book will have a lot of footnotes.
Does anybody know an Atari WP which can write footnotes in a file compatible with the PC world? Redacteur writes for Wordperfect and Word, but drops the footnotes. Atari Wordperfect would be fine, if it is bug-free and still available (???)

tia, Mike
--

****
Mike Morris PhD
Division of Medical Genetics
Geneva
Switzerland
****

1102. File Servers (Mail) - Favorites?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 07:25:32 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.7YRdiZi17nI@elfhaven.ersys.edmonton.ab.ca>
Source record: 204122

Hi,

I am going to be getting a second mail account soon. The new account allows me to use mail servers (on the down side, the account costs money).

Could anyone with a good list of Atari mail servers send me the list in E-Mail. I want to be able to use the new account to the fullest, so the more the merrier.

Thanks!

--
Regards,

() - - -

1103. Re: ESSCOD40

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 07:26:12 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.2dNR8i0rkE6@elfhaven.ersys.edmonton.ab.ca>
Source record: 204001

In <20m8jgINNpsn@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

[> I thought I read that ESSCOD40 was posted to AA. Some weeks back,
[> or was it a aberrration...??
[>
[> Or just wishfull thinking...
[>
[> Roger.............. sheppard_r@kosmos.wcc.govt.nz

There will be a new version uploaded at the same time I upload
MasterBrowse 2.6a to atari.archive.umich.edu. This will happen
on July 10, I expect. I have to wait for the archiver to return
from holidays before uploading it.

The new version of ESS UUEncode/UUDecode works with MultiTOS, and has
non-modal dialog boxes. The new version of MasterBrowse has non-modal
dialog boxes, works with MultiTOS, has support for TRUE archivers, and
is now 100% resolution independant (it will work fine on a TT). There
are also a bunch of other changes.

--
Regards,

() - () - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - ()

1104. ESSCOD40

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 08:02:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20m8jgINNpsn@golem.wcc.govt.nz>
Source record: 203976

Hi there..

I thought I read that ESSCOD40 was posted to AA. Some weeks back,
or was it a aberrration...??

Or just wishfull thinking...

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1105. FOR SALE: *** Atari ST/TT Software CHEAP ***

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 08:32:25 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C9Bp22.Lnu@ccu.umanitoba.ca>
Source record: 203977
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

======================================================================
SOFTWARE
======================================================================
Rings of Medusa.................$ 12.00
Space Ace.......................$ 14.00 No box or docs.
The Pawn........................$ 10.00
TV Sports Football..............$ 10.00
SimCity.........................$ 13.00
10th Frame Bowling..............$ 10.00
Tetris (Spectrum Holobyte)......$ 10.00
Sundog..........................$ 13.00
STOS The Game Creator...........$ 15.00 Full version with manuals.
DataManager ST..................$ 25.00 Excellent full-featured DB.
NFL Football for GameBoy.......$ 11.00

======================================================================
MISCELLANEOUS
======================================================================
4 different 5.25" disk cases & drive cleaner all for.....$12

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Volume discounts available.

--
<Trevor_Cordes@ccu.umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
======================================================================
```

1106. ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 09:10:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun28091057@hal.cerfacs.fr>
Source record: 203994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just received my upgrade of ICD's AdSCSI diskette containing ICDBOOT 6.1.4. Unfortunately, after printing out that it is loaded it does not scan *any* of my disks! My Mega 4 ST just sits there until I reboot from floppy. My Mega 4 runs TOS 2.06 and my disk has autoboot set. IDCHECK works fine!

Any suggestions?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

1107. Spectre and MIDI: a proposal

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 09:37:05 UTC
From: mczane@deis58.cineca.it
Message-ID: <1993Jun28.103706.1303@cine88.cineca.it>
Source record: 203975

Mac applications under Spectre GCR/128 cannot, at least to my knowledge, exploit Atari Midi interface. In the manual Dave Small wrote that these programs directly access Mac-specific hardware which does not exist on Ataris.

I think this situation has changed considerably. There are at least three solutions for the Mac which offer high-level Midi system services and hide underlying Midi hardware. I am referring to MIDI Manager/Midi Driver from Apple, OMS (Opcode MIDI System) and the forthcoming FreeMIDI System from Mark of the Unicorn which is under beta test and will be available also in source form.

It would be then extremely valuable to have an instance of a driver of this kind providing full Midi capabilities for Mac applications under Spectre. If this has not been achieved yet (I would like to know about Fearn & Music in Stuttgart) I am calling for a group effort to develop such a driver.

Unfortunately, I have no programming experience on a Mac (or emulated Mac) and Dave Small does not seem too active at the moment. Thus I am willing to cooperate with interested/competent people to achieve this ambitious goal.
Email me at mczane@verdi.eng.unipr.it.
Cheers,

Francesco

Francesco Zanichelli +39 521 905710 (905723 fax)
Dipartimento di Ingegneria dell'Informazione mczane@verdi.eng.unipr.it
Universita' di Parma ZANICHELLI@PRVXIN.CEDI.UNIPR.IT
Viale delle Scienze
43100 - PARMA - ITALY What's up Doc ?

1108. Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 10:24:11 UTC
From: jbryant@nyx.cs.du.edu
Message-ID: <1993Jun28.102411.10861@mnemosyne.cs.du.edu>
Source record: 203979

Hello! This newsgroup looks general enough that I can post this here. I'm looking for a software emulator that will make my 486/ms-dos machine think it is an atari 520ST. My primary reason for wanting to do this, is that I want to play a game I haven't seen in a long time. The game that I'm looking for is called Spelunker.

If someone out there has this game...even if you can't provide the emulator, or info about one, please let me know!! An ATARI 520ST was my third computer...and I've had an attack of nostalgia lately. I would love to play that particular game again.

Any help, or info would be greatly appreciated!! Please send any replies to <jcbryant@delphi.com, or jbryant@nyx.cs.du.edu>

Thanks you...

1109. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 11:12:13 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jun28.111213.19868@eng.cam.ac.uk>
Source record: 203980

dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:

<< STUFF DELETED >>

>Considering the size reduction of equipment over the last 10 years
>it's trivial to have 2 completely different sets of hardware in the
>same box, or even on the same motherboard.

>How about it - A PC desktop sized case with Falcon and Jaguar
>inside. Possibly 2600, etc compatibility too as has been suggested.

Yeah, and the projected year of release is 2600 too, if Atari have
anything to do with it... :-()

>It'd be better than a multicart games machine, as you don't need to
>shift it to do serious computing. (While we're at it, why not add
>a 486,etc and have PC compatibility too? Emulation is nice, but
>hardware switching is much faster.)

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

1110. Message for Mark Santora

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 11:14:50 UTC
From: david@tid.es
Message-ID: <1993Jun28.111450.19665@tid.es>
Source record: 204108

Mark:
You recently responded to some questions I posted regarding
Calamus SL. I have tried to send you e-mail, but I don't
think I'm getting through. I'm using the following address:
DLK0MS9S@umiami.IR.Miami.EDU

If you can, please send me an e-mail address where I can
reach you.

thanks,

David Soleno
david@tid.es
or uunet!tid!david

1111. Re: Heat&Serve Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 11:19:56 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.741266292@rw8.urc.tue.nl>
Source record: 203981

rahin@scs.leeds.ac.uk (M A Rahin) writes:

>I was trying to locate the recent copy of Sozobon C (Ian Lapore's Heat & Serve
>version) on an anonymous site. I could not get into atari.archive. So
>instead searched at src.doc.ic.ac.uk (in computing/systems/atari/umich/Languages
>directory. The index says it is there, but the file is not there. Then I tried
>the other mirror (of atari.archive) in USA (can not remember the site name) and
>the same thing happening there. Does anyone know what's happening ? Is
>Heat & Serve C withdrawn or what ?

I had some trouble finding it too. But found copies on both
ftp.tu-clausthal.de and ftp.cs.ruu.nl
Current version is still 1.4 and you do not need extra make programs or
libraries (as I found out after installing).
You do need a good editor.

Erlend.

1112. Atari Reads PC Floppies?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 11:28:59 UTC
From: plastika@terpsi.csi.forth.gr
Message-ID: <plastika.741266737@news.forth.gr>
Source record: 204037

Hi
I am not an Atari user, but I have a friend who is. We are both into music
MIDI and so on, and we eould like to exchange MIDI files. But I have a PC...
I know there is a program for the Mac to read PC disks.
Is there something like that for the ATARI st? or even better, is there
something that will enable the PC to read st's diskettes?

Please reply directly, because I don't have good access to News.

Thanks,

Antonis Plevrakis,
Crete, Greece,
plastika@ics.forth.gr

1113. FOR SALE: PC EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 12:11:27 UTC
From: craig@nomad.uk.sun.com
Message-ID: <20mn5f$1ru@uk-usenet.UK.Sun.COM>
Source record: 203982

For Sale

Vortex AT-Once 386-SX-16 Co-processor for an Atari ST, MEGA ST and STE's.
Also included is the 512kb Cache RAM option.

This will allow you to run DOS and windows 3.1 in full multi tasking mode on your atari. Uses existing disks, monitor and memory etc.

Have now bought a PC hence the sale.

Total purchase Cost 360 UK pounds.

Make me a serious offer....

Rgds

Craig

1114. FOR SALE: 100mb HARDDISK

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 12:22:18 UTC
From: craig@nomad.uk.sun.com
Message-ID: <20mnpq$1ru@uk-usenet.UK.Sun.COM>
Source record: 203983

For Sale:

1. 100mb Hard disk and ICD "The Link" interface. Room for 2 other devices in the box.

225 UK Pounds ono.

2. SCSI 71MB disk and 1/4" tape unit, requires ICD Link or SCSI adaptor. Complete with software drivers.

225 UK pounds ono.

3. Atari 720KB second floppy drive (inc PSU & Turbo Blitz built in).

40 UK pounds ono.

Please email replies.

1115. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 12:24:11 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <1uqu6B2w165w@dogbox.acme.gen.nz>
Source record: 204133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

> Can some one explain why my open postings are being sent back to me
> from this Site..??
>
> <<< 550 <oesterud@nki.no>... User unknown
> 550 oesterud@nki.no... User unknown
>
> ----- Unsent message follows -----
> Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
> Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
> id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08

Someone's running a news -> mail gateway which is pointing at a
non-existant destination address.

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

1116. re: SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 12:38:13 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <28JUN93.08381326@cc4.crl.aecl.ca>
Source record: 203984

You need to put SIMMs in pairs in the STE (the 1meg SIMMs for the STE are 8 bits wide so you need to pair them to get 16 bit memory). Some of my clients tried 2x1 megs and 2x256K but there were memory problems (even the freeware patch did not work). I suggest you chuck the 256K that came with the STE and put in 4 of the 1 megs (that will cost you about $180 CDN or about $140 US).

1117. Re: BIG PROBLEM -- NEED HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 12:49:29 UTC
From: ga@mrih.no
Message-ID: <1993Jun28.124929.24791@ugle.unit.no>
Source record: 203985

> Now, here my troubles begin:
> when I recall the file that I previously saved,
> either to 1)dump it at the screen or
> 2)print it
> at the screen I see the message "SYSTEM ERROR - 97"
> and the hard drive fills up with BAD sectors and I have to
> reformat in order to reuse the program and all my data that I
> previously inputed are GONE !
> ...please any ideas....
> I would appreciate any help--I'm beat !-------e-mail:akakavel@dante.nmsu.edu

I know that on old versions of TOS, there was a bug that, when you tried to
write more data onto a harddisk partition than there was room for, the
following harddisk partition was corrupted.
Otherwise, it might be the way the harddisk is connected. If it is a long
cable (and more than 5 cm is concidered long), you should use harddisk driver
software that has verify. I had a similar problem myself, and it was solved as
soon as I enabled verify. Now, however, I have another problem with my power
supply, including a burned out resistor, so that the harddisk turns itself off
within seconds.
So... try to enable verify and see what happens. ;-)

_____ _____ _____ _____
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
_____/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ _____/ / _____/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_____/ __/ __/ __/ __/ _____/ ST font by tkl@mrih.no

1118. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 13:51:32 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Jun28.135132.2764@vax.sbu.ac.uk>
Source record: 203989

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

1119. Re: Falcon help!?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 14:06:40 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.741276274@rw8.urc.tue.nl>
Source record: 203991

foster@rufus.nsc.com (Paul Foster) writes:

> Also, is there any way to edit the icons and make new ones.

There recently was some discussion concerning this tpic on the Atari Benelux BBS. The German company Shift has made a program called ZOOM that does icon editing/creating. The also make Interface the RSC editor. I don't know of any US distributors. Neither do I ave one of these programs but from what I hear they do a good job.

Erlend.

1120. ST External Disc drive,30pounds

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 14:08:23 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Jun28.140823.2780@vax.sbu.ac.uk>
Source record: 203990

```
Atari ST External Disc drive for sale
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

External 3.5" Disc drive for Atari ST computers.

Uses power supply from mouse port, double sided, as
new.

30 pounds uk sterling.

--------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
--------------------------------------------------------------------------------
...or if you prefer analogue communications: London (+44) 81 693 2846...
--------------------------------------------------------------------------------

--

--------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
--------------------------------------------------------------------------------
...or if you prefer analogue communications: London (+44) 81 693 2846...
--------------------------------------------------------------------------------
```

1121. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 14:11:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.141140.21926@newshost.lanl.gov>
Source record: 203996

In article 5389@exu.ericsson.se, exuhag@exu.ericsson.se (James Hague) writes:
>John Hutchinson writes:
>>
>>Glendale has always been a lot of fun and I urge all those who can possible
>>make it to definitely plan on attending. I know that I'll be there!
>
>How do you find the strength to keep a positive attitude in this
>group? I love it!

It ain't always easy, mate, but we keep trying! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1122. Re: Chaos Engine review available?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 15:06:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.150652.787@newshost.lanl.gov>
Source record: 203998

In article 28042@porthos.cc.bellcore.com, rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>
>Yo:
>Has anyone bought and played Chaos Engine yet. Is it great?

I don't have this game but there is a review in the latest issue (June?) of ST REVIEW.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1123. Mint with UNIX filesystem (Minix Filesystem) on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 15:42:40 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Jun28.154240.267@rzu-news.unizh.ch>
Source record: 203992

Hello all

Where can I get the Minix filesystem ?
Who has installed the Minix filesystem on an 1040ST ?
What have you to do?
Is it the only Unix filesystem for the Atari ?
What are the advantages of such a filesystem against the atari FS ?
Does such a filesystem also work with Jeff Jackson's port of the GNU
file, misc, shell and text utils?
Please answer by mail to bmeier@rzu.unizh.ch.

By the way, are there other possibilities for a UNIX like environment
then the GNU ports ?

Thanks a lot

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

1124. Kansas City AtariFest 93

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 16:01:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.160136.7501@newshost.lanl.gov>
Source record: 204000

Just wanted to post a public 'thank you` to Bruce Welsh and all those of the Kansas City Area Atari Groups for hosting the KC AtariFest this past weekend.

Although attendance was disappointingly light (as in _very_), I believe all the participating developers and vendors still had a good time (I know that I did) even though many lost money after travel expenses.

It's a shame the show was so sparsely attended but it was certainly not the fault of the show promoter(s) who did an admirable job, IMHO, of getting the word out to the public. Atari shows such as this are perhaps the best 'finger on the pulse' of the Atari marketplace and Atari Corp would do well to pay close attention to how well these shows fare.

Thanks to those who attended and for the great steak at the Golden Ox! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1125. Re: Footnotes

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 16:12:50 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.376100@cix.compulink.co.uk>
Source record: 203993

In article <1993Jun28.055903.4199@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>A friend wantsto write his next book on his Atari, but the publisher
>wants PC disks for the text. The problem is, the book will have a lot
>of footnotes.
>Does anybody know an Atari WP which can write footnotes in a
>file compatible with the PC world? Redacteur writes for Wordperfect
>and Word, but drops the footnotes. Atari Wordperfect would be fine,
>if it is bug-free and still available (???)
>

Try out Protext - as well as being a program stillbeing developed on both the Atari and PC machines it's convert utilities can change files into a number of different formats. (I've not got the latest list of formats so can't comment on how useful it'd actually be)

ATB,

```
|~~~
```

1126. Re: Sticky Keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 16:13:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.161350.10087@newshost.lanl.gov>
Source record: 204101

In article 133106@netnews.upenn.edu, rrice@netnews.upenn.edu (Rob S. Rice) writes:
>
>'Lo, folks:
>
> Hey--does anybody have a quick & easy solution for a key (on my
>Mega STE 4's keyboard) that sticks, or takes multiple presses to work?
>The "1/!" (worked that time) and sometimes the "2/@" key just don't go.
>And sometimes it do. It MIGHT be dust, except that I'm a feind for
>covering the keyboard, have used the vacumn (rigorously, after this
>started), and don't abuse the thing. Whatever the cause, does anybody
>know what I can do about it? Thank you!

There are two possible solutions (well actually three, but let's hope you
don't have to go so far as to buy a new keyboard!):

Using a small flat tip screwdriver or other suitable tool, gently pry the
plastic caps off the offending keys. Clean the little plunger beneath the
caps with a blast of air and or a small shot of contact cleaner. Make sure
the little spring is not binding. Reinstall the plastic cap and try again.

If that doesn't work, you need to disassemble your keyboard so you can get to
the plastic keyboard membrane beneath the keys. Gently remove the little
plastic retainers that hold the membrane in place so you can turn it over to
reach the metallic contacts that ground out whenever a key is pressed. Take
a soft rubber pencil eraser and lightly clean the contacts so they are shiny.
Reassemble your keyboard and try it again. Betcha she works this time.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1127. Re: Complete system $400

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 16:23:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.162326.11955@newshost.lanl.gov>
Source record: 204102

In article RTNy00iUxM1g44o@andrew.cmu.edu, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>Atari 1040ST computer, with 13" color monitor, printer, mouse,
>joysticks, and tons of software.
>
>13" hires Atari color monitor. 640x400x16 colors, or 320x200x256 colors.
^^

Er, how do you do this without additional hardware when standard ST Low Res
is 320x200x16 colors and Medium Res is 640x200x4 colors?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1128. IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 17:34:03 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jun28173403@wpi.WPI.EDU>
Source record: 204107

According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!

This makes some sense since IBM has NO products in the computer game field but does have the resources to make it a sucess, while Atari has the product but not the resources...

CNN says IBM will be building the Jaguar and that they'll be in stores in the Fall at around $200.

That's all I know... Anyone have more info?

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I said "you out of water?" she said "nope, out of practice." -
- Then she said "come and quench my thirst -
- 'cause I'm a different kind of dry." -

1129. for sale: Single Sided Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 17:44:00 UTC
From: v5914ane@ubvms.cc.buffalo.edu
Message-ID: <C9CEIG.6IC@acsu.buffalo.edu>
Source record: 203995

I have a single sided disk drive for sale (sf354).
It comes with the power supply.
Make an offer.

1130. Carlos Varela - call me back!

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 18:01:54 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <20nbmi$gsq@irz401.inf.tu-dresden.de>
Source record: 203997

```
Hye Carlos!
Because u have never reacted to my mails,i'll try another way.I asked u
some months ago about sending me some of the Packers on ur list,especially
the Pompey Packer.Could u mail me back or post a reply if u cant reach me
by e-mail?
Matthias
+------------------------+-------------------------------------+
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.sax.de |
| | IRC:st-guru |
| | |
+------------------------+-------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| 'Only a dead GIF is a good GIF!' |
| God bless True Color! |
`-------------------------------------------------------------'
```

1131. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 18:37:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun28.183720.4844@newshost.lanl.gov>
Source record: 204105

In article 4ay3@terapin.com, afonseca@terapin.com (Alberto Fonseca) writes:
>I've never been to the Glendale show, but for those of you who have, could you
>tell me about it? Is it BIG? I went to the San Jose computer show about 2
>years ago or so, and it was really small, they had nice stuff but I was
>disapointed because of the size. I'd like to go to the Glendale Show, but I
>live in Oakland and its really pretty far ways to go, and I'd be really upset
>if it was small and boaring.

Along with WAACE (the show in D.C.), the Glendale Atari Show has typically been the largest Atari-specific show in the U.S. Keep in mind that the downward slide in the popularity of Atari computers most certainly has a negative effect on show participation/attendance, however. The 1992 Glendale show's attendance was considerably lower than years' past and of course, there are no guarantees about the 1993 version. And you cannot blame developers and vendors for choosing not to exhibit if they question their ability to recoup their travel, hotel and show booth expenses. But if you live in California and are really interested in things Atari, you would be doing yourself a huge disservice, IMHO, not to try to attend. It _may_ be smaller, but it will surely be larger than the less well known local shows and Atari Corp always supports the Glendale show well. John King Tarpinian always does a good job and I, for one, will sure try to be there. You should too. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1132. I saw a Falcon. (sigh)

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 19:42:48 UTC
From: smiller@bnr.ca
Message-ID: <1993Jun28.194248.7841@zoonews.bnr.ca>
Source record: 204106

I went to have a look at a Falcon030 the other day.

Overall, I wasn't impressed. It looked and felt like my 520ST, only faster. Which was nice, because I had to reboot it a lot, and it didn't take very long. The flicker-mode was MUCH worse than any Amiga I've ever seen. It was OK on a VGA, except that a bunch of the demos and things either wouldn't run or were messed up.

On the other hand, some of the demos showed A LOT of promise in the machine. And I didn't use it for very long, and it wasn't set up particularly well, and there wasn't an awful lot of real s/w to look at.

So, I'll have to check it out again in a few months. But still, I went predisposed to *like* this thing, (even if I gave up on buying one months ago) and I was kind of disappointed.

They were $1649 CDN, in the 4/80 configuration. (This is $400 or $500 less than a Centris 610 here, or about the same as an LCIII, for those interested in such comparisons)

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
smiller@bnr.ca (also aa438@freenet.carleton.ca)
****

1133. Binkleyterm

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 20:07:04 UTC
From: fred_l@aci1.aci.ns.ca
Message-ID: <fred_l.84@aci1.aci.ns.ca>
Source record: 204103

Forgive me if i'm in the wrong newsgroup. Can someone tell me where i can get (ftp) a copy of BinkleyTerm for the ST? Thank you very much.
FAL

1134. ST<->PC RS-232 connexion

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 20:11:32 UTC
From: saucc00@DMI.USherb.CA
Message-ID: <saucc00.741298292@roselin>
Source record: 204104

Hello floks,

My roommate and me have 'plugged' our two computers together with a serial cable between our two serial ports. I have an 'ol 286 and he has an also old 520ST (soon to have 1mb of RAM).

So with a null modem and a serial cable, we linked our two computer together. Now we can transfer files from one to the other and 'chat' using our communication programs.

Now, what would be interesting: We would like to give the ST a 'direct' acces to the 286's HD. There are some PC to PC programs like PC-Link that can do that kind of stuff but is there something like it for an Atari-IBM duo?

Any infomation welcome or also any tips on how to program such a thing.

Chrisitna.
--
Do thy best, according to the dictates of thy Duty,
and then maintain that equal-mindedness which is the mark of the Yogi.
Krishna (The Bhagavad Gita)

1135. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 20:17:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2669237@under.mind.ORG>
Source record: 204139

The latest info I've heard on the Jaguar is that it has the following: A custom 64-bit RISC processor, a custom 64-bit DSP (as a subset of the main processor), 24-bit graphics, 2 megabytes of RAM, and a 64-bit bus.

--
via Fortress Gateway at uumind.mind.ORG

1136. laserjet III <-> serial port

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 21:54:15 UTC
From: aw@informatik.uni-kiel.de
Message-ID: <20npa7INNhnl@majestix.informatik.uni-kiel.de>
Source record: 204114

Hi all!

I am hunting for a solution of my printing problem:
I want to print (mostly signum) dokuments over the serial line to
a laserjet III. What I need is a (signum-)driver that is able to
send the output over the serial line.
Any hints/helps are welcome.

Thanks in advance...

Andreas

--
Andreas Wacknitz
aw@informatik.uni-kiel.d400.de

1137. Re: Mint with UNIX filesystem (Minix Filesystem) on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-28 22:29:13 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun28222913@kropotkin.gnu.ai.mit.edu>
Source record: 204117

In article <1993Jun28.154240.267@rzu-news.unizh.ch> bmeier@rzu.unizh.ch (Beat Meier) writes:

> Hello all

Hi!

>Where can I get the Minix filesystem ?

Look on atari.archive.umich.edu in the atari/Mint/Filesystems directory. There are several versions; I think 5.5 is the latest binary release, but there are more recent source-code-only beta releases for the brave in the same directory.

>Who has installed the Minix filesystem on an 1040ST ?

I have, and I know many others who have...

>What have you to do?

If you get a binary release, just follow the instructions...it's very simple, you put the minixfs.xfs file in the directory from which you boot mint, reboot, run minit.ttp to initialize one of your hard disk partitions as a minix filesystem, and you're in business.

>Is it the only Unix filesystem for the Atari ?

It's the only one I know of. Supposedly there's a filesystem in the works based on the UNIXMODE idea from the TOS-gcc library, to allow UNIX filenames on a TOS filesystem. But this rumor had been around almost as long as MiNT has, and I haven't seen it yet...

>What are the advantages of such a filesystem against the atari FS ?

Longer, mixed-case filenames, with as many dots in them as you please. Also a heck of a lot faster.

>Does such a filesystem also work with Jeff Jackson's port of the GNU
>file, misc, shell and text utils?

I don't know, I've ported many of my own, I use some of jrb's ports, and Eric Smith's port of the fileutils (with a few hacks of my own). If Jeff Jackson's port doesn't do nasty things like mashing up filenames into DOS format without your permission, it should work fine.

>Please answer by mail to bmeier@rzu.unizh.ch.
>
>By the way, are there other possibilities for a UNIX like environment

>then the GNU ports ?

Yes, but none are quite as good. There are some utilities written by
Alan Pratt (ls, cp, mv, and so on) on atari.archive....

Enjoy...
entropy

1138. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 00:21:33 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <C9Cwzy.6uK@genesis.nred.ma.us>
Source record: 204121
Cross-posted to: rec.games.video,comp.sys.atari.st

Ed Krimen (ekrimen@netcom.com) wrote:
: > o Atari User Group Services.
: > Organize a department at Atari Corporation to specifically deal with
: > user groups.
:
: Look, Len, I'm not going to go tit for tat with you. Atari doesn't have
: the resources to do what you want them to do. Atari doesn't need a
: department to handle user groups. They need to sell computers.

Of course, maybe if they did do that then they would sell computers.

Anyway... (not meant as a flame though)... do you know what happened
to Atari's BBS? BTW, any word on possible Portfolio upgrades?
--
--Keeper of the NEO GEO FAQ-BOB LOVES YOU-Only the A M I G A makes it possible!
Ralph A. Barbagallo III /Atari 2600,7800,Lynx,NES,GameBoy,SNES,Master System,
nugget@genesis.nred.ma.us/Genesis,Game Gear,NEO-GEO,Odyssey500,Vectrex,TurboCD,
Mindstorm WILL RETURN! /TurboGrafx-16,Commodore64,Amiga500,Atari800XL GO C=!

1139. DVI ST 3_3

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 00:50:04 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.741315004@cwis>
Source record: 204110

When I run dvst3_3.prg on my st, with all of the font files (hopefully) in their correct directories and try to view the included dvist.dvi file, it always requests font files that I don't have and that aren't listed in the 'Files' file included with dvist3_3.arc. The magnification is at 1000 and the resolution is at 96 dpi (both default settings) What is wrong?

1140. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 00:59:19 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20o457INNb96@life.ai.mit.edu>
Source record: 204111

In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!

I will EAT a Jaguar if this is true. :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1141. Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 01:05:37 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jun28.190537.14311@iscsvax.uni.edu>
Source record: 204109

Well Apple's R&D just crancked out a new model today.. The Mac LC 520 is a integrated 14 inch color classic with built in dual speed cdrom, 5 megs and 80 meg HD, 1 meg video ram, and stero speackers. This model uses an 25 mhz. 030 at 32 bit bus. The mother board can be easily removed for easy upgrade.. Cost $1509..... Will only be available to education institutions and students. So much for Atari's failed attempt to get the Falcon into the education market... The LC 520 is available now!!!!!!!!

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

1142. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 01:37:16 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9D0I4.J6q@netcom.com>
Source record: 204112

In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>
>I will EAT a Jaguar if this is true. :)

:-)

IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
contract. Just got this off GEnie.

Get your fork and knife ready. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1143. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 01:37:57 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <3222@tekgen.bv.tek.com>
Source record: 204113

In article <H.ea.ppralOgdYeE@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>DiamondBack II is available from Oregon Technologies for about $70 (I
>think)... Well worth the $$$!

That's Oregon Research and the retail price of Diamond Back II is only $49.95
:-)

Best regards,

---- ----
/\/\/\ Bob Luneski Diamond Back, Diamond Edge, and HiSoft Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

1144. IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 02:31:24 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9D30D.yF@netcom.com>
Source record: 204115
Cross-posted to: comp.sys.atari.st,rec.games.video

06/28 1545 Atari inks $500 million contract with IBM for ...

SUNNYVALE, CALIF (JUNE 28) PR NEWSWIRE - Atari Corp. (AMEX: ATC) announced today that it has contracted with the IBM Corp.'s (NYSE: IBM) Charlotte, N.C., facility to manufacture the Atari Jaguar, Atari's new 64-bit multimedia entertainment system.

IBM's multi-year contract is valued at $500 million. The Atari Jaguar, to be made in the United States, is an interactive multimedia entertainment system which features over 16 million colors in 24-bit true color graphics and produces shaded 3-D polygons for manipulation in a "real world" in real time. A 32-bit expansion port will allow for future connection into cable and telephone networks, a digital signal processing port for modem usage and connection to digital audio peripherals. The Jaguar will also feature a double-speed compact disc peripheral.

"This system is clearly the wave of the future," said Sam Tramiel, president of Atari. "Because the Jaguar will feature such an array of visual and audio special effects, we wanted to work with a premier company that we are confident can manufacture the quality product we have developed."

The Charlotte-based IBM plant, which for 15 years has manufactured and developed products only for other IBM businesses, just recently began working with outside companies to meet their production needs. The Atari Jaguar project represents one of IBM's first entries into manufacturing for the mass consumer electronics market.

"This is a wonderful opportunity to work with Atari and their new system," said Herbert L. Watkins, director of Application Solutions manufacturing at IBM Charlotte. "Everyone expects IBM to manufacture complex information technology products, and with this, we'll show that we can competitively build a sophisticated consumer product."

In addition to assembling the Jaguar, IBM will be responsible for the component sourcing, quality testing, packaging and distribution. The Jaguar, announced on June 3, is based on an Atari-designed proprietary 64-bit RISC processor that features four times the technology currently seen in the marketplace today. The sound system is based on Atari's proprietary, high-speed, Digital Signal Processor dedicated to audio which can produce CD-quality sound.

The Atari Jaguar will be available on a limited basis in the fall, focusing on the New York market. A national roll-out is expected next

year, and the Jaguar will retail for approximately $200.

NOTE: Atari Corp. manufactures and markets personal computers and video games for the home, office and educational marketplaces throughout the world. Atari headquarters are located at 1196 Borregas Ave., Sunnyvale, CA 94089.

The IBM Corp.'s Charlotte facility manufactures and develops for IBM and other companies a wide variety of products, such as banking systems, automotive diagnostic systems and electronic circuit boards. The site includes 2.3 million square feet of work space on a 1,200-acre site. Its address is 1001 W.T. Harris Blvd., Charlotte, NC 28257. Telephone: 704-594-1000.

-0- 6/28/93 /CONTACT: Nancy Chan of
Bohbot Communications, 415-705-6888, for Atari; or Bob Page of IBM, 704-594-1729/ (ATC IBM) CO: Atari Corp.; IBM Corp. ST: California, North Carolina IN: CPR SU: CON

06/28 1401 Atari shareholders reject reverse stock split

SUNNYVALE, CA (JUNE 28) PR NEWSWIRE - Atari Corp. (AMEX: ATC) announced today the results of its annual meeting held on June 25, 1993, in Sunnyvale.

In view of the current trading value of the common stock, the board of directors recommended that the shareholders vote against the one for 10 reverse stock split. The shareholders voted against the proposal. Therefore, no reverse stock split will occur.

In addition, Sam Tramiel, president, demonstrated game software on the company's new multi-media entertainment system called the Atari Jaguar.

NOTE: Atari Corp. manufactures and markets personal computers and video games for the home, office and educational marketplaces throughout the world. Atari headquarters are located at 1196 Borregas Ave., Sunnyvale, CA 94089.

-0- 6/28/93 /CONTACT: August J. Liguori
of Atari, 408-745-2069/ (ATC) CO: Atari Corp. ST: California IN: CPR SU:

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1145. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 02:35:19 UTC
From: rjung@netcom.com
Message-ID: <rjungC9D36w.Iw3@netcom.com>
Source record: 204116
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

I am merely cross-posting this piece of news to everyone who may be
interested in other newsgroups. Please watch what groups you are posting to
when you fiollow-up to this article.

In article <ekrimenC9D0I4.J6q@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett)
writes:
>>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>>
>>I will EAT a Jaguar if this is true. :)
>
>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
>contract. Just got this off GEnie.
>
>Get your fork and knife ready. :-)

Atari may not be totally dead yet.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1146. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 02:57:20 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.9z4igEgZPks@harvee.billerica.ma.us>
Source record: 204123

In <ekrimenC96ytp.C5L@netcom.com>, Ed Krimen writes:
>In article <H.eg.TYEXm1J3lTU@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>>
>>I was disapointed with diamondback II. I have lost files with it although
>>it may have been my fault. (the target file system was screwed up)
>>Incremental backups are difficult. it uses the archive bit or a date
>>instead of comparing source files to the target files (or a listing of
>>files in a backup) to determine what to back up. It does not support
>>flopticals except as another HD partition.
>
>DB III will support flopticals and other removable media like floppy disks.

oh boy, I get to spend *more* money on backup software :-)

I do hope they improve their backup scheme on incrementals. I guess only
an upgrade will tell

--- eric

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1147. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 04:01:32 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.iMXjYBuWvOQ@harvee.billerica.ma.us>
Source record: 204132

In <H.eg.9z4igEgZPks@harvee.billerica.ma.us>, Eric S Johansson writes:
>In <ekrimenC96ytp.C5L@netcom.com>, Ed Krimen writes:
>>In article <H.eg.TYEXm1J3lTU@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>>>
>>>I was disapointed with diamondback II. I have lost files with it although
>>>it may have been my fault. (the target file system was screwed up)
>>>Incremental backups are difficult. it uses the archive bit or a date
>>>instead of comparing source files to the target files (or a listing of
>>>files in a backup) to determine what to back up. It does not support
>>>flopticals except as another HD partition.
>>
>>DB III will support flopticals and other removable media like floppy disks.
>
>oh boy, I get to spend *more* money on backup software :-)
>
>I do hope they improve their backup scheme on incrementals. I guess only
>an upgrade will tell

I know it is really tacky to follow up on your own posting but hey, this is
only usenet.

I just got a piece of mail from Diamond Back tech support asking me about
the problems I was having with DB2. My jaw hit the floor with surprise! I
never expected support like this. Now, I don't expect them to fix all my
problems (atari (mis)management, commuting traffic, ...) but I have
full confidence that I will recieve a satisfactory response to my
DB2 problems.

It looks like I've found another software vendor worth supporting!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1148. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 04:54:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20ohtc$hib@usenet.INS.CWRU.Edu>
Source record: 204118
Cross-posted to: rec.games.video,rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In a previous article, rjung@netcom.com (Robert A. Jung) says:

>(Video game stuff at the very end of this message, folks, so bear with me)
>
>In article <20hotj$jdq@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>In a previous article, ekrimen@netcom.com (Ed Krimen) says:
>>>In article <20fvgh$40n@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
> Agree with the former, but not the latter. Atari -- simply put -- doesn't
>have the resources to do the wishful thinking that Len espouses. If they had
>the resources, however, good relations with the user community cannot hurt.
>But this is a LUXURY, not a necessity (manufacturing is a necessity, by
>comparison).

Actually Rob, I don't think it would cost as much as you and Ed think.

I think it would cost under $40,000 a year to put something like this together
(including the employee to do it).

I also think that the benefits would definitely outweigh the costs.

>
>>There are very few dealers out there and some dealers do not really have
>>enough time to spend with their customers as needed.
>
> Those are pretty pitiful dealers, then.

No, not really. The Atari market cannot support large full-service dealers.
Many of these dealers are one man shops. They don't have time to spend
hours of giving people support when people from user groups have no problem
with it.

>
>>Atari User Groups _ARE_ a way to sell computers and give people something
>>that they cannot get on another platform--support.
>
> User groups are a good idea, but they have existed for long periods of time
>without any official company support.

No, I remember a time when Atari user groups received a lot of support fro
Atari Corp. I EVEN remember a time when there was an Atari user group
coordinator... anyone else?

>
>>And YES, they _CAN_ afford it. Most of what I stated will not cost Atari

>>a lot of money. And I propose an Atari gift catalog where the company can
>>sell t-shirts, sweatshirts, coffee mugs, etc. to pay for everything that
>>I have mentioned.
>
> Len, you're fantasizing. I mean, you might be able to get me to buy a mug
>and a T-shirt, but that's not a whole lot. Multiply that by the number of
>people who would be willing to buy such trinkets, then subtract the cost of
>printing up the catalogue, manufacturing the gifts, and distributing the same.
>Such a "gift catalogue" idea could end up COSTING Atari more money. Even if
>you throw in Lynx owners and Falcon users and Jaguar enthusiasts, you're
>still talking about a lot of slick paper selling to a very small audience.

HEY, Sierra would not be selling their trinkents if people weren't buying them!

Also, how much FREE advertising can Atari get from people wearing their
name on their sweatshirt! Or drinking from a coffee mug on their office desk
with "Atari Computers" written on them?

The gift catalogue could be included with the Lynx, Jaguar, and Falcon030
packages. Atari doesn't have to mail them out. And not only that--if Atari
ever gets Atari Explorer going again, they can put a two page ad in this
publication for these gifts.

And I'll bring up Sierra again... I would say Atari has a much larger audience
than Sierra. And will have a gigantic audience when the Jaguar and Lynx
take off!

Do you think Nintendo and Sega are making money off of their trinkets? :)
Nah...

>
>>>> A Bulletin Board System (BBS) STRICTLY for the exchange of user group
>>>> articles, files, and information.
>>>
>
> Setting it up would be fairly trivial; running it would not. As a former
>co-sysop of a BBS, I can say that even a trivial BBS would take a good chunk
>of time to run. And Ed is right; it's _not_ going to get a lot of caller
>traffic. Think of how often you actually NEEDED information on running a
>user group, Len. It's not a lot.
>

Hey, I've co-sysoped a few BBS as well! And there wasn't a lot to it besides
checking the messages, files, and validating users. And if you say
you doubt there will be a lot of usage, there will be even less work!

And let's say you are right and that there isn't much demand for a BBS to
be created for user group support. Atari could still open an "official Atari
user group support" area on GEnie or another online service. Ed said there
was a user group support area, but I don't think it is an official area like
an Atari developers forum.

>
> Len, I mean this in the nicest way possible, but sometimes you're so
>optimistic about the future of Atari that even *I* wonder if you're on the
>payroll. B-) On the other hand, you also get into mood swings, and try to
>drum up massive letter-writing campaigns. "The fate of the company rests in
>our hands!"...Right, Len.

Hey, it certainly doesn't hurt! If you would send a few letters to a couple
of retailers saying that you'd like to see the Lynx better supported
instead of complaining about it on here, maybe something would change.
Think of that?

Maybe if the guy in charge of purchasing for Toys'R'Us receives a few thousand
letters, he will be more willing to listen to someone from Atari when
they want Toys'R'Us to carry it again.

As for my mood-swings, I have always been very optimistic about Atari.
But, I believe that USERS have a lot to do with keep the company going when
so many similar companies without customer loyalty have gone under.
But, I have never said "The fate of the company rests in our hands!" so don't
quote me there.
The fate of Atari is controlled by the Tramiels and Atari's employees,
but you can bet that we do carry weight.

>
> (My most favorite recent Len-ism: "Atari hasn't announced it, but a VR
>interface for the Jaguar is in the works! I'm sure it is!")

I read somewhere in an official release statement that a VR interface is
being worked on it. And, in all honesty, I wouldn't be surprised if we see
one for it within a year after the Jaguar is released. Sega has
demonstrated their VR glasses, do you think that this will be a product
that only Sega will be selling?

>
>>As for MONEY, like I suggested before, an Atari Gift Catalog would be able
>>to support this user group push. I _know_ Sierra makes a reasonable
>>amount of money selling shirts, bags, etc. I _know_ with all the Atari
>>fanatics out there, Atari could make a good amount of money on these things.
>
> Pure speculation. I wouldn't be surprised if a Gift Catalogue becomes a
>source of red ink. And if it isn't, the items it advertises will be priced
>so high that most folks will not bother to buy from it ("$25 for a T-shirt?
>Forget it...").
But you are speculating as well by saying that it will not work.
I'm majoring in marketing and I say that it will. Of course, the only way
to really find out is... to try it.

>
> If you want to really help Atari, do the following:
>
>1. Win the lottery. $10 million is nice, $30 million is better.
>2. Give it all to Atari Corp.

>3. Supervise the use of your money (on your own time) to make sure it is not
> fritted away on executive perks.
>

Actually, don't laugh. If I did win $30 million in a lottery (and I've tried
with no success), I would put some money away for myself and then I would
definitely fly to Sunnyvale.

I think I would do a Ross Perot PRIME TIME show demonstrating Atari as a major
technology company with the Lynx, Jaguar, Falcon030, etc.

:)

Len
>
> --R.J.
> B-)
>
>////////////////////////////////////|\\
>

--

1149. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 05:43:01 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4bc9@terapin.com>
Source record: 204119

That sounds great, the Falcon will finally be able to view GIF's. The only thing is the resolution. I don't know about the 1024x768 on the Falcon, and alot of these GIF's do have alot of colors, I think I saw one that had more than 256, but not sure. Either way they should come out with a pretty standard graphics card for the Falcon that can display 24 bit color so developers can start programming not for the Falcons rez modes, but for the new card. I know Lexicor just released a great little 24 bit card, but I think the resolution is still kinda low. 16.7 Million colors though.

afonseca@terapin.com

1150. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 05:47:58 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4bcb@terapin.com>
Source record: 204120

Yea, I probably won't go then.. I'll just read about it... I think what ATARI really needs is some major shows. I know we have the MacWorld Expo here in San Francisco once a year, and its held at the Moscone Center, really big, lots of vendors, everyone is there.

If only ATARI could do that, and San Francisco is a great place to have it to.. Maybe someone can suggest it to ATARI?

afonseca@terapin.com

1151. How do you use the mouse (programming) ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 08:52:10 UTC
From: udee128@oak.cc.kcl.ac.uk
Message-ID: <1993Jun29.085210.132@oak.cc.kcl.ac.uk>
Source record: 204124
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
Please could someone please help me with a small problem. I am trying
to write a program that I want to use the mouse, but I'm not sure how to go
about it. I have the ST internals book, and it says that you supply the vector
of the new mouse routine, but I don't know how much of it must be in assembly
language, and what parts. I am writting the resto of the program in C, so the
more of that the better. What I would like is a sample code segment if it is
possible, as this makes my job easier (something to "copy"/use as a template).
If any one can help me please could they either post to this news group
or mail me directly. There is a copy of the finished program for anyone who
helps and wants one. The supprise is that you don't know what the program
will/should do. Fix my problem and you'll find out (don't you just love
intrege).

Thank you in advance
JTBean

1152. Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 08:59:06 UTC
From: Steve.Yelvington@f47.n282.z1.tdkt.kksys.com
Message-ID: <741274370.AA09508@tdkt.kksys.com>
Source record: 204134

According to a Reuter news service report that I unfortunately forgot to bring home with me, Atari announced yesterday that it has contracted with IBM for the manufacture of the Jaguar games console. The story included a price estimate in the $200 range, which pretty much means no CD-ROM reader built in, but it quoted Atari Corp. as saying the Jaguar will include a 32-bit expansion port for future connections to telephone and cable television networks.

Steve Yelvington
Marine on St. Croix, Minnesota
preferred email: s.yelvingto2@genie.geis.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1153. Re: File Servers (Mail) - Favorites?

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 10:07:56 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Jun29.100756.21847@solaris.rz.tu-clausthal.de>
Source record: 204125

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
> Hi,

> I am going to be getting a second mail account soon. The new account
> allows me to use mail servers (on the down side, the account costs
> money).

> Could anyone with a good list of Atari mail servers send me the
> list in E-Mail. I want to be able to use the new account to
> the fullest, so the more the merrier.

Hi

Not a complete list, but some mail-server i know about;
mail-server@ftp.tu-clausthal.de
ftpmail@decwrl.dec.com

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
W-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

1154. Re: Heat&Serve Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 11:08:32 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Jun29.110832.29674@gps.leeds.ac.uk>
Source record: 204126

In article <wmtwen.741266292@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>rahin@scs.leeds.ac.uk (M A Rahin) writes:
>
>>I was trying to locate the recent copy of Sozobon C (Ian Lapore's Heat & Serve
>>version) on an anonymous site. I could not get into atari.archive. So
>>instead searched at src.doc.ic.ac.uk (in computing/systems/atari/umich/Languages
>>directory. The index says it is there, but the file is not there. Then I tried
>>the other mirror (of atari.archive) in USA (can not remember the site name) and
>>the same thing happening there. Does anyone know what's happening ? Is
>>Heat & Serve C withdrawn or what ?
>
>I had some trouble finding it too. But found copies on both
>ftp.tu-clausthal.de and ftp.cs.ruu.nl
>Current version is still 1.4 and you do not need extra make programs or
>libraries (as I found out after installing).
>You do need a good editor.
>

Thanks for the above info. Heat & Serve Sozobon C V1.4 is now available at
src.doc.ic.ac.uk in the directory mentioned above. This has been restored
after a gentleman (sorry, forgot the name) reported about it to the maintainers
of the above archive.

>Erlend.

- Rahin

1155. Re: Apple's R&D crancks out the LC520.....

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 11:30:19 UTC
From: klassa@aurs01.UUCP
Message-ID: <63610@aurs01.UUCP>
Source record: 204135

sinclap2954@iscsvax.uni.edu writes:

>Well Apple's R&D just crancked out a new model today.. The Mac LC 520 is a
>integrated 14 inch color classic with built in dual speed cdrom, 5 megs and 80
>meg HD, 1 meg video ram, and stero speackers. This model uses an 25 mhz. 030
>at 32 bit bus. The mother board can be easily removed for easy upgrade.. Cost
>$1509..... Will only be available to education institutions and students. So
>much for Atari's failed attempt to get the Falcon into the education market...
>The LC 520 is available now!!!!!!!!
>
>
>
>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

Peter:

What will it take to get through to you? This newsgroup is for the
discussion of the Atari ST/STE/TT and Falcon lines of computers. As
you may note from the words "Atari ST/STE/TT and Falcon," discussion
of Apple computers is COMPLETELY OUT OF PLACE HERE. There's a special
newsgroup for the discussion of Apple computers and their impact on
the Atari community... That place is comp.sys.atari.advocacy.

If your site doesn't get comp.sys.atari.advocacy, then I guess you're
SOL. Stop abusing the privilege.

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

1156. Re: I saw a Falcon. (sigh)

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 11:36:27 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun29.113627.10359@iplmail.orl.mmc.com>
Source record: 204127

In article <1993Jun28.194248.7841@zoonews.bnr.ca>, smiller@bnr.ca (Scott Miller) writes:
|> I went to have a look at a Falcon030 the other day.
|>
|> Overall, I wasn't impressed. It looked and felt like my 520ST, only faster.
|> Which was nice, because I had to reboot it a lot, and it didn't take very
|> long. The flicker-mode was MUCH worse than any Amiga I've ever seen. It
|> was OK on a VGA, except that a bunch of the demos and things either wouldn't
|> run or were messed up.
|>
[Other stuff deleted]

The falcon demos that I have seen (one the last two months at our user group
meetings) have been pretty much flicker free... with the right monitor.
A good VGA monitor seems to display most resolutions without any noticable
flicker. However, trying to use something like a SC1224 with resolutions
other than the standard ST resolutions can really give you a headache.

|>
|> --
|> ***
|> Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
|> .signature USES DISCLAIMER Ottawa, Ontario, Canada
|> smiller@bnr.ca (also aa438@freenet.carleton.ca)
|> ***

Larry Richardson
richards@elmer.orl.mmc.com

1157. RE: SEAGATE ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 11:44:00 UTC
From: richard.whitehouse@canrem.com
Message-ID: <60.34538.4514.0N17CC2B@canrem.com>
Source record: 203813

```
-> I just recently got a Seagate ST250R hard drive. I was told that it
-> is a >40 meg drive, but I can only get about 28 megs from it.
-> Someone please tell >me if the following info is correct:
-> Number of heads: 4
-> Cylinders: 667
-> I am using an OMTI MFM controller and the Latest ICD formatting
-> software >(6.06, I think)/
->
-> From the Seagate info that I have there is NO ! ST250R, but there is
-> a ST251R, this is a 43 meg Formated Drive with 4 heads and 820 data
-> Cylinders..

I'm not sure if I'm addressing this to the right person; hope the right
person reads it...
```

Sounds like the Seagate is an RLL drive, and the controller is MFM.
This would explain why you are getting less capacity out the drive; RLL
is a very similar format to MFM, but squeezes more capacity out of the
same mechanism.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

1158. JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 12:09:26 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <20pbdm$jun@sus.edu.eur.nl>
Source record: 204129

Hello, I recently bought a Falcon and there where some demo programs with it.
There was a Gif-viewer, but that one couldn't view JPG-files.
(And I thought that JPG was a compressed GIF file, so that I might have worked).
Does anyone has a JPG viewer for the FALCON?

And could you E-Mail it to me?

Cspas050@cs.edu.eur.nl

M.A.Onstwedder
Thanks a lot.

"We have them right where they want us" - Captain James T. Kirk.

1159. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 13:33:58 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun29.133358.27340@apgea.army.mil>
Source record: 204130

In article <1993Jun28.102411.10861@mnemosyne.cs.du.edu> jbryant@nyx.cs.du.edu (James Bryant) writes:
>
>Hello! This newsgroup looks general enough that I can post this here.
>I'm looking for a software emulator that will make my 486/ms-dos machine
>think it is an atari 520ST. My primary reason for wanting to do this, is
>that I want to play a game I haven't seen in a long time. The game that
>I'm looking for is called Spelunker.

I really doubt if such a beast exist. But if it DOES, I want one!

Here is a question for you people:
How long do you think I'll have to wait till I can get a descent ST system
for under $100?

Now I'm talking used. I just got a descent Atari 800 xl for $40 and I am
currectly investigating it for posible future upgrades. But I wonder what
fun I could have with a 16 bit system?
Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1160. GEM-View 2.30

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 13:39:49 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <20pgn5INNd4@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 204131

GEM-View is now uploaded to some ftp-server. Here the changes up to
version 2.30!

Today uploaded to:
o ftp.Germany.eu.net
o ftp.tu-clausthal.de
o ftp.uni-muenster.de
o atari.archive.umich.edu

- [2.30]:
o loads monochrome GIF's with less memory usage than before.
o The buffer-size for loading files can be set in GEMVIEW.INF
with an Editor. The value entered means KILOBYTES!
So, " 32 FileBufferSize"
sets the buffer to 32 kByte (the standard is 8 kByte).
o Auto convert GEM-Metafiles to Rasterimages without display.
Destination-raster-format and actual resolution is used.
Not in HighColor or TrueColor!
o JPEG version 4.0 now included. Loading 2-times faster!
Test-picture: 800 x 600 (87645 bytes), Reference: 8MHz ST
JPEG 4.0: LOAD (2'17") + Dither (0'55") = Sum (3'12")
JPEG 3.0: LOAD (4'29") + Dither (1'08") = Sum (5'37")
o Character size of GEM-View window can be chosen
(Standard font, size: 8 points, 9 points, 10 points)
o New keys supported F1 to F6
F1: white background
F2: grey background
F3: black background
F4: 8 points standard font
F5: 9 points standard font
F6: 10 points standard font
F10: "Break ^B"
o loads VIVID Raytracer images
o loads and saves Enhanced Simplex (ESM) pictures
o loads TIFF-Images with LZW-Compression
o Wildcards can now be used in Load, Conversion and Identification.
They can be used for automatic conversion of a complete directory.
Use the wildcard(s) in the filename in your File Selector Box.
Summary:
'*.*' : All Files.
'*' : All Files without any Extention.
'*.IMG' : All Files with Extention '.IMG'.
'F*.GIF' : All 'GIF'-Files, beginning with 'F'. After the 'F'
any other characters (including 0) are covered.
'F?.IFF' : All 'IFF'-Files, beginning with 'F' but the use of '?'

after the'F' means that exactly one character must follow.
'G???*.*' : All Files, having 'G' followed by 3 or more characters.
o meaning/use of '-merge' changed
o Two new error-propagation dither-algorithms:
"Jarvis-Judice-Ninke" and "Stucki"
o The Picture-Menu "GEM-View" can be opened without holding the right
mouse button, if the window is in the background.
A click with the left mouse button to it is enough.
o completly new Short-Cuts (MTOS)
o merging true color images
o xAcc2 included
o sending pictures using xAcc
o loads (X)IMG much faster
o better IFF and TIFF
o clipping faster
o in >32k-colors GEM-View does not use the virtual colormap
o Bug fixed: saving GIF to full disk
o black on black problem solved in >32k-colors
o correct iconify in 32k- and 64k-colors
o Bug in '-save...' used with '-merge' fixed

''''''

observing capital/non-capital letters, spaces and special characters.
The program will then be automatically registered in your name.
During this process you may, if you wish, instal the programs in
a directory other than the source directory. To do this, click on the empty
box below the word "Pfad:" and choose the destination directory from the
resulting selection box.

The contents of the archives (GEMVIEW.PAX, TOOLS.PAX and PICTURES.PAX)
can be seen below together with details of the subdirectories which will
be created.

Some special notes:
o A once-and-for-all depacking and installation process, which is not
dependent on your computer type, is all that is required.
After installation you can use all the files normally.
o You can start the installation from Floppy Disk, RAM-Disk or Hard-Disk.
It is, however, essential that the archives (the .PAX files) are in
the same directory as 'INSTALL.APP'.
o Before an existing file is overwritten, you will be asked for confirmation
to proceed.
o Using 'INSTALL.APP' doesn't modify the archives so you can copy this
disk after installation and send it to a friend! ;-)

If you registered an earlier version of GEM-View, and do not know your
code/key, you can obtain it as follows:-

o Send an eMail to me, with the following 'Subject:'
Register GEM-View: "#001234", "Norman User"
replacing the number by your own registration-number -see below- and
"Norman User" by your own name which must be typed in precisely,
observing capital/non-capital letters, spaces and special characters.

(You can discover your registration number quite simply.....
Run your old GEMVIEW and load the old GEMVIEW.PRG. - as if it were
an image file. When it is listed as a plain hex-dump,look to the right
of the third line to find a number preceded by '#'. This is your own
registration-number!)
OR

o Send me a letter with two CRI (international reply coupons), which
you can get at your post-office, saying that you want to know
your code/key. In this case your full name will be enough but please
write clearly and legibly!

Use the registration-number '000000' in the installation process to get
an unregistered version of GEMVIEW 2.30.
This version can then be tested for the next 14 days!

The Archives:
=============

GEMVIEW.PAX

SnapShot.Acc: A tool to snap and save all or part of the screen
or windows

OdiePack.Tif: A test-picture in TIFF format

GemView\DeskIcon\: Icons to install as Desktop Icons (mono/color)

GemView\Dither\: Files with special dither matrices for the
"Ordered Dithering" which can be set in the
"Preset" dialog or by using <ALT>"LOAD".

GemView\Dokument\: Documents(!) The English documents have not yet been
written and the German documents, to be found
surprisingly in the folder 'German', need some
updating. Your attention is drawn to 'CHANGES' for
information on important innovations.

GemView\GemView.App: An unregistered version of the principal program.

GemView\GemView.Inf: A simple INF-file for GEM-View.

TOOLS.PAX

Gem_Show\: Install GEM-View as a FILE viewer for Multi-Tasking

Gem_XAcc\: Material for sending and receiving XAcc-Messages

Gem_View\: Material for sending VIEW-Messages

Dither.11b\: A program to create dithermatrices for GEMVIEW from
Alexander Clauss
Stresemannstr. 44
64297 Darmstadt
== GERMANY ==

MultiDia.102\: MultiDialog puts nearly any GEM-dialogbox into a
GEM-Window. The result is that you can access the
menu-bar or other applications while a dialog is
running.
Helmut Neukirchen
Bnnersdyk 63
47803 Krefeld
== GERMANY ==
????? Problems with Selectric ?????

1StGuide\: Help-System edited by
Oliver Bentler
Am Stadion 8a
W-5810 Witten
== GERMANY ==
for '1STGUIDE' written by
Guido Vollbeding
Turmstrae 61
O-4020 Halle

== GERMANY ==

WinxV20\: WinX. Copyright by Martin Osieka
Martin Osieka
Erbacherstr. 2
W-6100 Darmstadt
== GERMANY ==

VdiFix.110\: VDI-Fix. Copyright by Karsten Isakovic
Karsten Isakovic
Wilmersdorfer Str.82
W-1000 Berlin 12
== GERMANY ==

Dieter Fiebelkorn

======= Genaral agreements for GEM-View outside of GERMANY =======

```
**********************************************************************
* *
* Provided that all the files *
* *
* INSTALL.APP, LIESMICH.TXT, README.TXT *
* GEMVIEW.PAX, TOOLS.PAX and PICTURES.PAX *
* *
* are included without any change, 'GEM-View' may be freely *
* copied and given away. *
* GEM-View is a complex product,so it is published as shareware. *
* This means that this package may be freely copied, but that if *
* use is made of the shareware a fee must be paid. *
* Please send, as that fee, US$26. *
* *
* All Copyright and other rights in GEM-View up to and including *
* Version 2.3x are the property of the Author ( D. Fiebelkorn. ) *
*
* Commercial use is NOT PERMITTED (this includes distribution *
* on a Public-Domain-Disk or as part of any package ). *
* *
* The inclusion of a free copy with Tool-packages ( e.g with *
* graphic-cards ) must be the subject of specific permission by *
* the author. *
* *
* The latest version can be obtained from the author,at the MAUS *
* mailboxes, GEnie or from some ftp-accounts. *
* *
**********************************************************************
''''''
```

All agreements with Cybercube Research Limited are herewith reinstated. Cybercube has been granted the right to collect and bundle registration applications on my behalf. Cybercube will send these applications to my address in Germany for registration.

Lexicor requested the right to provide customer support. Lexicor has been granted the right to explain the registration procedure on my behalf. However, Lexicor is not authorized to accept or relay any registration applications, cheques or payments.

1) The SHAREWARE versions of GEM-View may be freely copied.
These copies of GEM-View must be provided as:
a) a SHAREWARE product, and
b) free of charge.
In case the GEM-View copy is being requested by mail, a maximum $3 shipping and handling fee may apply.

2) All interested users may discuss GEM-View related topics. Efforts to explain the formalities of the registration process will be kindly appreciated. Discussions must be limited to the existing and available SHAREWARE versions. The creation of any new GEM-View forum or topic requires my prior written permission.

3) The right to accept registration applications and the handling of such applications requires my prior written permission and may be obtained if applied for. No charges greater than $1 per GEM-View copy should incur to the user due to such services.

4) I will solely and personally handle all registrations of the SHAREWARE versions. The user will, depending on the version, either receive a personalized registered copy or his personal registration key directly from me. The party that collected and bundled the registration applications will not be involved in the actual registration process.

5) GEM-View must always be provided on its own disk(s). If GEM-View is being distributed on a disk or disks containing files or applications which are not a part of the existing GEM-View package, a special file containing an appropriate copyright notice must be obtained through me and added on the same disk(s) along with the other GEM-View files. Users that obtain their copy of GEM-View from such disks still have to register their copy. It is not allowed to include the registration fee in the price of the disk containing the GEM-View package. In all cases, I require prior notification of any intentions to provide GEM-View in conjunction with other files, applications or utilities and a copy of such a disk must be forwarded to my address.

6) Any interested party may compile and distribute any form of documentation for GEM-View. Special care must be excercised to make the user aware of the fact that he still has to register his copy of GEM-View even if he acquires any such documentation.

- customers must be made aware of the additional registration.
- if the documentation is being provided in printed form: a special

notice on the cover page must be included, stating that an independend third party is responsible for the contents and that the author of GEM-View was not involved with the process of compiling the documentation.
- if the documentation is being provided on a disk or other form of electronic media: a a special notice on a highly visible area (e.g. label) must be included, stating that an independend third party is responsible for the contents and that the author of GEM-View was not involved with the process of compiling the documentation.
- If the customer requests both, the documentation and a copy of GEM-View at the same time, the distributor/retailer must make sure to avoid any suggestion or impression that the customer aquired the rights on the GEM-View program as well. The customer still has to separately register his copy. I would greatly appreciate the receipt of a sample of any such documentations made available for GEM-View users.

7) All of the above listed rules apply to the SHAREWARE versions of GEM-View only. These are (at the present date) all versions up to and including 2.30! SHAREWARE versions can be easily identified in the dialog box 'About GEM-View'.

Dieter Fiebelkorn, June 25. 1993

1161. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 13:45:06 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun29134506@ramanujan.WPI.EDU>
Source record: 204143
Cross-posted to: comp.sys.atari.st,rec.games.video

>>>>> "ekrimen" == Ed Krimen <ekrimen@netcom.com> writes:
ekrimen> 06/28 1545 Atari inks $500 million contract with IBM for ...

[...]

ekrimen> In addition to assembling the Jaguar, IBM will be responsible
ekrimen> for the component sourcing, quality testing, packaging and
ekrimen> distribution.

I wonder if this means we'll be buying "Atari Jaguars" or "IBM
Jaguars" in stores... ie: if IBM handles the packaging and
distribution, will it be labeled an Atari product? Probably...

This is really good news for Atari since IBM has strong distribution
channels... I am now reconsidering my opinion that the Jaguar would
be DOA due to inadequate marketing and distribution...

It sounds like a good machine, so it deserves a fair chance in the
market, and this IBM deal sounds like that chance!

.s.
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

1162. Llamatron and Revenge of the Mutant Camels...

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 13:48:08 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun29134808@ramanujan.WPI.EDU>
Source record: 204144

I have an American 1040STf, 1986 vintage, with TOS 1.0 (as far as I
can tell... 1985 copyright...).

I downloaded Llamatron and Revenge... from the atari archive but can't
get them to work... They go to the opening screen and then bomb.
Dark Castle does this too...

Why is this? Is it my TOS version? Or some other problem?

thanks for any help...

.s.
(and yes, I do have a color monitor hooked up... :-)
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

1163. Assembly '93 - A Demoparty in Finland (30 July - 01 August)

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 13:54:19 UTC
From: eye@snakemail.hut.fi
Message-ID: <EYE.93Jun29155419@delta.hut.fi>
Source record: 204128

Here is some information about a demo party (for Amiga, PC, Atari,
C64) held in Kerava in Finland during 30th July and 1st August.

Please DON'T reply to me, I have nothing to do with the organising of
this party. I just got this piece of information frommy friend.

ASSEMBLY '93 THE SECOND PHASE - BE THERE OR BE ELSEWHERE!

ASSEMBLY '93 - THE SECOND PHASE

(30 July - 01 August)

THE MOVEMENT - ACCESSION - COMPLEX

FUTURE CREW

AGGRESSION

EXTEND

Last year the Assembly was a success, the weather was perfect and
we had a great time. The party, tripling the previous visitor record
in Finland, was with no doubt the biggest party in Finnish history.
This year we have made many improvements and we hope that we will
have as good weather as we had last year and to see you all there
again.
The Assembly '93 is arranged by The Movement, Accession and Complex
(Amiga), Future Crew (PC), Aggression (ST) and Extend (C64). The
partyplace is a school in Kerava (Finland) and the party starts at
10:00 in the morning on Friday the 30th of July and ends at 18:00 on
Sunday the 1st of August.

HOW TO GET THERE:

First of all, coming to Finland from outside Scandinavia should be
quite simple if you do like this: Come by car or along with one of
the bustrips (cheapest ways) and first drive to Fredrikshavn or
Copenhagen in Danmark and take the short boat trip to Sweden. Then
drive to Stockholm and take another (day/night) boat to Helsinki
or Turku (Finland) and drive to Kerava. When you return, do the
opposite and everything will do well. When we organized the bus-

trip (2 busses) from Finland to The Party II in Danmark, the price went as down as to about 90USD per one person. So, the more people you have in your bus, the cheaper all the travelling costs should be. Read more about the bustrips from the BUSTRIPS.TXT file.

Kerava is located 20 kilometers outside Helsinki and only 10 km from Helsinki airport. The partyplace is called 'Nikkarin yl{aste' and the address is Keskikatu 3.

If you don't come by car it is easiest to first get to Helsinki and then take the local train K, R, H, N or T and get off at Kerava. The train trip takes about 30 mins. From the station in Kerava it is a 400 meter walk to the partyplace. Maps will be at the train-station.

If you come by car then first get to Helsinki and drive out from Helsinki to the North-East on Lahti-highway (E75). Get off the highway at Kerava and make a left turn from the next intersection. Then it's just to follow the signs we have put up and to go with the flow. If you want maps then contact us.

If you come by plane then just take a taxi to the partyplace. It will cost you about 70 FIM. If you can't afford that, then call our Assembly hotline during the party and tell us your location and we will pick you up.

We can also provide some kind of taxi-service for foreigners free of charge. So just phone us in advance and tell us when and where you will be in Finland.

COMPETITIONS

As always on these kind of meetings, there will be some compos. We'll have the traditional Demo-, Gfx-, Music-, R-Time- and Intro-competitions and some other compos like Frisbee-, Soccer- and Disk-throwing competitions (Last year a C-64 guy set the World Record to 72.539m, nearly disqualified for not having an Anarchy demo on the disk). This year the disk must contain a Kefrens demo according to the recent changes in rules.

The competitors have to be present at the party in order to attend the competitions and to receive the possible prizes.

The voting system we will use will be introduced at the party.

The competitions are shown on a big screen and we have a powerful 4 channel Surround Sound System.

We would like to thank Suomen Hi-Fi Klubi Oy Ltd. for the sound equipment and Pro A/V Oy Ltd. for the great Sony data projector.

RULES AND PRIZES

AMIGA

All Amiga competitions will be run on a A500, KS1.3, 0.5Mb chip and
0.5Mb fast memory.

Amiga DEMO: One group may release several demos.
Amiga MUSIC: Must be an executable file. Only one tune/person.
Amiga GFX: Picture must be an IFF picture loadable in DP 3.0.
Only one picture/person.
Amiga INTRO: The intro must be less than 40960 bytes(40kb).
Amiga R-TIME: Must be executable and made in 5h out of scratch.

All contestants must be at the party. All productions will be spread
immediately after the competitions.

The Amiga prizes are:

DEMO INTRO MUSIC GFX R-TIME
1st 10000 2000 1000 1000 1000
2nd 6000 1200 600 600 600
3rd 4000 800 400 400 400
----
total 20000 4000 2000 2000 2000 = 30.000 FIM
==========

There will be some hardware prizes too, we don't exactly know yet
what they will be.

PC

All the PC competitions are run on a standard 486/33 with a Tseng
ET4000 VGA board (NOT Local Bus). All major soundcards are supported.
If you have a rare sound card be sure to bring it with you.

PC DEMO: Must work on our competition computer. We do not spread
the demos at the party if we are not allowed to. You will
have a chance to run/test your demo before the compo.
You can support more than one sound card. 20 min/demo.
PC GFX: Any standard EGA and VGA mode supported. Also 320*400*256
mode. Only one picture/person. No SVGA.
PC MUSIC 1: 4 channel Pro Tracker format. Only one tune/person.
5 min/tune.
PC MUSIC 2: Up to 32 channels. Bring your own player! Only one
tune/person. 5 min/tune.
PC INTRO: Maximum size is 100kb executable. All intros will be
spread at the party. 5 min/intro.

The PC prizes:

We have about $2700 US (15000 FIM) to share to the TOP 3 demos in the
demo compo. This money will be shared based on the percentage of the
votes the demos gain.

In the other PC-compos we will give away all kinds of hardware and software prizes which will be given to us by our nice sponsors. These prizes include for example: Gravis Ultrasound cards and other sound cards, harddisks, games, CD-ROM disks, joysticks, computer related books, complete F-PROT & Dr. Salomon's viruskiller packages and more!

The official sponsors in the PC competitions are:

* Epic MegaGames (USA)
* Advanced Gravis Computer Technology Corp. (Canada)
* Pro Component Oy Ltd. (Finland)
* The Waite Group Press (USA)
* HiCompu Oy Ltd. (Finland)
* Data Fellows Oy Ltd. (Finland)
* Toptronics Oy Ltd. (Finland)
* Lan Vision Oy Ltd. (Finland)

ATARI ST

There are only two main competitions for ST, demo and graphics.

Atari musicians can compete in the Amiga competition. Due to the rules on the Amiga only 500kb of samples is allowed. The module must be in Amiga or Atari executable format.

Both main competitions will be run on an STe with 1 Mb of memory.

Atari STe DEMO: One group may attend with several demos. Demos must be 100% finished and we will spread them.
Atari STe GFX: Picture must be an executable file. All copied pictures will be disqualified.

The ST prizes are:
DEMO GFX
1st Atari Falcon030 2000
2nd other hardware 1000
3rd other hardware 500
---
total about 20000 3500

There may be some other hardware prizes too.

The official sponsor in the ST competitions is:

* OY ION Finland (the official Atari importer)

C-64

On the C64 we have demo and music competitions. The prizes are percentages of the entrance income. About 3000-5000 FIM.

DEADLINES

All the deadlines are at 15:00 on Saturday the 31 of July. (But of course cool demos by famous groups can be let in after the deadline.. ..NOT!) The competitions are all held on Saturday the 31st of July and Sunday the 1st of August.

FEATURES AT THE PARTY

Cafe:
The Cafe will be open 24h a day and will sell all kinds of munchies: Coke, coffee, breakfast stuff and all kinds of kwixnax.

Techno:
Dance Nation(Captain/Frantic) and the Mighty Rubberboots(Damones) will appear in our show. Frantic has made some interesting computer animated videos for Dance Nation and of course these will be shown.

Planet FunFun!:
In Kerava you will find Scandinavia's biggest inside amusement park called 'Planet FunFun', it opened less than one year ago. At night the place works as a big disco/bar.

Central TV-system:
There are TVs all over the partyplace showing the party schedule, general information and important announcements.

Party T-Shirts:
The most Fashionable T-Shirts will be sold at the party.
(NOT AVAILABLE IN ANY STORES!)

Online BBS:
There will be a party-BBS online at the partyplace. It can be phoned during the partytime, not before and not after! The number can be found on our boards a few weeks before and during the party.

Assembly Hotline:
You can call your friends at the party, or to get some information about the results, or just to chat with the organizers.

Movies:
The newest ray-trace movies will be shown on the big screen.

Assemby '93 Movie:
Assembly the movie will be made at the Assembly.

Game competition:
Terra Marque, a game-company consisting of the 20 most elite guys in the finnish Amiga scene, will show a playable preview of their forthcoming Elfmania-game. Naturally there will be a competition with suprise prizes.

Showers and quiet sleeping places:
Yes!

Weather:
Expert meteorologists agree that the weather in Kerava will be sunny,
the temperature will be at least 25 celsius and babes will wear
extremely short miniskirts!

The entrance fee is 100 FIM and can not be payed in advance.
(No pre-announcement is needed.)

FOR EVEN MORE INFO CALL OUR BOARDS:

WASTED TIME - +358-0-5053602
and +358-0-5053101

STARPORT - +358-0-8044626
and +358-0-8041133

And don't forget to call our online BBS during the party!

OR CALL THE ORGANIZERS BY VOICE:

Turtle /ACC +358-0-550884 (Sam)
Moku /ACC +358-0-29494418 (Moku)
MeeGosh /TMM +358-0-5052441 (John)
Barfly /EXT +358-21-787782 (Henri)
Xenit /*A* +358-0-2944023 (Zenit)
Fax: +358-0-4208620 (at GORE/FC's place)

PARTY HOTLINE:

Assembly hotline +358-49-419545 (30.Jul-01.Aug ONLY!)

OR YOU MIGHT WRITE TO:

ASSEMBLY '93
PO BOX 54
02701 KAUNIAINEN
FINLAND

We hope you will enjoy this weekend, coz we sure will!

ASSEMBLY '93 - THE SECOND PHASE - BE THERE OR BE ELSEWHERE!

CU there! (I am going to attend it. Easy for me, because I live only
30 km away ;-))

/Petri -The Eye- Kuittinen

--
The Eye of Brainwash Company	LEA POINT(PC),A3 ;Don't try
E-mail:eye@niksula.cs.hut.fi	ADD.L #$465707B7,(A3) ;this M68000
S-mail:Timpurinkuja 1 C 39	LEA $8000,A4 ;assembler

```
| 02600 Espoo, Finland |POINT: ORI.W #$5945,D5 ;program!! |
```

1164. Re: Atari Art!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 14:54:24 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.380271@cix.compulink.co.uk>
Source record: 204137

In article <afonseca.4bc9@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>That sounds great, the Falcon will finally be able to view GIF's. The only
>thing is the resolution. I don't know about the 1024x768 on the Falcon, and
>alot of these GIF's do have alot of colors, I think I saw one that had more
>than 256, but not sure. Either way they should come out with a pretty standard
>graphics card for the Falcon that can display 24 bit color so developers can
>start programming not for the Falcons rez modes, but for the new card. I know
>Lexicor just released a great little 24 bit card, but I think the resolution is
>still kinda low. 16.7 Million colors though.
>
>afonseca@terapin.com

GIFs, by their very specification, can't have more than 256 colours -
honest. JPGs, MPGs and a few other formats (is the PC .BMP one of
them?) have 24 bit colour.

Presently the Falcon can have 65535 colours on screen in it's so
called 'True Colour' mode. This, unfortunately, isn't enough for
professional graphics work and is a problem Atari should work on (but
probably won't)

That said, 65535 (or even 256) colours give extremely nice results for
home users and are more than enough for any gamer's out there. I don't
know if you get the UK Magazine ST Review but the first two Falcon
games (both graphical adventures) have just been released over here.

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the                     |
| infant recoils from the gunsmoke, as the cancer eats                    |
| into the belly of your god, as the temperature rises                    |
| and the earth itself screams against man - you have                     |
| to say to yourself 'F*ck It, Let's Have Some Fun'                        |
|-------------------------------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)                               |
|_________________________________________________________________________|
```

1165. GOFER for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 15:11:19 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <20pm2n$5ru@news.cs.tu-berlin.de>
Source record: 204136

To whom it concerns:

I just compiled the current version of GOFER (2.28b) for the ST.
It does not yet use any MiNT-specific calls, but will do so in the near
future. So for all of you who want to experience a funcional programming
language, GOFER, a Haskell-interpreter might be your choice.

The package includes the GOFER interpreter and the GOFER->C - compiler.
It is available via FTP from nebula.cs.yale.edu, directory
pub/haskell/gofer, file st_gofer.zip.

Regards,
Laurenz

1166. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 15:15:42 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun29.151542.17442@apgea.army.mil>
Source record: 204138

```
In article <ekrimenC9D0I4.J6q@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett)
writes:
>>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>>
>>I will EAT a Jaguar if this is true. :)
>
>:-)
>
>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
>contract. Just got this off GEnie.
>
>Get your fork and knife ready. :-)
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

Ahhh if this is true, excuse me while I gather my jaw, which has just droped
on the floor.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

1167. FalconScreen via FTP ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 15:27:46 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Jun29.152746.9218@ohm.york.ac.uk>
Source record: 204141

Does any one know if FalconScreen, the PD Falcon screen extender, is available via any of the anonymous access FTP sites? I've looked in the atari.archive mirror at src.doc.ic.ac.uk but it's not there. Is it available anywhere else ??

Thanks

Andrew Crowley
m2ac@ohm.york.ac.uk

1168. Re: Kansas City AtariFest 93

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 17:07:07 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun29.170707.5262@apgea.army.mil>
Source record: 204140

In article <1993Jun28.160136.7501@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Just wanted to post a public 'thank you` to Bruce Welsh and all those of the
>Kansas City Area Atari Groups for hosting the KC AtariFest this past weekend.
>
>Although attendance was disappointingly light (as in _very_), I believe all
>the participating developers and vendors still had a good time (I know that I
>did) even though many lost money after travel expenses.
>
>It's a shame the show was so sparsely attended but it was certainly not the
>fault of the show promoter(s) who did an admirable job, IMHO, of getting the
>word out to the public. Atari shows such as this are perhaps the best 'finger
>on the pulse' of the Atari marketplace and Atari Corp would do well to pay
>close attention to how well these shows fare.

I think the fest (I mean all computer/videpgame fest) seem to fading/failing.

The world is becoming asorbed by Intel compatable equipment. (lets face it,
who is IBM compatable anymore?) These user groups are losing a great number of
people to 486s. The hammer fell in 89-90. The only thing companies can learn
from fest these days is "now or never". I'm sure Atari and Commadore knows
this, but are they in a position to do anything about it?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1169. Falcons in Albany....

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 17:19:51 UTC
From: jbunch@myst.UUCP
Message-ID: <C9E856.2ns@myst.UUCP>
Source record: 204029

A friend of mine just got his falcon last week!!!! It is amazing! I definately have to get one. I have a couple of questions. First I was helping him set it up, and noticed it did not come with Atari Works? I thought it was being shipped with the Falcons. Also I noticed that gemview looks beautiful on the falcon for those interested, can anyone recomend any other good graphics programs? I am thinking abou getting True Paint does anybody know how good/bad it is?

John
--
John B. Bunch * 280 Quail St. * JB's Mail and News
Atari * Apt 1. * Owner And Operator
3b1 * Albany, NY 12208 * (518)436-3810
UUCP: jbunch@myst.uucp or uunet!myst!jbunch

1170. Atari/IBM joint venture

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 18:08:38 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun29.140838.6465@spcvxb.spc.edu>
Source record: 204149

This is the best news for Atari in a long long time. I'll give credit where it's due. Atari finally wised up that they do not have the ability to manufacture sophisticated computers in quantity. They are leaving all the the production and outsourcing to IBM, who has plenty of production capacity at this point. :)

Cheers,

Chris

1171. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 18:10:27 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun29.141027.6466@spcvxb.spc.edu>
Source record: 204150

In article <741274370.AA09508@tdkt.kksys.com>, Steve.Yelvington@f47.n282.z1.tdkt.kksys.com (Steve Yelvington) writes:
> According to a Reuter news service report that I unfortunately forgot to bring
> home with me, Atari announced yesterday that it has contracted with IBM for the
> manufacture of the Jaguar games console. The story included a price estimate in
> the $200 range, which pretty much means no CD-ROM reader built in, but it quoted
> Atari Corp. as saying the Jaguar will include a 32-bit expansion port for future
> connections to telephone and cable television networks.

No, that is not what it said. It said that Atari would offer a
CD-ROM **peripheral**, meaning that it is not part of the unit.

Cheers,

Chris

1172. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 18:17:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun29.181749.41662@rchland.ibm.com>
Source record: 204146

In article <1993Jun29.151542.17442@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> In article <ekrimenC9D0I4.J6q@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
|> >In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
|> >>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
|> >>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
|> >>
|> >>I will EAT a Jaguar if this is true. :)
|> >
|> >:-)
|> >
|> >IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
|> >contract. Just got this off GEnie.
|> >
|> >Get your fork and knife ready. :-)
|> >--
|> > Ed Krimen
|> > ekrimen@netcom.com
|> > AEO.5 (GEnie)
|>
|>
|> Ahhh if this is true, excuse me while I gather my jaw, which has just droped
|> on the floor.

Guys, have fun, make jokes... It's your day, flame me! (I'm Raist, Amiga fan) but I have to admit that my jaw also dropped to the floor...

Yes, it's true... look from where I post... :-)

|>
|>
|> Rob Merritt
|> email:rcmerrit@cbda9.apgea.army.mil
|> +---+
|> I Disclaimer: My opinions are mine alone, not of my employer, not I
|> I of my friends and family, and not of a co-worker. I
|> I I
|> I "I don't think that God put me on this planet to judge others. I
|> I I believe he put me on this planet to collect specimens to I
|> I take back to my home planet." I
|> +---+

--

Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

PS: I'm really impressed. I guess their next real challenge would be
developing the correct software for it, + do real marketting.

I'm posting since it's already out in the press.

1173. Corel Draw 3.0 for Sale !!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 18:23:48 UTC
From: koming@bart.ecn.purdue.edu
Message-ID: <C9EB3p.7Ep@noose.ecn.purdue.edu>
Source record: 204145
Cross-posted to: misc.forsale.computers.other,dc.forsale,comp.sys.atari.st

I got Corel Draw 3.0 for sale.
Asking for $70 or obo.
I will pay shipping and handling.
Only disks and manual included.

Please send me an email if you are interested.

1174. Spectre GCR (w/ ROMS) For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 18:53:06 UTC
From: weiss@bdcv8
Message-ID: <C9EA00.72D@ra.nrl.navy.mil>
Source record: 204142
Cross-posted to: misc.forsale.computers.other,dc.forsale,comp.sys.atari.st

Spectre GCR Mac Emulator for the Atari For Sale

Version 3.0
Includes all documentation
Includes Mac ROMs
Includes one floppy drive cable
Excellent working condition

$200.00

Reply to:

weiss@bdcv8.nrl.navy.mil
(703) 451-2065 Evenings
(202) 767-2894 Days

Warren W. Weiss VMI '87 email: weiss@bdcv8.nrl.navy.mil
AMA# 409056
"Think for yourself and question authority"
Rides: '85 Suzuki GS700+
'82 BMW R65LS Unknown
'74 Kawasaki S3 (foster bike)

"Deus Ex Machina"

1175. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 19:10:43 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <20q43j$ff5@email.tuwien.ac.at>
Source record: 203945
Cross-posted to: comp.sys.atari.st,rec.games.video

In <LANCER.93Jun29134506@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:

[...]
> This is really good news for Atari since IBM has strong distribution
> channels... I am now reconsidering my opinion that the Jaguar would
> be DOA due to inadequate marketing and distribution...
This is also good news for Atari, because as far as I know they don't have any large production facilities left - and because IBM *are* IBM, and I don't think they'll be fooling around instead of producing the Jaguar when it's due!

> It sounds like a good machine, so it deserves a fair chance in the
> market, and this IBM deal sounds like that chance!
Sounds like Atari Corp. saved its skin one more time... Could be a big succes, let's hope so!

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

1176. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 19:21:07 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9EDr7.L7x@netcom.com>
Source record: 204147
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <C9Cwzy.6uK@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>
> Anyway... (not meant as a flame though)... do you know what happened
>to Atari's BBS? BTW, any word on possible Portfolio upgrades?

Atari's BBS should be up and running. Haven't neard anything about
Portfolio upgrades. I don't expect to hear of any either. Atari is
better off concentrating on the Falcon and Jaguar.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1177. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 19:41:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun29.194121.19459@newshost.lanl.gov>
Source record: 204148

In article 4bcb@terapin.com, afonseca@terapin.com (Alberto Fonseca) writes:
>Yea, I probably won't go then.. I'll just read about it... I think what ATARI
>really needs is some major shows.

Glendale IS one of the major Atari shows... and you should try to attend. If
you are waiting for a larger show, you might have a l-o-n-g wait indeed.

>I know we have the MacWorld Expo here in San
>Francisco once a year, and its held at the Moscone Center, really big, lots of
>vendors, everyone is there.
>
>If only ATARI could do that, and San Francisco is a great place to have it to..
>Maybe someone can suggest it to ATARI?

Sure, if Atari was the world's largest computer manufacturer (as Apple now is)
they could do that easily. The fact is that Apple has more registered devs
than attendees at the largest Atari show. OK, that's not a fact, just my
assumption, but I'll bet it's not far off the mark. At any rate, it's time to
wake up and smell the roses, people. Atari is a small company with a small
number of employees and a small user base. We might wish otherwise, but they
can only do so much with the resources they have. In the meantime, just sit
back and ENJOY your Atari computer. Things could be worse, ya know? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1178. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 19:48:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun29.194812.21185@newshost.lanl.gov>
Source record: 204002

In article 9z4igEgZPks@harvee.billerica.ma.us, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>In <ekrimenC96ytp.C5L@netcom.com>, Ed Krimen writes:
>>
>>DB III will support flopticals and other removable media like floppy disks.
>
>oh boy, I get to spend *more* money on backup software :-)
>
>I do hope they improve their backup scheme on incrementals. I guess only
>an upgrade will tell

Well, you can always go straight to the source right here on the net by sending your queries about Diamond Back to Bob Luneski at Oregon Research at boblu@tekgen.bv.tek.com or on GEnie at ORA.TECH.

You'll be hard pressed to find an organization who provides better customer support (except maybe Fair Dinkum Tech, of course). :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1179. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 21:05:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <20qapt$s0i@elroy.jpl.nasa.gov>
Source record: 204003
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <rjungC9D36w.Iw3@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>I am merely cross-posting this piece of news to everyone who may be
>interested in other newsgroups. Please watch what groups you are posting to
>when you fiollow-up to this article.
>
>In article <ekrimenC9D0I4.J6q@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>>In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett)
writes:
>>>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>>>
>>>I will EAT a Jaguar if this is true. :)
>>
>>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
>>contract. Just got this off GEnie.
>>
>>Get your fork and knife ready. :-)
>
> Atari may not be totally dead yet.

Yeegods. Inconceivable! Who'da'thunk that IBM would actually help to sell
something at an Atari price?

Atari might not be totally dead yet, but they could certainly be in for some
mind-numbing changes if IBM is teaming up in any other ways...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1180. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 21:37:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20qcnh$36f@usenet.INS.CWRU.Edu>
Source record: 204004

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <20o457INNb96@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>>>According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>>
>>I will EAT a Jaguar if this is true. :)
>
>:-)
>
>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
>contract. Just got this off GEnie.
>
>Get your fork and knife ready. :-)
>--
> Ed Krimen

Impressive. Thanks Ed for letting us know over here. I guess GEnie has
its good points!

Also, there is a small write up in today's Wall Street Journal about
Atari's shareholders NOT approving the 10 for 1 reverse stock split. This
was after the company changed its position when Atari's stock went above $2.00.
It also mentions the deal.

I'm kind of surprised it is a $500 million contract. This an awful lot of
money. I'd like to know more.

Len
>

--

1181. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 21:59:08 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Jun29.215908.9067@news.columbia.edu>
Source record: 204005

I just pulled this off of Dow Jones News/Retrieval as reprinted through Plodigy's Company News figure. Incidentially, ATC closed at 3, up 5/8, on a day where the market was down, and computer stocks got killed. In other ATC news, the 1-10 reverse stock split was shot down...

Sol Poretsky
hsp4@columbia.edu
---------- snip snip ----------
PRODIGY(R) interactive personal service 06/29/93 5:46 PM

COMPANY NEWS (sm) provided by Dow Jones/News Retrieval

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Symbol Searched: ATC

6/28/93 Atari, IBM -2-: MultiMedia System Due Out This Fall

>ATC

SUNNYVALE, Calif. -DJ- Atari Corp. (ATC) said it has

contracted with International Business Machines Corp.(IBM)

for IBM to manufacture the Atari Jaguar at its Charlotte,

N.C., facility.

The Atari Jaguar is a 64-bit multimedia entertainment

system.

In a press release, the company said IBM's three-year

contract for the order is valued at $500 million.

The Atari Jaguar, to be made in the United States, will

be available on a limited basis in the fall, focusing on

the New York market. A national roll-out is expected next

year, with the system retailing for about $200, Atari said.

In addition to assembling the Atari Jaguar, IBM will be

responsible for the component sourcing, quality testing,

packaging and distribution, Atari said.

The company said the Atari Jaguar is an interactive

multimedia entertainment system with 24-bit true color graphics.

The company said a 32-bit expansion port will allow for future connection into cable and telephone networks. A digital signal processing port will allow for modem usage and connection to digital audio peripherals. The Jaguar will also have a double-speed compact disc peripheral.

(END) DOW JONES NEWS 06-28-93

1182. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-29 23:22:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <20qirt$6o1@elroy.jpl.nasa.gov>
Source record: 204006
Cross-posted to: comp.sys.atari.st,rec.games.video

Well, this makes a lot more sense. Not so much a joint venture as that Atari has subcontracted the production of its system. To an American maker, instead of Taiwan or elsewhere, even. Slick...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1183. Re: AEO_0211.ZIP -- Jaguar, Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 00:20:06 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <C9ErLJ.DJG@genesis.nred.ma.us>
Source record: 203905
Cross-posted to: comp.sys.atari.st,rec.games.video

Ed Krimen (ekrimen@netcom.com) wrote:
: The latest Atari Explorer Online, AEO_0211.ZIP, has just been posted on
: atari.archive.umich.edu. It has new information on the Jaguar from the
: Atari stockholders meeting, as well as general ST/TT and Falcon030 news.

Speaking of Atari Explorer... I went down to Walden Software to
get an issue of Atari Explorer to find Portfolio dealers and all I could
find was the Jan/Feb issue... do they still make it? (the print one)
--
--Keeper of the NEO GEO FAQ-BOB LOVES YOU-Only the A M I G A makes it possible!
Ralph A. Barbagallo III /Atari 2600,7800,Lynx,NES,GameBoy,SNES,Master System,
nugget@genesis.nred.ma.us/Genesis,Game Gear,NEO-GEO,Odyssey500,Vectrex,TurboCD,
Mindstorm WILL RETURN! /TurboGrafx-16,Commodore64,Amiga500,Atari800XL GO C=!

1184. Disk recovery

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 01:38:06 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Jun30.013806.11699@galileo.cc.rochester.edu>
Source record: 204007

Hi,
My C partiton on my hard drive was screwed up after I install
a Minix file system on my G drive.
I used ST tools to look at the first few sectors of the C
partition and found that some of my old file names are still
there althought when I open up C drive, I see a file with
weird name. This led me to think that the 2nd copy of the FAT
is still ok. Can someone tell me how I could replace the
corrupted copy of FAT with the old one if this is possible?
I remember that someone send a long procedure of recovering
disk on to the newsgroup before but I couldn't find it anymore
althought I saved it. Can someone who recall send it to me
again too?

Thanks a lot. Please e-mail me. I want to get my machine up
and running and install mint as soon as possible.
...
Ling Cherd

1185. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 01:47:44 UTC
From: rjung@netcom.com
Message-ID: <rjungC9EvnL.CLy@netcom.com>
Source record: 204008
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <LANCER.93Jun29134506@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
[Atari contracting IBM to manufacture Jaguar news deleted]
>
>I wonder if this means we'll be buying "Atari Jaguars" or "IBM
>Jaguars" in stores... ie: if IBM handles the packaging and
>distribution, will it be labeled an Atari product? Probably...

It should still bear the Atari name, I believe. To say "IBM is responsible for packaging" probably means the IBM facilities will box the units there, and ship them directly to the stores. What is more interesting is if IBM has a say in the Jaguar's promotional efforts or not...

>This is really good news for Atari since IBM has strong distribution
>channels... I am now reconsidering my opinion that the Jaguar would
>be DOA due to inadequate marketing and distribution...

Distribution is taken care of. But marketing? That's still up in the air.

Oh, more facts about the Jaguar, from the latest issue of Atari Explorer On-line, Atari Corp.'s official electronic magazine...

^^

The Jaguar comes with two megabytes of RAM, a 64 bit custom RISC processor, and a full 64 bit bus. The DSP chip is not a Motorola DSP as in the Falcon030, but rather a Atari custom DSP chip that is a subset of the RISC processor. There is a cartridge slot on top of the Jaguar case, which will also serve as a connection point for the Jaguar CD ROM unit, which will in turn have a cartridge port for "piggy backing" cartridges into it. Several shareholders commented on the capabilities of the Jaguar that appear to exceed what many computers have, and Sam stated that consideration was being given to creating a Jaguar PC card as well as using Jaguar technology in future Atari Computers like the Falcon.

^^

Have fun,

--R.J.
B-)

//////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were

chosen because you are the class clown and frankly, you're expendable."

1186. Atari in Scandinavia

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 06:21:52 UTC
From: euapol@eua.ericsson.se
Message-ID: <1993Jun30.062152.6862@eua.ericsson.se>
Source record: 204014

Somebody asked about the status in of Atari in Scandinivia.
Here comes some.

In Sweden Atari is represented by
Adastra Electronics AB
Svarspost Kundnummer 190 350400
S-194 092 UPPLANDS V&#65533;SBY
Sverige
Phone +46 8 626 86 20
Fax +46 8 626 96 70

I bought my Falcon already in March from ATARISpecialisten,
phone +46 8 32 05 00.

In Denmark a company called Indigo 2 has been very active.

Tommy Pollak

1187. I want your broken TT RAM board...

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 07:04:32 UTC
From: dud@stein.u.washington.edu
Message-ID: <20rdu0$asi@news.u.washington.edu>
Source record: 204015

Anyone out there have a non-working 4/16 meg Atari TT RAM board? I will pay money for it! RAM needn't be included, although I need to buy it sooner or later as well...

I have all the components to build the board, except the board itself (sockets, MMU, everything), so I should be able to fix it.

Also, if anyone out there has a spare Ajax chip floating around, I'll buy that too. Mine got fried, and I can't find a new one.

Thanks,

Dan Aylward
dud@u.washington.edu

1188. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 07:11:35 UTC
From: et@mangal.cs.huji.ac.il
Message-ID: <20reb7$1nu@bagel.cs.huji.ac.il>
Source record: 204016
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <rjungC9EvnL.CLy@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
|> and Sam stated that consideration was being
|> given to creating a Jaguar PC card as well as using Jaguar technology in
|> future Atari Computers like the Falcon.

Hey, that's good news!

BTW I hope there's no IBM mark on the machine. I try not to come in contact
with IBM badged products.

1189. Atari in Scandinavia

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 07:35:14 UTC
From: euapol@eua.ericsson.se
Message-ID: <1993Jun30.073514.7869@eua.ericsson.se>
Source record: 204017

Somebody asked about the status in of Atari in Scandinivia.
Here comes some.

In Sweden Atari is represented by
Adastra Electronics AB
Svarspost Kundnummer 190 350400
S-194 092 UPPLANDS VDSBY
Sverige
Phone +46 8 626 86 20
Fax +46 8 626 96 70

I bought my Falcon already in March from ATARISpecialisten,
phone +46 8 32 05 00.

In Denmark a company called Indigo 2 has been very active.

Tommy Pollak

1190. Mistake in the Falcon Interlaced-Modes!!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 08:58:10 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun30.085810.19663@Informatik.TU-Muenchen.DE>
Source record: 204018

Hi all!

Yesterday we discovered a really bad mistake the desktop has, when you switch to interlaced and watch it on TV (at least MY TV, which is a pretty good and new one). What happens is the following:
Some lines seem to be swapped. Put two windows with text on the screen, one of them ONE line below the other. If you also have the bug, one of the texts will flicker terribly, the other won't. Would be nice if you could check this, and tell me, so that I know wether it's only my TV or a bug in the falcon.

Well I was able to fix that bug for my TV and am thinking about a little patch-program that will fix that bug for everybody, if you are interested!

So, tell me!

Cheers
Michael Eberl
eberl@informatik.tu-muenchen.de

1191. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 09:11:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <84386@cup.portal.com>
Source record: 204019

One news report I read said that the Jaguar unit will be $200, with an optional CD-ROM unit for an additional $200.

That would seem to indicate that the primary method of game distribution will be cartridges...

BobR

1192. Re: FALCON Software-Modem?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 09:30:32 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <20rmfo$dr1@email.tuwien.ac.at>
Source record: 203946

In <A58844@KI.maus.de> Christian_Mittendorf@ki.maus.de (Christian Mittendorf) writes:

> Hello!

> Does anybody know whether there is a /FALCON/ Software-Modem available as it is
> explained in ATARIs advertising?

An american company is working on such software, including voice-mail,
a FAX-modem and several other goodies. I don't know if it is finished yet,
but it was supposedly demonstrated at the CeBit fair. I haven't heard of
other software modems for the Falcon, but source code for the DSP exists
which does that. It's in the Motorola BBS archive, which can be found a.o.
on the site src.doc.ic.ac.uk.

> What other special programms for the /FALCON/ are available, especially pd and
> shareware?

I don't have a Falcon, so I'm not really up-to-date, but I know that there
are at least some harddisk recording programs, at least one freeware program
that allows custom screen modes on the F030 (over 800x600 with reasonable
vertical frequency), and quite a few demos. Have a look on
atari.archive.umich.edu and ftp.tu-clausthal.de as well as some other german
ftp sites for Falcon software!

-MY

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
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____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~

1193. Re: FALCON Software-Modem?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 09:48:06 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun30.094806.18298@unix.brighton.ac.uk>
Source record: 204021

The Software Modem is being worked on by a third party at the moment, I believe
and you can get some pretty reasonable pd/shareware s/w from the a.a.u.e
archive in the Falcon directory, or use on of its mirrors.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

1194. Re: JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 09:54:07 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun30.095407.18484@unix.brighton.ac.uk>
Source record: 204020

Try GEM View, it handles most pictures types (including jpeg) and a new version have just come out which you can try for 14 days without having to register it.

Download it from a.a.u.e. (or a mirros, I guess).

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

1195. Re: Falcon help!?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 09:59:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun30.095958.18825@unix.brighton.ac.uk>
Source record: 204022

There was an icon editor given away free on this months ST Format which does the job for mono icons, but no colour ones. Its ok, but not falcon specific and a bit temperamental in the wrong mode.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

1196. ICD Software / Contact number

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 11:20:15 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C9FM5s.HGq@bailgate.gpsemi.com>
Source record: 204023

Hi,

Anyone out there know where I can get hold of the ICD Utilities software and manual? Even just the phone number for ICD or preferably an e-mail address for them would be good. I only ask 'cos I just bought a second hand ICD/SCSI drive from the net and it arrived without manuals or software - I was really happy !

Any help, via e-mail, will be gratefully received.

Thanks,

Martin

--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think of a witty comment - there are more important things in life ...

1197. Re: FalconScreen via FTP ?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 11:38:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C9FMzH.6vp@newcastle.ac.uk>
Source record: 204026

FalconScreen has gone comercial.....contact the author at

Markus.Gutschke@uni-muenster.de

(Sorry Markus, this look on this as advertising..)

Craig.

1198. Re: The Glendale Show, Version 7.0

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 11:50:59 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.741440816@rw8.urc.tue.nl>
Source record: 204024

hutch@bellman.lanl.gov (John Hutchinson) writes:

>wake up and smell the roses, people. Atari is a small company with a small
>number of employees and a small user base. We might wish otherwise, but they
>can only do so much with the resources they have. In the meantime, just sit
>back and ENJOY your Atari computer. Things could be worse, ya know? :)

Exactly. And still companies do amazing things for the Atari line of
computers. This week Wordflair II was delivered at my door and I am
really surprised that a wordprocessor of such quality is available at
such a decent price for the ST.
And like E. Schuhmacher says, Small is beautiful :)

Erlend.

1199. Re: SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 12:36:33 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.741443715@rw8.urc.tue.nl>
Source record: 204025

csullogg@cc4.crl.aecl.ca writes:

>You need to put SIMMs in pairs in the STE (the 1meg SIMMs for the STE
>are 8 bits wide so you need to pair them to get 16 bit memory). Some
>of my clients tried 2x1 megs and 2x256K but there were memory problems
>(even the freeware patch did not work). I suggest you chuck the 256K
>that came with the STE and put in 4 of the 1 megs (that will cost you
>about $180 CDN or about $140 US).

Changes in the MMU are the cause that newer models (STE at least) will
only take one kind of chips. Either all 256K or all 1 Meg. Mixing does
not work. Older ST's can have 2.5 meg of memory.

Erlend.

1200. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 12:53:05 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Jun30.125305.19391@porthos.cc.bellcore.com>
Source record: 204028

In article <20o457INNb96@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <LANCER.93Jun28173403@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
> >According to CNN, Atari Corp and IBM have teamed up to produce the Jaguar!
>
> I will EAT a Jaguar if this is true. :)
>
> Dave Baggett
> --
> dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
> ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

Tuesday's (June 29, 1993) New York Times Business Section mentions
that IBM will manufacture the Atari Jaguar (in North Carolina?).

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

1201. Re: GREAT! Another Atari cheerleader

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 12:53:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5l1eCQK40XA@semprini.tdkcs.waterloo.on.ca>
Source record: 204034

In <20g249$8j0@usenet.INS.CWRU.Edu>, Christopher M. Millar writes:
>
> Re: Jaguar vs. 3DO
>
> Why will the Jaguar be more successful than the Lynx? All one must
> do is figure out why the Lynx "failed".....
>
> it failed for two primary reasons - 1.) High price 2.) A dearth of software.

You left out:

3) Bozo company - can't deal on good terms with _customers_ OR _dealers_
4) Availability - well, nobody really carries Lynx anymore; the Fall-con
isn't visible anywhere

If you think the Jaguar will be any different from _every_ machine
Atari's released since c.1985, that's your problem.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1202. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 13:00:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.vTxtUNiEk1U@semprini.tdkcs.waterloo.on.ca>
Source record: 204035

In <ansga01.740911134@mailserv>, Thomas Gaiser writes:
> > ftp at alfred.ccs.carleton.ca (134.117.1.1)
> > in pub/pov-ray/POV-Ray1.0
> ^^^^^^^^^^^^
> Stupid question: is this really the Atari version?

No, this is where you get the source code, documentation, and sample files; I asked the POV team about a year ago if I could release (and upload to GEnie, atari.archive, and their archives on alfred, etc) an Atari 68000 and 68030/68882 version of POV-Ray.

They still haven't said yes or no. They said, "Somebody else is porting it, we'll have to contact him and get back to you." Hmm, I wonder exactly what the other guy is doing; it compiles without modification under GNU C, and with _one_ change under Pure C.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1203. Re: AIM ...Atari Image Manager Version 3!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 13:53:27 UTC
From: clarkep@vax.sbu.ac.uk
Message-ID: <1993Jun30.135327.2818@vax.sbu.ac.uk>
Source record: 204027

In article <4723@ronnie.and.nl>, robert@and.nl (Robert H. de Vries) writes:
> clarkep@vax.sbu.ac.uk writes:
>
>>Does anyone know where I can find a posting of AIM3? I have read in a magazine
>>of its existance? If not then I am interested in the conversion:
>> IMG<=>IM
>
> Well, I know about it. I wrote it.
>
>
> I am not sure if there are copies floating around, otherwise I will send one
> to the comp.binaries.atari.st manager.
>
> Robert
> --
> +--------------------+---------------+-----------------+-------------+
> | Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
> +--------------------+---------------+-----------------+-------------+

Thanks for your reply Robert... There are indeed no sites that I can find
either via this enquiry or Archie.
I'm sure we would all like to see it posted... an ftp site would be the most
useful.
There do seem to be problems with IFFs, TIFFs, GIFFs, IMGs, and IMs.. but
then thats another line of enquiry.
Thanks
Philip

1204. Message to John Budden...

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 14:07:54 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.741449274@unix2.tcd.ie>
Source record: 204031

Could John Budden Please reply to this Post.

I'm afraid I've lost your address..

Sean.

jmcrmack@unix2.tcd.ie

1205. Re: Atari Software Near Hamilton, Ont.

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 14:10:35 UTC
From: churchm@govonca.gov.on.ca
Message-ID: <1993Jun30.141035.22260@govonca.gov.on.ca>
Source record: 204032

In <1993Jun27.220734.28335@mcshub.dcss.mcmaster.ca> roy@zooks.eng.mcmaster.ca (Roy Underhill) writes:

> Dear Atari Fans,

>I have run into the difficulty that I don't know where local dealers
>are. I live in Hamilton, Ontario. By local, I will settle for
>anywhere within a couple hours drive, since I will likely pass by
>anywhere that close sooner or later anyway. Any recommendations?
>Where can I find software? Thanks,

>Roy
>--
> ~~~~~~
> Dr. W.R.C. Underhill, (416) 525-9140 x4395 roy@zooks.eng.mcmaster.ca
> Department of Mechanical Engineering, McMaster University,
> Hamilton, Ontario, Canada L8S 4L7

Roy:

JMG Computers is an Atari dealer; they even write their own Atari software (HyperLink). I believe they are located on Upper James, but check your phone book.

Regards,

Mike.
--
==========
Mike Churchward "Good greeting-time, username."
E-Mail: churchm@ndm.gov.on.ca

1206. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 14:27:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun30.142723.597@newshost.lanl.gov>
Source record: 204036

In article 27340@apgea.army.mil, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <1993Jun28.102411.10861@mnemosyne.cs.du.edu> jbryant@nyx.cs.du.edu (James Bryant) writes:
>>
>>Hello! This newsgroup looks general enough that I can post this here.
>>I'm looking for a software emulator that will make my 486/ms-dos machine
>>think it is an atari 520ST. My primary reason for wanting to do this, is
>>that I want to play a game I haven't seen in a long time. The game that
>>I'm looking for is called Spelunker.
>
>I really doubt if such a beast exist. But if it DOES, I want one!

Er, where have you been, Rob? Gemulator is a board/software combination that fits in a short slot of any 386-486 PC to allow it to run Atari ST software (courtesy of the TOS 2.06 ROMs on the board). It's been available for some time now and was developed by Darek Mihocka of Branch Always Software. You can contact him on the net at darekm@microsoft.com .

>Here is a question for you people:
>How long do you think I'll have to wait till I can get a descent ST system
>for under $100?

Depends on what you mean by "system." If you mean strictly the cpu, then I'd think you could find a 520ST right now for $100. If you want a monitor, external drives, and all the trimmings... well, forget it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1207. Test- don't read

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 14:29:48 UTC
From: ar12@quads.uchicago.edu
Message-ID: <1993Jun30.142948.18116@midway.uchicago.edu>
Source record: 204033

```
this is a test
```

1208. Help with Desktop Replacement

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 14:52:07 UTC
From: skolodzi@vaxc.stevens-tech.edu
Message-ID: <1993Jun30.095207.1@vaxc.stevens-tech.edu>
Source record: 204030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I started to write a desktop backgrond replacement program and ran into problems, I am looking for help.

I was tring the simple minded idea of using a wind_set(W_NEWDESK,...) to replace the defualt desktop. This does not work totally. What I get is my own desktop drawn with all windows drawn on the desktop updateing perfectly. The problem lies in the fact that I "THINK" the root of the Desktops Object Tree has the standard desktop, and then all of the desktop icons/dialogs, etc... hang off of that tree. This means that since I replaced the desktop tree with one object (my desktop picture) non of the objects in the default desktop tree (such as the drive icons) are displayed?

Is there a clean way to overcome this deficency? I have looked at some desktop replacement code and it seems to replace the GEM-VDI vector with a bit of code that checks to see if a area_fill of the right type is being done on the desktop, if it is then the code draws the portion of its picture instead, and returns; otherwise if the trapped VDI call is doing something else, then jump through the VDI's old vector that was replaced. This seems like an ugly solution?

Any help would be appreciated.

Cheers,
Scott Kolodzieski

e-mail:
scott@dmi.stevens-tech.edu
scott@menger.eecs.stevens-tech.edu
SKOLODZI@sitvxa.stevens-tech.edu

1209. IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 15:00:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun30.150009.7653@newshost.lanl.gov>
Source record: 204039

Er, I don't wish to burst anyone's bubble here folks, but you _really_ do need to come back to earth and read the press release very carefully.

Consider... a $500 million contract for IBM to build Atari Jaguar game consoles set to retail at $200. That's a heck of a lot of Jaguars to build at what, ~$70 Atari's cost? Gotta leave room for distributor/dealer profit. Will 3DO stand still? Will Sega? Will Nintendo? I don't think so.

Bottom line is that the 3-year contract is _valued_ at $500 million but only if market predictions hold true and Atari pays its manufacturing bill. The BEST thing about this announcement is IBM's involvement who will have a vested interest in trying to make sure Atari does NOT screw it up. :)

If the venture is financially successful for Atari, I would not automatically assume that the computer division will reap the rewards earned by the game division. "Business is war" says Jack, and if the computer division is losing money and the game division is raking it in, what would YOU do?

Optimism is great, but a touch of realism makes it even better. At any rate, I hope they pull it off. It would be great to see Atari on top again.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1210. Re: JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 15:22:34 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C9FxDn.A3I@freenet.carleton.ca>
Source record: 204040

In a previous article, cspas050@sus.edu.eur.nl (El Boombastic) says:

>Hello, I recently bought a Falcon and there where some demo programs with it.
>There was a Gif-viewer, but that one couldn't view JPG-files.
>(And I thought that JPG was a compressed GIF file, so that I might have worked).
>Does anyone has a JPG viewer for the FALCON?
>
>And could you E-Mail it to me?
>
>Cspas050@cs.edu.eur.nl
>
> M.A.Onstwedder
> Thanks a lot.
>
>
>"We have them right where they want us" - Captain James T. Kirk.
>
>
>
>
You can use DJPEG_ST on your Falcon; I tried it out on the demo
unit at the local Atari dealer. When I get my Falcon the first thing I am
going to write is a really FAST JPEG decompression program specific to the
Falcon. BTW JPEG format has nothing to do with GIF format....
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

1211. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 15:26:34 UTC
From: craig@nomad.uk.sun.com
Message-ID: <20sbba$rk5@uk-usenet.UK.Sun.COM>
Source record: 204038

Er, Where can I get a GEMulator and how good is it. I have a 486DX-33 and and Atari STF with 4mb, but would like to ditch the atari now.

Craig

>>I really doubt if such a beast exist. But if it DOES, I want one!
>
>Er, where have you been, Rob? Gemulator is a board/software combination
>that fits in a short slot of any 386-486 PC to allow it to run Atari ST
>software (courtesy of the TOS 2.06 ROMs on the board). It's been available
>for some time now and was developed by Darek Mihocka of Branch Always
>Software. You can contact him on the net at darekm@microsoft.com .

1212. Re: Falcons in Albany....

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 15:56:45 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.384973@cix.compulink.co.uk>
Source record: 204042

In article <C9E856.2ns@myst.UUCP>, jbunch@myst.UUCP (John B Bunch) writes:
>
>A friend of mine just got his falcon last week!!!! It is amazing! I
>definately have to get one. I have a couple of questions. First I was
>helping him set it up, and noticed it did not come with Atari Works? I
>thought it was being shipped with the Falcons. Also I noticed that
>gemview looks beautiful on the falcon for those interested, can anyone
>recomend any other good graphics programs? I am thinking abou getting
>True Paint does anybody know how good/bad it is?

For showing/converting images ImageCopy2 is *very* good and costs
about 20ukp from the ST Club, 2 Broadway, Nottingham, NG1 2PS, England
+44 602 410241. It's very much faster than Gemview but lacks the JPG
format.

I've not seen Truepaint but the reviewers have all liked it - reading
between the lines I'd say that it's a 'Degas for the Falcon'. Not
exactly spewing out professional features but very good at what it
does.

ATB,

|~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
to say to yourself 'F*ck It, Let's Have Some Fun'
sabbath@cix.compulink.co.uk (Graeme Rutt)
____

1213. Re: IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 16:35:41 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jun30.163541.22132@nrtpa038.bnr.ca>
Source record: 204041

> If the venture is financially successful for Atari, I would not automatically
> assume that the computer division will reap the rewards earned by the game
> division. "Business is war" says Jack, and if the computer division is
> losing money and the game division is raking it in, what would YOU do?

The real question is "What will Atari do?"
Answer: Damned if I know!

When everything is considered Atari should have shutdown its computer
division years ago and focused on what it did best, GAME machines.
Now if they've figured anything out from the Lynx it should be that
when advertised it sells.

Brian

BTW the local Electronic Boutique had a one week sale on the Lynx,
the deluxe package, for the price of the stand alone unit, $89.00.
They sold out their stock in less than one week before they noticed
someone had miss marked the deluxe package with the standalone price :)
Though they were happy to have sold 15 Lynxes in one week.
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1214. Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 17:19:08 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jun30.101909.4649@arizona.edu>
Source record: 204043

```
Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
It seems somebody thinks the deal with IBM is pretty good.
---

-Paul Harris @ @
paul@jupiter.ame.arizona.edu \___/
```

1215. Graphics

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 17:24:13 UTC
From: acaines@outb.wimsey.bc.ca
Message-ID: <acaines.02ql@outb.wimsey.bc.ca>
Source record: 203914

I was wondering if anybody out there know what Art Packages will create
the files that you use in Lexicors Pheonix Rendering Program

ps Excuse the Spelling
Andrew Caines

1216. Re: IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 17:35:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jun30.173516.19464@rchland.ibm.com>
Source record: 204045

In article <1993Jun30.150009.7653@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> Er, I don't wish to burst anyone's bubble here folks, but you _really_ do
|> need to come back to earth and read the press release very carefully.
|>
|> Consider... a $500 million contract for IBM to build Atari Jaguar game
|> consoles set to retail at $200. That's a heck of a lot of Jaguars to build
|> at what, ~$70 Atari's cost? Gotta leave room for distributor/dealer profit.
|> Will 3DO stand still? Will Sega? Will Nintendo? I don't think so.
|>
|> Bottom line is that the 3-year contract is _valued_ at $500 million but only
|> if market predictions hold true and Atari pays its manufacturing bill. The
|> BEST thing about this announcement is IBM's involvement who will have a
|> vested interest in trying to make sure Atari does NOT screw it up. :)
|>
|> If the venture is financially successful for Atari, I would not automatically
|> assume that the computer division will reap the rewards earned by the game
|> division. "Business is war" says Jack, and if the computer division is
|> losing money and the game division is raking it in, what would YOU do?
|>
|> Optimism is great, but a touch of realism makes it even better. At any rate,
|> I hope they pull it off. It would be great to see Atari on top again.

I really wonder what will happen to Falcon development... But hey,
I got a Super Nintendo and I'm all in for Atari making a super-killer
machine, which the Jaguar appears so far to be.

I think Atari's greatest challenge now is to do AWESOME software that
will show this machine's capabilities + start building marketing hype.

I guess 3DO people must be kind of scared... I though the Jaguar, as
with almost all latest Atari products were vaporware, but now that they
signed with IBM for manufacturing...

|>
|>
|> _____________________________ John "HUTCH" Hutchinson ____________________________
|> ___________________ Fair Dinkum Technologies Member - IAAD _____________________
|> ______________________ "No worries, mate... it's from Fair Dinkum!" _____________________
|> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
|>

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210

don't e-mail me -> I don't have a valid address nor can I send e-mail

PS: If the Jaguar is truly what it seems to be, I wish it good luck. It's been a while since we haven't seen a 'but kicking' system.

1217. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 17:46:06 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun30174606@kropotkin.gnu.ai.mit.edu>
Source record: 203911

In article <H.ea.vTxtUNiEk1U@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>They still haven't said yes or no. They said, "Somebody else is porting
>it, we'll have to contact him and get back to you." Hmm, I wonder
>exactly what the other guy is doing; it compiles without modification
>under GNU C, and with _one_ change under Pure C.

One of the members of our friendly atari.archive posse requested
permission to make POV binaries available on the archive. Permission
was denied, because they do not want binary releases from anyone but
the POV team themselves.

They said to wait for version 2.0 which will have fewer distribution
restrictions. No indication was given as to when it will be
available.

Cheers,
entropy

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

1218. KC Fest report - long

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 17:56:00 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C9G4HI.7nM@cbnewse.cb.att.com>
Source record: 204044

The Kansas City Atari Fest had light but steady traffic Saturday. Show organizers noted that only 4 or 5 of the advance tickets had been used (and my party accounted for 3 of those) so were hoping for a much larger attendance on Sunday. I only stayed Saturday so can't comment on Sunday.

Those who did attend were rewarded with demos of some of the newer software, plenty of Falcons in attendance - and even ones you could buy and walk out with there at the show (despite some of us with advanced orders still not having received ours - :^(( ), and a chance to talk with both developers and sales people in a leisurely fashion.

Calico was there with version 3 of Shanghai, the oriental game where you remove paired tiles where both tiles of the pair match and are not connected to the rest of the diagram by more than one block at the same level. Version 3.0 offers dozens of tile configurations, tile faces, and background pattern - all user configurable.

Toad Computer was there selling their broad range of software and hardware (but no Falcons.)

Some of the dealers who were going to show just had reps there. Among those were Clayton Walnum (so I still haven't met this very prolific writer who has helped me to enjoy my Atari more) :^(, Migraph (but they did have some attractive show prices for their scanners), MissionWare (Flash II folks) and a Pagestream rep, and ICD who were represented by two dealers.

And some didn't show - American Technivision.

Oregon Research was there with Motorola 680x0 and DSP manuals, the HiSoft software that they distribute (like Devpac 3.0) and Lattice C 5.5. Lattice C 5.6 (geared for the Falcon with DSP support) is still a month or so off. They were providing upgrades for their products if you were registered or had your disks with. I did ask if there was any support for C++ and Bob wouldn't say that they will be distributing Comeau C++ front end but he knew an a whole lot about its progress, expected availability, etc. I took it that negotiations are still on-going but look for this great new product - Falcon compatible - in about 6 months. They were also showing True Paint on the Falcon. I'm an old 8 bitter also and finally think some of these new graphics packages are eclipsing what is possible despite Jeff Potter's efforts.

Lexicor was there and I spent a couple of hours getting the complete run down on all of their packages. This software is really quite impressive and would make an animator's/engineer's job easier. The discounts on

their products was very good (and yes, I bought a couple of the programs.)

SKWare One, the makers of Seurat were there offering demos and good show prices, Seurat - a terrific graphics package, an IMG viewer and Color Scan, a package that allows a hand scanner to capture color images. All of these packages look really super on the Falcon. Seurat has some really fine transition options (transitions between pictures) in the slide show arena. It is much more than that but I haven't noticed the other packages giving as complete a treatment of transition options as I noticed on Seurat. I still have to get through the on-disk manuals - some 48 pages worth.

I also saw a video from Its All Relative on the Kodak photo CD interface (forget whose table that was, either Lexicor or SKWare). This is one to really look forward to. They had flyers and were taking orders.

Two of the Codeheads were there selling upgrades to their software and demoing some of the software that they distribute, like Calligrapher. It's nice to get to meet the programmers and have the time and chance to talk with them face to face.

Dorothy Brumleve was there with her full line of educational and child oriented software. Any of you with youngsters (2-3 yr old on up) should be checking out this software. It's very appealing to children. Dorothy has struck the right combination of rewards and eye appeal to grab a youngsters attention while at the same time teaching them something useful.

John "Hutch" Hutchinson from Fair Dinkum had a table next to Dorothy. That made a nice pairing since some of John's software will appeal to a slightly older audience (Cryptographer, Word Search and Cross Word Creator). Still kind of an educational vein - and for fun, of course there is the HoverJet - and contrary to some reports, my son reports its definitely Falcon compatible!

Clear Thinking was there with Edhak upgrades to 3.0. I haven't gotten through the documents yet but it appears to have both improvements and corrections to make it more compatible with other software.

Falcon specific software - Silmaris's TransAnarctica and Ishar, The Legend Continues, and Musicom at Systems for Tomorrow (he was also the dealer with Falcon's for sale.) Guess he begged Atari for a special shipment so he could have something for sale at the show since he was the local vendor. They were 4M+65Meg HD going for $1250. (Now I am worried that not all of the more recent 4M Falcons have the 84M HD in them - and knowing my luck, I will get one of the ones with the smaller HD. :^(((They also carried several new titles for the ST. (Could it be that the Falcon is reviving some interest in producing software for the ST also???) I saw Chaos Engine, Caesar, and Lemmings II, Reach for the Skies (battle of Britain) and others we don't remember. Lemmings II is really great and is not as much as a follow-on as another new shot at Lemmings. Lots of new things to learn with it. Caesar is a "simcity" set in Roman times and you'd better recall your Latin (or Roman history) to do well at it.

TransAnartica is a train simulation that my son plays for hours. It is available in ST and Falcon versions. The noticeable differences were the graphics on the Falcon were much more detailed - check out the cars on the train, and the game seemed a bit snappier (but that might have been from trying to concentrate with all the other distractions around. Ishar read like a roll playing game but I didn't give it a shot. Musicom is Compo's software to play with sound. It allows Karaoke, direct to disk recording and special effects. I heard it on the Falcon but with very small speakers attached. You could pick out reverb but some of the other effects were too subtle to pick up on small speakers (especially when I didn't know what I was looking for - I'm not musically inclined.) Systems for Tomorrow said they should have bought in the large stereo speakers but also were wary of overtaxing the room the show was in.

Gribnif was in force and was upgrading their packages and demoing software on the Atari. Cardfile 4.0 is an improvement over 3.0. You should take a look at it if you are needing an index card type database. By the way, they are very upstanding folks. They had overcharged me $5 for my upgrades and a little later during the show I was called back to their table and presented with $5 and an apology. Very honorable indeed. I have always enjoyed doing business with them (and have every one of their products.)

Mark from Mars Merchandising was there. He was the only person with any 8 bit software (American TechniVision didn't show), with Lynx games, and also had ST games. He's one of the Chicago Suburban dealers.

Next to Mark was my local dealer - Don from Compu-Seller West. He provides some of the finest repairs and installations on Atari equipment that you will find. He carries both hardware and software. He also carries MacSee, the ST software for transferring files between Mac and Atari format. (A new use for the software was found at the show - musicians can use it to exchange files with their Mac counterparts (for those few musicians who haven't yet heard about the Atari - or more likely, can't find a local dealer. :^).))

There were a couple of tables with midi/music software - which I didn't really visit so can't comment on them, a table from the local Atari User's group at which my son picked up some used ST software, a table with fonts and graphics from Electronic Spinster Graphics.

Overall, I was impressed with what I see coming for the Falcon. The quality of the software is top-notch, thus far. Don't know if that is the hardware making it easier for them to be that way - or just market selection limiting the efforts to really worthwhile apps. On only one monitor did I notice any flicker. Sorry, I don't recall monitor and screen resolution at the time. I felt both glad and sorry that there weren't more people attending. Glad because I enjoyed the time I spent with the vendors. They were all very helpful - and I did come home with several more items than I thought I would have (thank goodness for plastic and loving wives.) This was a first time show and our hosts, KCAC did a good job advertising and hosting the show. I was saddened that the aisles weren't packed all the time - since it means that Atari

really has a long way to go in the Kansas area. There were a few of us out-of-towners (that was a 10 1/2 hour drive for our group) but I take it most were local.

1219. Re: Footnotes

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 18:53:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A32800@K.maus.de>
Source record: 203756

>Does anybody know an Atari WP which can write footnotes in a file compatible
>with the PC world? Redacteur writes for Wordperfect and Word, but drops the
>footnotes. Atari Wordperfect would be fine, if it is bug-free and still
>available (???)

Calligrapher Pro can export to .RTF format, preserving headers, footers,
footnotes and even text styles.

1220. Re: IBM and Atari have teamed

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 19:00:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A32801@K.maus.de>
Source record: 203755

```
>>I will EAT a Jaguar if this is true. :)
>:-)
>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
>contract. Just got this off GEnie.
>Get your fork and knife ready. :-)

I'd like to have a VHS videotape of the first Public Jaguar Eating.

Please mail to:

Peter Missel
Greiffstrasse 11
86157 Augsburg
Germany

thanks in advance - Peter
```

1221. Atari Stock after announcement...

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 19:32:42 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Jun30.143242.10483@gw.wmich.edu>
Source record: 204046

```
Well,
Here's a little info on how Atari stock has done today following the
joint announcement by Atari/IBM:
Opened @ $3.00/share
1pm @ $3.93/share
Who knows WHAT it'll close at...

Later,
Bernard
```

1222. IBM/Atari Jaguar Press Release

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 19:44:49 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <20sqfh$8t4@charm.magnus.acs.ohio-state.edu>
Source record: 204047

I don't have time to check all the newsgroup, so if you have already seen this please forgive me. I just got this from Bob Brodie this morning and he asked me to pass it on.

start

For further information:
Nancy Chan
Bohbot Communications, Inc.
(415)705-6888

Bob Page
IBM
(704)594-1729

FOR IMMEDIATE RELEASE

ATARI AND IBM ANNOUNCE STRATEGIC MANUFACTURING
CONTRACT FOR MULTIMEDIA ENTERTAINMENT SYSTEM

June 28, 1993 - Sunnyvale, CA -- Atari Corporation announced today that it has contracted with the IBM Corporation's Charlotte, North Carolina, facility to manufacture the Atari Jaguar, Atari's new 64-bit multimedia entertainment system.

IBM's multi-year contract is valued at $500 million.

The Atari Jaguar, to be made in the United States, is an interactive multimedia entertainment system which features over 16 million colors in 24-bit true color graphics and produces shaded 3-D polygons for manipulation in "real world" in real time. A 32-bit expansion port will allow for future connection into cable and telephone networks, a digital signal processing port for modem usage and connection to digital audio peripherals. The Jaguar will also feature a double-speed compact disc peripheral.

"This system is clearly the wave of the future," said Sam Tramiel, president of Atari. "Because the Jaguar will feature such an array of visual and audio special effects, we wanted to work with a premier company that we are confident can manufacture the quality product we have developed."

The Charlotte-based IBM plant, which for 15 years has manufactured and developed products only for other IBM business, just recently began working with outside companies to meet their production needs. The Atari Jaguar project represents one of IBM's first

entries into manufacturing for the mass consumer electronics market.

"This is a wonderful opportunity to work with Atari and their new system," said Herbert L. Watkins, director of Applications Solutions manufacturing at IBM Charlotte. "Everyone expect IBM to manufacture complex information technology products, and with this, we'll show that we can competitively build a sophisticated consumer product."

In addition to assembling the Jaguar, IBM will be responsible for the component sourcing, quality testing, packaging, and distribution. The Jaguar, announced on June 3, is based on an Atari designed proprietary 64-bit RISC processor that features four times the technology currently seen in the marketplace today. The sound system is based on Atari's proprietary, high-speed, Digital Signal Processor dedicated to audio which can produce CD quality sound.

The Jaguar will be available on a limited basis in the fall, focusing on the New York market. A national roll-out is expected next year and the Jaguar will retail for approximately $200.

Atari Corporation manufactures and markets personal computers and video games for the home, office and educational marketplaces throughout the world. Atari headquarters are located at 1196 Borregas Avenue, Sunnyvale, California 94089.

The IBM Corporation's Charlotte facility manufacturers and develops for IBM and other companies a wide variety of products, such as banking systems, automotive diagnostic systems, and electronic circuit boards. The site includes 2.3 million square feet of work space on a 1,200-acre site. Its address is 10001 W.T. Harris Blvd., Charlotte, North Carolina 28257. Telephone (704)594-1000.

---
end

All replies via email.

Dan Ackerman
ackerman.29@osu.edu

"This kind of situation is not one for freaking out." - Grover

1223. Seeking certain PD music tools

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 20:08:39 UTC
From: bobhays@spss.com
Message-ID: <C9GAMG.FtH@spss.com>
Source record: 204049

I'm looking for CAUTILS, a set of music utilities from Craig Anderton,
and MIDImate, a DA for MIDI stuff. If you know where I can find
either or both, please let me know (email is fine - bobhays@spss.com).

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

1224. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 20:11:20 UTC
From: glens@natinst.com
Message-ID: <20ss18$nhr@falcon.natinst.com>
Source record: 204048

In article <1993Jun30.101909.4649@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
>It seems somebody thinks the deal with IBM is pretty good.

You ain't seen nothin' yet :-) It's sittin at 4 & 3/8 right now
(as I type this). I've been waiting for somebody to mention that Atari's
stock is higher than Commodore's now (and Atari's is rising while Commodore's
is headed the other way).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

1225. IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 20:39:48 UTC
From: phruby@ucrengr
Message-ID: <33488@galaxy.ucr.edu>
Source record: 204050

I can just here it now.....

"Have you played Atari today!"

Down with Nintendo!

Down with Sega!

Long live Atari!

1226. Re: Complete system $400

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 20:48:05 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <kgATk5u00VAvA90lVM@andrew.cmu.edu>
Source record: 203901

John "HUTCH" Hutchinson writes:

> In article RTNy00iUxM1g44o@andrew.cmu.edu, >mg20+@andrew.cmu.edu
(Michael Paul Greelish) writes:
>>Atari 1040ST computer, with 13" color monitor, printer, mouse,
>>joysticks, and tons of software.
>>13" hires Atari color monitor. 640x400x16 colors, or 320x200x256 colors.
^^

>Er, how do you do this without additional hardware when standard ST Low
>Res is 320x200x16 colors and Medium Res is 640x200x4 colors?

Via fancy software tricks. There's paint programs out there that can get
256 colors out of low-res, and 16 out of high-res. Some games I have do,
too. You just have to jigger the hardware display a bit... sort of like
a "Display List Interrupt" on the old Atari 8-bits. Software that does
this (and then some) includes _Spectrum 512_ (a paint program offering
512 colors in low-res, but there are limitations on scan lines, i.e.
only so many colors per line, but you still can get 512 colors on the
screen at once), and some European import paint program offered by
MichTron that promises *4096* colors in low-rez, 256 or something like
that in high rez. I haven't seen it work-- it says "for unmodified 520
and 1040STs!". However, I *have* seen Spectrum 512, and yes, it does
give you 512 colors at once, low-res, no additional hardware.

Hell, even DEGAS Elite can display 256 (or is it 512) colors low-res.
Just select "Choose" or something like that under the Colors menu.
Whammo, loads o'colors-- but you can only use 16 at a time. If I was a
real artist, I would have purchased Spectrum 512 a while ago. Think it's
still out there-- try E. Arthur Brown Co.

Mike Greelish mg20@andrew.cmu.edu
No longer Carnegie Mellon University student. Now unemployed
and looking for a job. Hope my account doesn't evaporate soon.
Spent 3 months off the net. Ahh, I can feel the juice in me again...

1227. Re: Atari Stock after announcement...

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 20:55:31 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jun30.165531.6477@spcvxb.spc.edu>
Source record: 203902

In article <1993Jun30.143242.10483@gw.wmich.edu>, x91mikowski@gw.wmich.edu writes:
> Well,
> Here's a little info on how Atari stock has done today following the
> joint announcement by Atari/IBM:
> Opened @ $3.00/share
> 1pm @ $3.93/share
> Who knows WHAT it'll close at...

It was hovering at 4 1/2 when I looked this afternoon. I actually,
<blush> picked up 5K shares when I saw the IBM announcement come
over the tape. At that time, I think it was still in the 2 1/2 - 3/4
range. :-) A pact with Big Blue was the kind of credibility
boost that a company in Atari's shape needed.

There seem to have been over 1.4 million shares traded today.
When was the last time THAT happened?

Cheers,

Chris

1228. Re: Falcon Demos

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 21:18:18 UTC
From: baffoni@phakt.usc.edu
Message-ID: <20svuq$s7q@phakt.usc.edu>
Source record: 203903

In article <1993Jun24.135025.17301@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>There is a very good mod player in the Falcon directory at a.a.u.e, it
>plays 8 bit mods in 16 bit mods I think, but i guess it won't be long before
>new 16bit mods are available. I use it and its great, it impressed my friends.

Does anyone have any good 16bit mods? If so, where would be a good
place to find them?

Btw, will any of the current mod players play 16bit mods on 8bit
machines (TT epecially) - of course it won't sound as good, but at least you
can hear the new ones that come out....

```
>+--------------------------------------------------------------------------+
>| You are knowing it is a rock when it is falling on your head. |
>| |
>| Michael May, Brighton University, Sussex, England |
>| HND Computing Year 2, Software Engineering Stream |
>| mm68@uk.ac.bton.unix |
>+--------------------------------------------------------------------------+
```

-MikeB

1229. Assembly '93 Atari party cancelled

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 21:20:12 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.741475212@vipunen.hut.fi>
Source record: 203906

Assembly '93 Atari party has not been (luckily) advertised here, but I
decided to upload this because it has to reach as many demo-freaks as
possible.

STOP PRESS!

ASSEMBLY '93 ATARI PARTY CANCELLED!

Aggression apologizes for this fact, which is partly our own fault.

After we had been INVITED to organize the Atari compos and invitations,
we had a little problems with The Movement (one of the Amiga organizers),
mainly for some misunderstandings. We were THROWN OUT... for a while, but
after that we THREATENED to use our power and relations in our hometown
(where the party will be held) to cancel whole party. We could do this,
but we won't.

After a couple of hours we were INVITED AGAIN. That was OK. Our relation-
ship with The Movement has got better and better. But then four weeks later
we heard that only ACCESSION (Another Amiga group from the same town) had
their names in the official agreements for the partyplace. This was the
mistake:

NOBODY ELSE HAD MADE THE AGREEMENT FOR THE PARTYPLACE!

The reason for this was the fact that The Movement wanted that Accession
will be financially responsible for broken places, since they are well-
known partyplace destroyers. So, if someone breaks anything, Accession
will pay for it.

Then Accession said they won't allow Atari-competitions, because they were
afraid of quarreling between Amiga and Atari users. They KICKED us away
again. We explained that we had already sent invitations and so on, and we
can't cancel everything. OK, they said, we will allow Atari users to enter,
but there will not be any competitions for them. Ha! Try to find a better
excuse, we said. They seemed to think that Atarists will cause trouble only
if there will be competitions for them. Then they explained that there won't
be enough room for so many persons. If they will let the Atarists enter,
that is at least as poor excuse as the first one. Finally they said the reason
was that we had threatened them earlier. Ok, we had, but that situation was
caused by a misunderstanding between Meegosh (The Movement) and us, and it
was agreed and we had good relations with The Movement. Accession had not
told the REAL reason... They were after MONEY. They waited until we had
invited Atarists and then... Good Bye! Luckily our swapper was a little lazy
and he hadn't send all invitations.

Within one day, we got a new great place, but there wasn't any room at the same date. So we could arrange a party this year in Planet FunFun (indoor amusement park), which has room for over 3000 people to enter. The record of that place is far over 5000.

But the saga continues... MeeGosh of The Movement made some efforts for our RE-ENTERING. But in vain... Well, not quite. We were allowed to organize the competitions, but we would get only 25% of the Atari income for the competitions (Earlier we were promised to get 70%-75% of the Atari income), so we should get 140 Atari-dudes to get enough money for the graphics competition only. With this kind of agreement we needed about 400 Atari owners... This was said to be too much as there's only room for 1200 in total (The party will be a total failure, if there will be more). 20 classrooms and one hall of about 400 square meters is not enough.

Today 29th of June 1993 executive committee of Aggression had a following open election (as our official rules demand that.)

Question 1: Will Aggression organize the competitions in ASSEMBLY '93 with 25% of Atari income?
Question 2: Will Aggression try to deal with Accession for better profit?
Question 3: How about another party this year?

Q1: Q2: Q3:

Bast NO! NO! YES!
Jackdaw (In the army) - - -
Lancelot NO! NO! YES!
Owl NO! NO! YES!
Qwerty NO! NO! YES!
Teque NO! NO! YES!
WizTom (Not present) - - -
Xenit NO! WAR! YES!

The result is officially clear. Our rules demand a 3/4 majority in the elections...

Accession thought we were talking bullshit when we said they might have to search for a new place, but we could actually do that, but we won't, because our friends The Movement, Future Crew and Complex would lose their place too.

This will be Accessions last major party in Finland. Some of the members like MOKU, PEHU AND LENNU from ACCESSION have a ban of a lifetime in the Finnish parties organised by us or our allies.

Sorry this all happened... But we will arrange another party later this year anyway. If our current plans don't crash, the place will be Planet FunFun at Kerava and the promised Falcon030 will be the main prize in the demo competition.

Yours, Chairperson Jan Achrenius
Vice chairperson Kiia Kallio
Secretary Tero Kostermaa

Treasurer Jussi Haapiainen

Tomi Kivel{
Kata Liukko
Saku Lehtinen
Jari Vuorenp{{

P.S. If you (Atari user) still think that you will attend ASSEMBLY '93,
you might be able to do that, but there are no compos and ACCESSION
takes all your money... So BOYCOTT it if you still can.
We aren't able to guarantee your security.

Most likely there will be another party this year, and this time
we will not send the invitations before we have signed an official
agreement with the partyplace.

I hope we made everything clear to you and if you still have
something you would like to ask please make a voice call to:

Jan Achrenius (Xenit).....+358 0 294 4023
Tero Kostermaa (Teque).....+358 0 386 215

Or leave a message or E-Mail to any of the following BBS's:

LYNX BSS (Lynx).....+ 46-8-600 3456
SARCASTIC EXISTENCE (Synchron Assembly).....+ 46-45-191 002
X-FACTORY.....+ 45-31-783 283
INTERNET.....kkallio@vipunen.hut.fi

1230. Re: POVRay - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 21:26:26 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C9GEA9.LsJ@news.cis.umn.edu>
Source record: 203904

In article <H.ea.vTxtUNiEk1U@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>... I asked the POV team about a year ago if I could release (and
>upload to GEnie, atari.archive, and their archives on alfred, etc) an
>Atari 68000 and 68030/68882 version of POV-Ray.
>
>They still haven't said yes or no.

I got some e-mail from Drew Wells who said, basically, that the POV-Team would prefer that version 1.0 not be released due to problems they've had with ports not working correctly, and also due to the fact that they will be releasing 2.0 soon. They are changing their policy with the release of version 2.0.

For this reason, the recently uploaded binaries for POV 1.0 ST were not released on atari.archive.umich.edu. If you have GNU C, you can always compile the UNIX version for your own use (which is what the legal documentation says anyway).

-- David Paschall-Zimbel

1231. For Sale: Spectre GCR w/128k roms v3.0 $275/bo

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 21:35:11 UTC
From: selick@csa.bu.edu
Message-ID: <20t0uf$ri8@news.bu.edu>
Source record: 203908

I am looking to sell my Spectre GCR Macintosh plus emulator for the Atari ST or compatible computer. Includes 128k mac roms, spectre version 3.0 (most current available) and newsletters received from Gadgets Inc. in the past 3 years. $275 or best offer. Reason for sale: Have to pay to get my car fixed.

Call Steve Selick @ 617-782-2219 or e-mail <selick@csa.bu.edu>

C.O.D., buyer pays shipping.

1232. Re: IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 21:53:14 UTC
From: bcballi@cs.vu.nl
Message-ID: <C9GFGr.5uH@cs.vu.nl>
Source record: 203907

hutch@bellman.lanl.gov (John Hutchinson) writes:
>if market predictions hold true and Atari pays its manufacturing bill. The
>BEST thing about this announcement is IBM's involvement who will have a
>vested interest in trying to make sure Atari does NOT screw it up. :)
As if IBM doesn't know how to screw up things themself, it could become a
nice (bankrupt) party (:-)

Ciao,
Gerco (bcballi@cs.vu.nl).

1233. Re: SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 22:11:09 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jun30.181109@helix.nih.gov>
Source record: 203909

In article <wmtwen.741443715@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|> Changes in the MMU are the cause that newer models (STE at least) will
|> only take one kind of chips. Either all 256K or all 1 Meg. Mixing does
|> not work. Older ST's can have 2.5 meg of memory.

I have an 1040 STf (ca. 1986) with 4 MB; you just have to disable the motherboard RAM and add the full 4 MB; third party stuff.

1234. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 22:26:54 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jun30.182654@helix.nih.gov>
Source record: 203910

In article <1993Jun30.142723.597@newshost.lanl.gov>,
hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article 27340@apgea.army.mil, rcmerrit@apgea.army.mil (Robert C.
Merritt <rcmerrit>) writes:
|> >In article <1993Jun28.102411.10861@mnemosyne.cs.du.edu>
jbryant@nyx.cs.du.edu (James Bryant) writes:
|> >>
|> >>Hello! This newsgroup looks general enough that I can post this
here.
|> >>I'm looking for a software emulator that will make my 486/ms-dos
machine
|> >>think it is an atari 520ST. My primary reason for wanting to do
this, is
|> >>that I want to play a game I haven't seen in a long time. The game
that
|> >>I'm looking for is called Spelunker.
|> >
|> >I really doubt if such a beast exist. But if it DOES, I want one!
|>
|> Er, where have you been, Rob? Gemulator is a board/software
combination
|> that fits in a short slot of any 386-486 PC to allow it to run Atari
ST
|> software (courtesy of the TOS 2.06 ROMs on the board). It's been
available
|> for some time now and was developed by Darek Mihocka of Branch
Always
|> Software. You can contact him on the net at darekm@microsoft.com .

Don't oversell the GEMulator; it does NOT support games very well at
all,
and there is NO sound support.

|> >Here is a question for you people:
|> >How long do you think I'll have to wait till I can get a descent ST
system
|> >for under $100?
|>
|> Depends on what you mean by "system." If you mean strictly the cpu,
then
|> I'd think you could find a 520ST right now for $100. If you want a
monitor,
|> external drives, and all the trimmings... well, forget it.

I bought a used 520 with monitor recently for under $200 ...

1235. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 22:51:36 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <20t5doINNlp5@life.ai.mit.edu>
Source record: 203912

In article <1993Jun30.125305.19391@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>In article <20o457INNb96@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>> I will EAT a Jaguar if this is true. :)
>
>Tuesday's (June 29, 1993) New York Times Business Section mentions
>that IBM will manufacture the Atari Jaguar (in North Carolina?).

OK, OK, OK, so it's true! Now who wants get Atari to mail me the
Jaguar I'm having for dinner next Friday? :)

ObCynicalComment: All those Atarians who have been using deragatory
terms for IBM these past few years sure are singing a different tune
now! :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1236. Re: Replacement drive for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1993-06-30 23:57:56 UTC
From: baffoni@phakt.usc.edu
Message-ID: <20t9a4$841@phakt.usc.edu>
Source record: 203913

In article <A25943@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:

>The Conner drives do NOT work in the Mega STE, since parity can't be disabled.
>Also "no go" are: Quantum ELS and Maxtor 7213.
>Great are the Quantum LPS drives.

I have a Maxtor 7213SR and I have no problem whatsoever diabling the
parity - it better since it works in my TT. (and if it just thinks it can have
parity disabled, then Shhhh! Dont tell my TT!)

-MikeB

1237. Re: AEO_0211.ZIP -- Jaguar, Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 00:07:17 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9GLo8.Dqs@netcom.com>
Source record: 203916
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <C9ErLJ.DJG@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>Ed Krimen (ekrimen@netcom.com) wrote:
>: The latest Atari Explorer Online, AEO_0211.ZIP, has just been posted on
>: atari.archive.umich.edu. It has new information on the Jaguar from the
>: Atari stockholders meeting, as well as general ST/TT and Falcon030 news.
>
> Speaking of Atari Explorer... I went down to Walden Software to
>get an issue of Atari Explorer to find Portfolio dealers and all I could
>find was the Jan/Feb issue... do they still make it? (the print one)

They're restructuring it. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1238. Re: JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 00:10:23 UTC
From: baffoni@phakt.usc.edu
Message-ID: <20ta1f$8u7@phakt.usc.edu>
Source record: 203915

In article <C9FxDn.A3I@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

> You can use DJPEG_ST on your Falcon; I tried it out on the demo
>unit at the local Atari dealer. When I get my Falcon the first thing I am
>going to write is a really FAST JPEG decompression program specific to the
>Falcon. BTW JPEG format has nothing to do with GIF format....

Does the JPG decompression algorithm use any calculations that would be speeded up with the use of a math coprocessor? I know several people have mentioned that the Falcon's DSP would help, but what about the 68881/2 that are in TTs and some MegaSTes (now that I think about it, I think there were some expansion boards for the other STs too...)?

If so, could someone write a jpg decompression program that uses them (if present)?

>--
>--
> !! Computer Engineering at The Carleton Country Club!!
>------------------------ac382@freenet.carleton.ca-------------------

-MikeB

1239. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 00:21:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1384@usdtsg.DaytonOH.NCR.COM>
Source record: 203936

In article <1993Jun30.101909.4649@arizona.edu> paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
>It seems somebody thinks the deal with IBM is pretty good.

Make that up to 4.125 today, I think... (end of 6/30/93 that is)...

Robert Anisko
ranisko@daytonoh.ncr.com

1240. NVDI and graphics cards (especially Nova)?

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 01:23:03 UTC
From: dud@stein.u.washington.edu
Message-ID: <20te9n$qau@news.u.washington.edu>
Source record: 203917

Anyone have experience with NVDI and graphics cards? I will soon buy a Nova graphics card, and I wish to purchase NVDI, but I don't want to waste my money on something that doesn't work. I've been in touch with the UK distributers of NVDI and they don't know if it will work. They said that they have a version made specifically for the Crazy Dots board, but have not tried it on other boards. Has anyone else?

Thanks for any insight...

Dan Aylward
dud@u.washington.edu

1241. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 01:25:46 UTC
From: wader@yktvmh.vnet.ibm.com
Message-ID: <C9GpAy.pMK@hawnews.watson.ibm.com>
Source record: 203918
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In <20reb7$1nu@bagel.cs.huji.ac.il>,
et@mangal.cs.huji.ac.il (EYAL TELER) writes:
>In article <rjungC9EvnL.CLy@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>|> and Sam stated that consideration was being
>|> given to creating a Jaguar PC card as well as using Jaguar technology in
>|> future Atari Computers like the Falcon.
>
>Hey, that's good news!
>
>BTW I hope there's no IBM mark on the machine. I try not to come in contact
>with IBM badged products.
>

Yeah, I've avoided buying IBM "badged" video game machines for the
longest time, now. ;).

Wade R. Boaz 28-) "Well, I've been to one World Fair, a picnic,
wader@yktvmh.vnet.ibm.com and a rodeo, and that's the stupidest thing
I ever heard come over a set of earphones."

The opinions expressed in this article are all mine. Mine. Me.
Nobody else's.
Not even my employer's.
So there.

1242. Maggie Magazine on a Mega STE? HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 02:15:57 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <20thctINN22b@dns1.NMSU.Edu>
Source record: 203919

I recently downloaded maggie11.zip from the atari.arc at umich.
The program works fine on my ST under TOS 1.04. I gave a copy to a
friend who owns a Mega STE running TOS 2.05. The program won't
run at all on his machine. Has anyone out there had any sucess
running this on Mega STE or falcon? It seems as if it ought to
run considering several of the articles concern the falcon. Also,
anyone have an E-mail address for the authors of maggie11 so I could
report this problem to them? Thanks.

Walter La
wlamar@acca.nmsu.edu

1243. Re: IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 02:28:01 UTC
From: saj@chinet.chinet.com
Message-ID: <C9Gs6q.23A@chinet.chinet.com>
Source record: 203923

One this Atari/IBM deal. Sounds to me like a good thing, but not something for anyone to get carried away about. Atari designs great machines. Not being psychic, I don't know what goes on inside there, but I've heard enough statements by people starting out enthusiastically. Somebody makes the right noises up front to get good people to generate good ideas. Then Atari's horrible manufacturing system drags everything into Hell. Computers, game machines, makes no difference. Atari dreams well, manufactures badly and doesn't market at all (If you don't have anything to sell, it doesn't matter how you don't sell it).

IBM is fresh out of dreams lately. They manufacture stuff well; they do QA well. If Atari, given bunches of product, turns out to be able to sell it, this could be a big deal. But as Hutch pointed out, there isn't much prospect of Atari making serious money selling Jaguar consoles.

I'd guess that if this arrangement works out, Atari will try to get IBM to manufacture computers for them too. While the Atari name says games, Jack Tramiel seems to enjoy being in the computer business. And what the chairman likes.....

Given availability of the units, something very Falcon-like could be a mass market item, if only as a cheap photo-CD viewer.

IBM can use anything they can get to avoid closing factories while they search for a new vision (and I don't worry about IBM in the long run).
Steve

1244. $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 02:50:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20tjda$cn2@usenet.INS.CWRU.Edu>
Source record: 203920

Atari's stock closed at $4.12 today.

It was the most active and the highest gainer. There were over 1 million shares traded on AMEX.

The stock hit $4.50 at one point in time before in came down.

It was the talk of the Business Report on PBS.

Also, USA Today placed in their "big tip-off" header of the Money section that the Jaguar will be released.

The Wall Street Journal and the New York Times BOTH had a write-up about the Jaguar and IBM manufacturing it.

Just think, if you were one of the few people that purchased Atari's stock at .50 a little over a month ago, you made yourself a bundle!

New shoes, new shoes, I got to get me some new shoes. :)

Len

--

1245. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 02:51:23 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20tjfb$crt@usenet.INS.CWRU.Edu>
Source record: 203921

In a previous article, only_bbs!King_Midas@under.mind.ORG () says:

>
> The latest info I've heard on the Jaguar is that it has the
>following: A custom 64-bit RISC processor, a custom 64-bit DSP (as
>a subset of the main processor), 24-bit graphics, 2 megabytes of
>RAM, and a 64-bit bus.
>
>--
>via Fortress Gateway at uumind.mind.ORG
>

Can you expand it to 4 megs of RAM?

--

1246. Re: Atari/IBM joint venture

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 02:56:30 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20tjou$d8p@usenet.INS.CWRU.Edu>
Source record: 203922

In a previous article, mauritz_c@spcvxb.spc.edu () says:

>This is the best news for Atari in a long long time. I'll give
>credit where it's due. Atari finally wised up that they do not
>have the ability to manufacture sophisticated computers in
>quantity. They are leaving all the the production and outsourcing
>to IBM, who has plenty of production capacity at this point. :)
>
>Cheers,
>
>Chris
>
>

Actually, Atari contracted IBM to manufacture, package, and distribute
the Jaguar. This is not a joint venture then.

Len

--

1247. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 03:57:16 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul1.035716.13200@apgea.army.mil>
Source record: 203928

>>>I'm looking for is called Spelunker.
>>
>>I really doubt if such a beast exist. But if it DOES, I want one!
>
>Er, where have you been, Rob? Gemulator is a board/software combination
>that fits in a short slot of any 386-486 PC to allow it to run Atari ST
>software (courtesy of the TOS 2.06 ROMs on the board). It's been available
>for some time now and was developed by Darek Mihocka of Branch Always
>Software. You can contact him on the net at darekm@microsoft.com .

Ok, is it STILL available? Price? Can it do color? Whats its limitations
and abilities? Can I buy software and plug in into my diskdrive and get it to
run? Can I download shareware stuff and run on it?
>
>>Here is a question for you people:
>>How long do you think I'll have to wait till I can get a descent ST system
>>for under $100?
>
>Depends on what you mean by "system." If you mean strictly the cpu, then
>I'd think you could find a 520ST right now for $100. If you want a monitor,
>external drives, and all the trimmings... well, forget it.
i
I mean to beable to run average software. Not a high end use or anything.
Basically, a Game machine.
>---
>
>_____________________________ John "HUTCH" Hutchinson _____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1248. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 04:38:04 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <20tpncINNs0m@life.ai.mit.edu>
Source record: 203924

In article <20tjda$cn2@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Just think, if you were one of the few people that purchased Atari's stock
>at .50 a little over a month ago, you made yourself a bundle!

Yeah, but it's about as risky an investment as you could find. If
they'd passed the 10 to 1 reverse split, for example, you'd probably
now be holding a tenth as many worthless shares. (I've seen companies
destroy their stock by reverse splitting. The stock will soar for a
day and then settle back down to its original price, thereby quickly
decimating stock value. The Tramiels should thank their lucky starts
it was voted down.)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1249. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 04:38:20 UTC
From: sourada@iastate.edu
Message-ID: <sourada.741501500@vincent2.iastate.edu>
Source record: 203925

In <20t5doINNlp5@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:

>ObCynicalComment: All those Atarians who have been using deragatory
>terms for IBM these past few years sure are singing a different tune
>now! :)

Well, IBM still sucks :-|, but they do have some good points. The major ones in this case being that they _can_ fill demand, and that they have better distribution. The nice thing about this deal is that it's still an Atari product.

It looks to me like this deal will be a very good upturn for Atari. Since they convinced someone to let 'em at half a gigabuck, I'm convinced that they're actually going to sell a lot of these things. (BTW, does anyone know where they got the captial? Either I missed it or it hasn't been mentioned yet...) And IBM shold be able to manufacture and distribute appropriate numbers.

Who knows, maybe Atari will go back to being a $2 billion a year company....
Well, no, they won't, but it's a nice thought.

Thanks for your time,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
Because I believe this sentence, the human mind must be capable of doing things it can't explain.

1250. C Compiler and other specy stuff???

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 04:41:03 UTC
From: vtolhurs@metz.une.edu.au
Message-ID: <1238@grivel.une.edu.au>
Source record: 203926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got access to ftp facilities for the next couple of days and was wondering if somoene could tell me where I could get a C compiler, fractal generators and some other more serious programs from. By serious I mean things that aren't games.

Thanks in advance.

Cerebus the Aardvark.
"Whether you're quiet and ALIVE, or quiet and DEAD doesn't matter to Cerebus."

Feel free to mail me direct
c\- vtolhurs@metz.une.edu.au

1251. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 05:42:17 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <20ttfp$lbn@usenet.INS.CWRU.Edu>
Source record: 203927

Dave,

It's not _IBM_ themselves we hate....it is the fact that they choose a real crappy architecture for their personal computers, and then tried to off them on an unwitting public for loads of cash.......

Keep them out of designing the machines and dictating the price, and we'd all be happy...

- Chris Millar

1252. MfsfM (Marcus' file selector for MiNT) Version 1.03

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 10:26:05 UTC
From: haebler@uni-muenster.de
Message-ID: <20ue3t$15pj@obelix.uni-muenster.de>
Source record: 203929

Hi,

I have just uploaded the newest version of MfsfM to ftp.uni-muenster.de.
It should be there in a few hours. MfsfM is a file selector. It needs
MiNT and it supports long file names, links etc. The version you find
on the ftp server is a limited version. You can only have 50 files in a
directory. Sorry but I think that this is neccessary to make shure that
I get the shareware fee. The fee is 10DM. This should be not too much.

I hope that you like it. Test it.

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* * IRC: D_Gently *
****

1253. NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 11:04:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20ugbvINNfb5@golem.wcc.govt.nz>
Source record: 203930

Well thank you for all those that replied with ZOO help..

Well the version of ZOO that I am using is the one thats on tu-berlin
its the selfextracting ZOO2014 version, gather this is a better
version than the Bammi one..

I am running it from the Desk Top and from a Ram disk as I don't wish to suff
up my hard disk..

So far nothing works at all, it some times does give a error with a
ine of text, but its stating Drive that I am not using,
like D:/TC/------/C/number.??

Is it possible to ZOO files that are on a different drive, from were
ZOO.TTP is run from..

The reason for all of is a Archive converter, that is driven from a GEM
shell...

Its the only Archiver (ZOO) that does not work, all others do..

So how does one use it from the DeskTop..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1254. Re: C Compiler and other specy stuff???

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 12:15:44 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jul1.121544.12178@unix.brighton.ac.uk>
Source record: 203931

Try src.doc.ic.ac.uk.

in the directory packages/atari/umich

Its a a mirror of

atari.archive.umich.edu which you can also try but I find its always full!

get the 0index file for a full breakdown of the stuff available.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

1255. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 12:58:28 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul1.125828.27730@apgea.army.mil>
Source record: 203943

```
In article <33488@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>I can just here it now.....
>
> "Have you played Atari today!"
>
>Down with Nintendo!
>
> Down with Sega!
>
> Long live Atari!
>

Actually, I was kinda hoping for advertising along the lines of:

"Weee're Baaack!"

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

1256. Re: Atari Stock after announcement...

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 13:00:47 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul1.130047.28399@apgea.army.mil>
Source record: 203944

```
In article <1993Jun30.165531.6477@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <1993Jun30.143242.10483@gw.wmich.edu>, x91mikowski@gw.wmich.edu writes:
>> Well,
>> Here's a little info on how Atari stock has done today following the
>> joint announcement by Atari/IBM:
>> Opened @ $3.00/share
>> 1pm @ $3.93/share
>> Who knows WHAT it'll close at...
>
>It was hovering at 4 1/2 when I looked this afternoon. I actually,
><blush> picked up 5K shares when I saw the IBM announcement come
>over the tape. At that time, I think it was still in the 2 1/2 - 3/4
>range. :-) A pact with Big Blue was the kind of credibility
>boost that a company in Atari's shape needed.
>
>There seem to have been over 1.4 million shares traded today.
>When was the last time THAT happened?
>
>Cheers,
>
>Chris
>

I'm sick! I was trying to talk my stock club into buying Atari when it was
80 cents a share.
Oh well.., atlest I can enjoy the system this fall.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

1257. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 13:03:04 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.741531626@rw8.urc.tue.nl>
Source record: 203933

cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:

[Why we should hate IBM deleted...]

Just a quick reference for those of you really interested why IBM
stinks . Read E.W. Dijkstra. Especially the Trip reports give a good
idea of how IBM sometimes is begin very very annoying...

Erlend.

1258. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 13:12:38 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Jul1.131238.25519@cs.ruu.nl>
Source record: 203932

In <20ugbvINNfb5@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Well the version of ZOO that I am using is the one thats on tu-berlin
>its the selfextracting ZOO2014 version, gather this is a better
>version than the Bammi one..
>
>I am running it from the Desk Top and from a Ram disk as I don't wish to suff
>up my hard disk..
>
>So far nothing works at all, it some times does give a error with a
>ine of text, but its stating Drive that I am not using,
>like D:/TC/------/C/number.??
>
>Is it possible to ZOO files that are on a different drive, from were
>ZOO.TTP is run from..
Yes.
I am using ZOO version 2.1 from ftp.cs.ruu.nl (surprise, surprise).
My zoo.ttp is on drive C:. If I double click on it and give the command:
ah// foo.zoo a:
it will archive all files in all directories from drive A:

ah// foo.zoo a:\
ah// foo.zoo a:/
all work the same, no problems.

And
ah// foo.zoo a:/foobar
ah// foo.zoo a:\foobar
ah// foo.zoo a:/foobar/
ah// foo.zoo a:\foobar\
will all archive all files in directory A:/foobar.

BUT the drive number is NOT stored in the .zoo file. All paths in the .zoo
file are absolute paths starting with "/".

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

1259. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 13:24:39 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.388745@cix.compulink.co.uk>
Source record: 203935

In article <1993Jun30.101909.4649@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
>It seems somebody thinks the deal with IBM is pretty good.

A cynic would be asking one or two questions about now... one of those questions would be 'oh, I wonder why the Atari stock rose so sharply over the past month - could it have anything to do with news of the IBM collaboration having been told to the right people before time?'

ATB,

```
|~~~
```

1260. Rufus

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 13:57:55 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Jul1.135756.3130@news.sara.nl>
Source record: 203934

Does anyone know how to reach Michael Bernards, the author of R"ufus?
The address Bussardweg 1, 5204 Lohmar-Geber seems to be obsolete.
Please e-mail info to rwbest@sara.nl

Robert Best

1261. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 14:42:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul01.144232.37340@rchland.ibm.com>
Source record: 203939

```
In article <20t5doINNlp5@life.ai.mit.edu>, dmb@xbar.ai.mit.edu (David Baggett) writes:
|> In article <1993Jun30.125305.19391@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com
(kutz,randolph r) writes:
|> >In article <20o457INNb96@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
|> >> I will EAT a Jaguar if this is true. :)
|> >
|> >Tuesday's (June 29, 1993) New York Times Business Section mentions
|> >that IBM will manufacture the Atari Jaguar (in North Carolina?).
|>
|> OK, OK, OK, so it's true! Now who wants get Atari to mail me the
|> Jaguar I'm having for dinner next Friday? :)
|>
|> ObCynicalComment: All those Atarians who have been using deragatory
|> terms for IBM these past few years sure are singing a different tune
|> now! :)

True. :-)

|>
|> Dave Baggett
|> __
|> dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
|> ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
|> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

1262. Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 14:55:27 UTC
From: marra@lamont.ldgo.columbia.edu
Message-ID: <1993Jul1.145527.5317@lamont.ldgo.columbia.edu>
Source record: 203940

Can anyone recommend a fortran compiler for the ST? I saw a reference to
a source called Absoft. Who are they?

Thanks, John

1263. Re: IBM/Atari Jaguar deal

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 14:57:35 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <20uu0v$q25@nz12.rz.uni-karlsruhe.de>
Source record: 203937

In <C9Gs6q.23A@chinet.chinet.com> saj@chinet.chinet.com writes:

> One this Atari/IBM deal. [...]
> IBM is fresh out of dreams lately. They manufacture stuff well; they do QA
> well. If Atari, given bunches of product, turns out to be able to sell it,
> this could be a big deal. But as Hutch pointed out, there isn't much
> prospect of Atari making serious money selling Jaguar consoles.
^^^

1264. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 14:58:30 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93182.28710.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 203938

Look again. The stock closed at 4-1/8 Wednesday. Thank goodness that I picked
up a few shares at 2-7/8. I'm still kicking myself for missing out on the
FIFTY CENT per share price earlier this year. I had a feeling Atari had
something up its sleeve :-)
---------- Original Article ----------

Path: butch!netcomsv!decwrl!spool.mu.edu!howland.reston.ans.net!agate!dog.ee.lbl
Newsgroups: comp.sys.atari.st
Subject: Atari up some more.
Message-ID: <1993Jun30.101909.4649@arizona.edu>
From: paul@jupiter.ame.arizona.edu (Paul Harris)
Date: 30 Jun 93 10:19:08 MST
Reply-To: paul@jupiter.ame.arizona.edu
Distribution: world,local
Organization: University of Arizona
Nntp-Posting-Host: leda.ame.arizona.edu
Lines: 8

Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
It seems somebody thinks the deal with IBM is pretty good.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

1265. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:03:21 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <C9Hr5p.DyD@cbnews.cb.att.com>
Source record: 203942

In article <memo.388745@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>
>
>In article <1993Jun30.101909.4649@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul
Harris) writes:
>>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
>>It seems somebody thinks the deal with IBM is pretty good.
>
>A cynic would be asking one or two questions about now... one of those
>questions would be 'oh, I wonder why the Atari stock rose so sharply
>over the past month - could it have anything to do with news of the
>IBM collaboration having been told to the right people before time?'

But an intelligent person would do some investigation and find out that the
"sharp rise" began with the official press release regarding the Jaguar. Before
that, the stock was just above 1. It then proceeded to push 3, then ease back
to just under 2 before settling about 2 3/8. Then the IBM news...

>
>ATB,
>

Tom

--
+----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+---+

1266. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:03:58 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Jul1.100404.12198@news.cs.indiana.edu>
Source record: 203941

dmb@xbar.ai.mit.edu (David Baggett) writes:

>In article <20tjda$cn2@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I've seen companies
>destroy their stock by reverse splitting. The stock will soar for a
>day and then settle back down to its original price, thereby quickly
>decimating stock value.

I expect that you are mixing up cause and effect. Companies don't do reverse splits unless they are in trouble. Companies that are in trouble often get in worse trouble.

When the price gets down to $0.50 per share it is impossible to have small movements in the price.

1267. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:09:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul1.150909.16808@newshost.lanl.gov>
Source record: 203950

In article rk5@uk-usenet.UK.Sun.COM, craig@nomad.uk.sun.com (Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio) writes:
>Er, Where can I get a GEMulator and how good is it. I have a 486DX-33 and and
>Atari STF with 4mb, but would like to ditch the atari now.
>
>Craig

Well, contact any of the larger software houses in the UK and they should be able to help you. I know that the Gemulator is being sold over there, I'm just not sure exactly where. You could always buy one direct from the US supplier which is Purple Mountain Computers, 15600 NE 8th St., #A3-412, Bellevue, WA 98008, USA, phone (206)399-8700. I don't know if they have a fax. Better yet, contact the Gemulator Developer, Darek Mihocka, at darekm@microsoft.com and ask him who his UK distributor is. I'll bet he knows. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1268. Re: Complete system $400

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:29:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul1.152952.21914@newshost.lanl.gov>
Source record: 203801

In article kgATk5u00VAvA90lVM@andrew.cmu.edu, Michael Paul Greelish <mg20+@andrew.cmu.edu> () writes:

>>>
>>>Atari 1040ST computer, with 13" color monitor, printer, mouse,
>>>joysticks, and tons of software.
>>>13" hires Atari color monitor. 640x400x16 colors, or 320x200x256 colors.
> ^^
>
>>Er, how do you do this without additional hardware when standard ST Low
>>Res is 320x200x16 colors and Medium Res is 640x200x4 colors?
>
>Via fancy software tricks. <rest deleted>

Yeh, I'm aware of all that, Mike. I just thought your advert was a little misleading, at least to newcomers, unless your system had a feature that mine somehow lacked. :) No worries. Good luck with the sale. Decent price.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1269. Re: Atari Stock after announcement...

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:41:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul1.154128.24472@newshost.lanl.gov>
Source record: 203803

In article 6477@spcvxb.spc.edu, mauritz_c@spcvxb.spc.edu () writes:
>
>It was hovering at 4 1/2 when I looked this afternoon.

And how many of us wish we had bought when it was around 60 cents a few weeks ago? Let's see, 4.5 divided by 0.6 equals 7.5... would have made a real nice return, eh? <major big-time groan heard across Atari-land!>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1270. Falcon LocalTalk

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 15:56:19 UTC
From: andrew@minster.york.ac.uk
Message-ID: <741542179.15357@minster.york.ac.uk>
Source record: 203823

Has anyone ever networked an Atari Falcon across a network? We have
AppleTalk networking our Mac's and I wonder if LocalTalk will give
me the same sort of facilities.
What software will I need and is it available either in Shareware,
PD or what?

I would like to hear from anyone with any information or experience in this
area.

-Andrew

1271. German Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:04:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul1.160417.29920@newshost.lanl.gov>
Source record: 203806

I'm trying to update my contacts list. Could those who know please email me the names, addresses and phone/fax numbers (if known) of some of the larger Atari distributors/dealers in Germany?

Many thanks.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1272. MIDI-able samplers

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:07:44 UTC
From: malcolm@minster.york.ac.uk
Message-ID: <741542864.15586@minster.york.ac.uk>
Source record: 203822

Hello all. I have two ST's, and am running Cubase on one of them to drive some synthesisers. I would like to run the second ST as a sampler, from MIDI, just as if it were another MIDI black box.

Obviously what I'm looking for will be a plug-in device to allow audio in and out, and software to store and manipulate samples, and play them back under MIDI control.

What is there on the market? I've seen names like Replay 8/16/Pro, NoiseTracker, and so on. Do these do what I want? What is sample quality like? What is the frequency response of the Audio->Digital converters like? How easy is the software to use? How do they compare with dedicated sampling computers like the industry-standard Akai S1000? Is the storage format (on floppies) compatible?

Info on your experiences would be appreciated.
Thanks,
-malc.

1273. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:18:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20v2o2$no9@usenet.INS.CWRU.Edu>
Source record: 203947

In a previous article, dmb@xbar.ai.mit.edu (David Baggett) says:

>In article <20tjda$cn2@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>Just think, if you were one of the few people that purchased Atari's stock
>>at .50 a little over a month ago, you made yourself a bundle!
>
>Yeah, but it's about as risky an investment as you could find. If
>they'd passed the 10 to 1 reverse split, for example, you'd probably
>now be holding a tenth as many worthless shares. (I've seen companies
>destroy their stock by reverse splitting. The stock will soar for a
>day and then settle back down to its original price, thereby quickly
>decimating stock value. The Tramiels should thank their lucky starts
>it was voted down.)
>
>Dave Baggett

For one thing, the company changed its position the last minute and advised
all stockholders to vote against the reverse stock split.

Another thing to remember is that Jack Tramiel owns 48% of the stock so
really, other shareholders have no say so in what happens with the company.
The other 5% is held by the other Tramiels.

The fact that "shareholders did not approve" is really cute since it is
really ONE shareholder that did not approve--Jack.

What usually happens with stock is that an announcement is made such as
a 64-bit video game system. The stock shoots up by $3 or $4 (I expected
it to be $5 or $6 by now) and then after all the excitement is over
with, the stock goes down by a $1.00.

The stock will still be up there pretty high. Especially with Atari stock
because people think that Atari will reclaim their video game crown
with the 64-bit video game system with sales in the billions.
They of course have no hope of getting sales into the billions until late
94 or late 95.

And really, I thought it was kind of foolish to begin with that Atari would
even propose the reverse stock split. As soon as they announced the
Jaguar, you have to be crazy to think it wouldn't go up. A 64-bit video
game system????

>

--

1274. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:22:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20v2vg$o1v@usenet.INS.CWRU.Edu>
Source record: 203948

In a previous article, tpp@cbnews.cb.att.com (Grue) says:

>In article <memo.388745@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>>
>>
>>In article <1993Jun30.101909.4649@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul
Harris) writes:
>>>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
>>>It seems somebody thinks the deal with IBM is pretty good.
>>
>>A cynic would be asking one or two questions about now... one of those
>>questions would be 'oh, I wonder why the Atari stock rose so sharply
>>over the past month - could it have anything to do with news of the
>>IBM collaboration having been told to the right people before time?'
>
>But an intelligent person would do some investigation and find out that the
>"sharp rise" began with the official press release regarding the Jaguar. Before
>that, the stock was just above 1. It then proceeded to push 3, then ease back
>to just under 2 before settling about 2 3/8. Then the IBM news...
>
>>
>>ATB,
>>
>
>Tom
>
>--

By the looks of it, nobody took Atari's previous Jaguar 64-bit video game
system announcement SERIOUSLY until IBM was involved.

>

--

1275. Atari hits $5.00 (looking to go higher)

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:24:45 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <20v34d$o72@usenet.INS.CWRU.Edu>
Source record: 203949

Atari's stock has hit $5.00 today and it seems like it may be going higher. I guess we will have to see where it goes.

Well, at least I feel safe that if it hits ceiling is $5.00, it shouldn't go below $4 for at least a couple of months.

Len

--

1276. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:32:46 UTC
From: ken@isgtec.com
Message-ID: <5056@isgtec.isgtec.com>
Source record: 203820
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <20qapt$s0i@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
< In article <rjungC9D36w.Iw3@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
< >In article <ekrimenC9D0I4.J6q@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
< >>IBM is manufacturing the Jaguar in Charlotte, NC. It's a $500 million
< >>contract. Just got this off GEnie.
< >>
< > Atari may not be totally dead yet.
<
< Atari might not be totally dead yet, but they could certainly be in for some
< mind-numbing changes if IBM is teaming up in any other ways...

Tee hee. I wonder how long it will take before IBM inhales Atari just
for something to do... :^} Especially if the Jag does well.

--
Klein bottle for rent -- inquire within.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1277. Re: Falcon-ST compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 16:47:36 UTC
From: sys1@exnet.co.uk
Message-ID: <C9HvzD.ILG@exnet.co.uk>
Source record: 203802

In article <1993Jun24.115620.5814@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>In article <20bc76$5v7@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>In a previous article, d8klojo@dtek.chalmers.se (Johan Klockars) says:
>>
>>>
>>>I finally got myself a Falcon in the Netherlands last week! ;-)
>>>Many thanks to all who responded to my last message.
>>>
>>>I really like this machine, but the compatibility problems are irritating.
>>>To make this a little better I suggest we (Falcon owners) try to assemble a
>>>list of compatible programs. The list should specify what options should be set
>>>in "backward", "magi" or whatever ST-emulator, if necessary.
>>>If people can see that many of the ST games runs, more Falcons will be sold.
>>>

>>GREAT IDEA! I think we should get a list compiled. Once we get some kind
>>of list going, I'll post it on the Cleveland Free-Net in a permanent
>>location so anyone with access can get it anytime they want.
>>
>>Len

Hi Folks!

I like the idea too. My company has autoposting facilities for our own
FAQs, if you would like to turn it into a FAQ we would be happy to
auto post.

I'm afraid we could not maintain it as every one here is running around like
blue arsed flies due to the work.

Interested?

Xavier

1278. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 17:41:29 UTC
From: gruber@austin.ibm.com
Message-ID: <C9HyH6.2wzu@austin.ibm.com>
Source record: 203805

In article <sourada.741501500@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
> In <20t5doINNlp5@life.ai.mit.edu> dmb@xbar.ai.mit.edu (David Baggett) writes:
>
> >ObCynicalComment: All those Atarians who have been using deragatory
> >terms for IBM these past few years sure are singing a different tune
> >now! :)
>
> Well, IBM still sucks :-|, but they do have some good points. The major ones in
> this case being that they _can_ fill demand, and that they have better
> distribution. The nice thing about this deal is that it's still an Atari
> product.
>
> It looks to me like this deal will be a very good upturn for Atari. Since they
> convinced someone to let 'em at half a gigabuck, I'm convinced that they're
> actually going to sell a lot of these things. (BTW, does anyone know where
> they got the captial? Either I missed it or it hasn't been mentioned yet...)
> And IBM shold be able to manufacture and distribute appropriate numbers.
>
> Who knows, maybe Atari will go back to being a $2 billion a year company....
> Well, no, they won't, but it's a nice thought.
>
> Thanks for your time,
> Steven Ourada
> --
> -------
> Steven Ourada -- sourada@iastate.edu
> Because I believe this sentence, the human mind must be capable of doing
> things it can't explain.

The deal was 500M contract over a 3 year period or 166.67M / year

Scott

1279. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 17:42:28 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1993Jul1.184228@cs.bham.ac.uk>
Source record: 203804

In article <1993Jul1.150909.16808@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article rk5@uk-usenet.UK.Sun.COM, craig@nomad.uk.sun.com (Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio) writes:
|> >Er, Where can I get a GEMulator and how good is it. I have a 486DX-33 and and
|> >Atari STF with 4mb, but would like to ditch the atari now.
|> >
|> >Craig
|>
|> Well, contact any of the larger software houses in the UK and they should be able
|> to help you. I know that the Gemulator is being sold over there, I'm just not

Try the ST Club.

--Chris

1280. ICD Software / Contact number

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 18:14:02 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <741748184.AA01843@cheswicks.toadnet.org>
Source record: 203790

In a message of 30 Jun 93 12:20:15, Martin Kite wrote:

MK> From: mkite@lincoln.gpsemi.com (Martin Kite)
MK> Organization: GEC Plessey Semiconductors
MK>
MK> Hi,
MK>
MK> Anyone out there know where I can get hold of the ICD Utilities software
MK> and
MK> manual? Even just the phone number for ICD or preferably an e-mail
address
MK>
MK> for them would be good. I only ask 'cos I just bought a second hand
MK> ICD/SCSI
MK> drive from the net and it arrived without manuals or software - I was
MK> really
MK> happy !
MK>
MK> Any help, via e-mail, will be gratefully received.
MK>
MK> Thanks,
MK>
MK> Martin
MK>
MK> --
MK>
MK>
==========
MK> == Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com
MK> ==
MK> ========== (from Janet) - mkite@com.gpsemi.lincoln
MK> ==
MK>
==========
MK> Being "a bear of very little brain", I can't even spare the time to
MK> think
MK> of a witty comment - there are more important things in life ...

ICD 815-968-2228

==========
= * * * 777:777/1@lasvegas.ftn (FREQ LASVEGAS) =
= * * * 1:209/777@fidonet.org =
= * * * 51:2/4@atarinet.ftn n.hard@genie.geis.com =
= * * * 86:8685/1@toadnet.org hard@toadnet.org =

```
= * * * 90:300/1016@nest.ftn =
=================================================================
```

1281. BLITZ!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 18:15:32 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <741748184.AA01844@cheswicks.toadnet.org>
Source record: 203789

```
#####  #  ######  ######  ######  #####  ###  #  #  #  #  ######  #  #
#  #  #  #  #  #  #  #  #  #  ##  #  #  #  #
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#####  ######  ######  #  ######  #####  ###  #  #  #  #  ######  ######  ######
```

```
========================================================================
```

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Wayne, MI 48184

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+ Easy to use point and click GEM interface.
+ Follows Atari's Programming guidelines, even works on the Falcon.
+ Works with all hard drives.
+ Offers the most comprehensive data 'map' available for the Atari.
+ Interactive visual map allows manual operations on clusters such
as Tracing files, moving, reserve/free, and zeroing.
+ Offers condensed and expanded mapping modes.
+ Info option gives vital stats for each partition/disk including;
number of files/folders, percentage fragmented and more.
+ Works on floppies as well.
+ Option to optimize directories, giving unused space back to the
system.
+ Will quickly defragment your drives automatically!
+ Uses available memory making it one of the fastest Defraggers
on any computer system.

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and introducing...

```
#####  #  ######  ######  ######  ###  #  ######
#  #  #  #  #  #  #  #  #  #  #  #  #
#####  #  #  #  #  ######  #  #  #
#  #  #  #  #  #  #  #  #  #  #  #  #
#####  ######  ######  #  ######  ###  ######  ######
```

```
========================================================
```

Features:

+ Lightning fast defragmentation/optimization available from
your favorite shell/CLI.

+ Can defrag/optimize single or multiple partitions.
+ Supports Output redirection to printer/file.
And more...

SHAREware at $15 + $3 shipping and handling its a deal!

Timing Comparisons Between Blitzschnell 1.47 and Hard Disk Sentry 1.3;

Computer Memory Size	Partition Amount (Megs)	# Files & Used Folders	Blitzschnell's Time min:sec	Hard Disk Sentry Time min:sec
4 Megs	10.0	3.7 146	00:57	02:57
4 Megs	10.0	7.3 364	01:53	06:02
4 Megs	10.0	7.6 327	02:23	N.T
4 Megs	32.0	30.5 1298	08:12	33:10
1 Meg	8.3	8.3 391	02:18	N.T
1 Meg	32.0	30.5 1298	11:26	N.T
512 K	8.3	8.3 391	02:39	N.T

N.T = Not Tested.

As you can see Blitzschnell is clearly much faster! While none of the partitions were severly fragmented you can expect better than a ratio of 2 Megs/min. even on a machine with only 512K. Times may vary with drives seek and throughput rates. All testing was on a 30 ms / 650K MFM Supra 40 Megabyte Hard drive with no caching.

****
S*P*E*C*I*A*L O*F*F*E*R
****

Mention this ad and get the GEM and CLI version for only

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+ $3 S/H (US) funds.
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To order or for more information write;

The DataBasement
C/O Erin Monaco
35244 Chestnut St
Wayne, MI 48184

I can also be reached on GEnie at E.MONACO. GEnie Gift of Time (GOT) are also accepted as payment, they should be to the above address for the same amount as you would normally pay. The benifit is you can get GOT's

on a credit card (less hassle) and I will upload the package as an attached file. Registered Users pay only $3 s/h for new updates, even when I go commercial with this (shooting for mid September '93) updates are only $3!!! If ordering please include name, address, tel.# (optional) and a description of your system and setup. ie; TOS 1.62, 4 Megs, 1.2 Giga Conners Drive, Mono/Color, SST upgrade, Spectre GCR, Etc...

I'm always in need of good beta testers if your interested in helping me iron out the kinks for new releases, please feel free to drop a note or include it with your order.
GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG

```
======================================================================
= * * * 777:777/1@lasvegas.ftn (FREQ LASVEGAS) =
= * * * 1:209/777@fidonet.org =
= * * * 51:2/4@atarinet.ftn n.hard@genie.geis.com =
= * * * 86:8685/1@toadnet.org hard@toadnet.org =
= * * * 90:300/1016@nest.ftn =
======================================================================
```

1282. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 19:26:53 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jul1.152653.6479@spcvxb.spc.edu>
Source record: 203807

In article <20v2vg$o1v@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:

> By the looks of it, nobody took Atari's previous Jaguar 64-bit video game
> system announcement SERIOUSLY until IBM was involved.

Do you blame them? Atari has absolutely no credibility at this point. That is exactly what they needed to make the jaguar thing fly. What better way to gain credibility than to sign a high profile manufacturing agreement with a deep pocketed multibillion dollar firm?

I didn't touch Atari's stock until I saw the announcement concerning Big Blue's involvement.

Cheers,

Chris

1283. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 20:26:22 UTC
From: glens@natinst.com
Message-ID: <20vh9e$240@falcon.natinst.com>
Source record: 203810

In article <1993Jul1.125828.27730@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>Actually, I was kinda hoping for advertising along the lines of:
>
>"Weee're Baaack!"

How about:

"We've let the cat out of the bag!"

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

1284. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:15:43 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul1.151543.14396@iscsvax.uni.edu>
Source record: 203808
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <20q43j$ff5@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
> In <LANCER.93Jun29134506@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
>
> [...]
>> This is really good news for Atari since IBM has strong distribution
>> channels... I am now reconsidering my opinion that the Jaguar would
>> be DOA due to inadequate marketing and distribution...
> This is also good news for Atari, because as far as I know they don't
> have any large production facilities left - and because IBM *are* IBM,
> and I don't think they'll be fooling around instead of producing the
> Jaguar when it's due!
>
>> It sounds like a good machine, so it deserves a fair chance in the
>> market, and this IBM deal sounds like that chance!
> Sounds like Atari Corp. saved its skin one more time... Could be a big
> succes, let's hope so!

Unless 3DO stomps the Jaguar...Remember Atari not IBM will need big bucks to advertise it and Atari does not have it...

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>
> -MY
>
> --
> ____
> Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
> nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
> ~~~~~~

1285. Atari 1040ST system $400

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:17:05 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <IgApFFK00iUy8653Yz@andrew.cmu.edu>
Source record: 203812
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale.computers.other

From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Subject: $400 computer system
Date: Fri, 25 Jun 1993 15:35:19 -0400

For sale, $400 with printer, $350 without, plus shipping (if any):

Atari 1040ST computer, with 13" color monitor, printer, mouse,
joysticks, and tons of software.
Very similar to an Amiga 1000. $470 cheaper than a student-discount Mac
Classic II, and it comes with a printer, COLOR monitor, and loads of
software.

Specs:

Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.
Available adapter (Spectre GCR) to run Mac black and white software.

Built-in MIDI interface. Yup, had it right out of the box. Great for musicians.

1 Meg RAM, 192K ROM. TOS 1.0.

1 720K 3.5" floppy drive, IBM-compatible (you can read and write IBM
disks, which means that with the Apple File Exchange, DOS Mounter Disk,
or SoftPC, you can export data [i.e. word processing documents] to a
Mac. Hell, you can even export data to a REAL IBM-compatible with a 3.5"
drive.)

Atari color monitor. 640x400x16 colors, or 320x200x256 colors. Sound included.

Printer specs:

Epson LX-90 dot-matrix with tractor feed. 160 cps draft, 60 cps letter
quality. Boldface, italics, underline, graphics, foreign fonts, the
works. Comes with 1000 sheets tractor-feed paper.

Serious Software:

Word Writer 2.0. PC-compatible word processor. 85,000 word spell
checker, thesaurus, outliner, mail merge, etc.
DEGAS Elite. Way cool paint program.
Lots of utilities (disk fixers, file managers, anti-viral stuff, etc.)

Games:

Falcon 1.3 with add on disk-- Operation: Firefight. Just like the PC
Falcon. Full color 3-D.
Their Finest Hour-- Awesome Lucasfilm WWII air combat simulator.
Populous-- Just plain fun.

Breach 2-- A futuristic wargame where you control a squad of Space Marines. Much like "Aliens", only YOU control the Marines. Some serious enemy AI here. Comes with add-on mission disk.
Prime Time-- Parody of running a TV network.
Carrier Command-- An immense wargame. Command an aircraft carrier battle group against another carrier group. Can take WEEKS to finish.

Other Software:

Lots of 3-D graphics stuff. 2 years' back issues of STart, an Atari ST disk magazine.

Oh yeah:

2 joysticks, mouse, mouse pad, ALL documentation and cabling. Keyboard is built-in.

Reply via email to mg20@andrew.cmu.edu. Thank you.

Mike Greelish mg20@andrew.cmu.edu
No longer Carnegie Mellon University student. Now unemployed and looking for a job. Hope my account doesn't evaporate soon.
Spent 3 months off the net. Ahh, I can feel the juice in me again...

1286. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:20:09 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul1.152009.14397@iscsvax.uni.edu>
Source record: 203809

In article <20v2o2$no9@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>
> In a previous article, dmb@xbar.ai.mit.edu (David Baggett) says:
>
>>In article <20tjda$cn2@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>>Just think, if you were one of the few people that purchased Atari's stock
>>>at .50 a little over a month ago, you made yourself a bundle!
>>
>>Yeah, but it's about as risky an investment as you could find. If
>>they'd passed the 10 to 1 reverse split, for example, you'd probably
>>now be holding a tenth as many worthless shares. (I've seen companies
>>destroy their stock by reverse splitting. The stock will soar for a
>>day and then settle back down to its original price, thereby quickly
>>decimating stock value. The Tramiels should thank their lucky starts
>>it was voted down.)
>>
>>Dave Baggett
>
>
> For one thing, the company changed its position the last minute and advised
> all stockholders to vote against the reverse stock split.
>
> Another thing to remember is that Jack Tramiel owns 48% of the stock so
> really, other shareholders have no say so in what happens with the company.
> The other 5% is held by the other Tramiels.
>
> The fact that "shareholders did not approve" is really cute since it is
> really ONE shareholder that did not approve--Jack.
>
> What usually happens with stock is that an announcement is made such as
> a 64-bit video game system. The stock shoots up by $3 or $4 (I expected
> it to be $5 or $6 by now) and then after all the excitement is over
> with, the stock goes down by a $1.00.
>
> The stock will still be up there pretty high. Especially with Atari stock
> because people think that Atari will reclaim their video game crown
> with the 64-bit video game system with sales in the billions.
> They of course have no hope of getting sales into the billions until late
> 94 or late 95.

Not a chance...Remember the Lynx, it was technicaly superior to the lame boy,
but which one sold the most.....Remember History tends to repeat itself....

>
> And really, I thought it was kind of foolish to begin with that Atari would
> even propose the reverse stock split. As soon as they announced the
> Jaguar, you have to be crazy to think it wouldn't go up. A 64-bit video
> game system????
>
>>
>
> --

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>

1287. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:23:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jul1.172311@helix.nih.gov>
Source record: 203811

In article <1993Jul1.145527.5317@lamont.ldgo.columbia.edu>,
marra@lamont.ldgo.columbia.edu (john marra) writes:
|> Can anyone recommend a fortran compiler for the ST? I saw a
|>reference to a source called Absoft. Who are they?

Absoft has a Fortran compiler out for the Mac; don't know
about the ST version. I have the compiler from Prospero,
which seems to mostly work, and has decent GEM bindings.

1288. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:48:05 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20vm2lINN1b7@life.ai.mit.edu>
Source record: 203818

In article <1993Jul1.100404.12198@news.cs.indiana.edu> "Paul Purdom" <pwp@cs.indiana.edu> writes:
>dmb@xbar.ai.mit.edu (David Baggett) writes:
>>I've seen companies
>>destroy their stock by reverse splitting. The stock will soar for a
>>day and then settle back down to its original price, thereby quickly
>>decimating stock value.
>
>I expect that you are mixing up cause and effect. Companies don't do reverse
>splits unless they are in trouble. Companies that are in trouble often get in
>worse trouble.

The point is that the split doesn't have the desired effect (which is to raise the price to a "reasonable" level by decimating the number of shares). Instead, the price goes up to a reasonable level for a short time, and then settles back down to what people have in mind is the "real" price, which in Atari's case would be a buck or two. This is over a matter of days, so the cause-effect relationship is clear.

I've only seen a reverse stock split once before, so I don't know if this scenario is typical. Having this anecdotal evidence alone makes me wary of a reverse split, though.

>When the price gets down to $0.50 per share it is impossible to have small
>movements in the price.

Percentage-wise, no.

BTW, Atari was up above $5 this afternoon (Thursday), which would make a pretty awesome return on a purchase at $.50 a share. I don't know what it closed at.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1289. CyberHome Systems BBS Access

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:53:26 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <741568910.0@cyberhm.royle>
Source record: 203825

Anyone who wants to have *UseNet* access, and *Internet Email*
facilities, log into [>~CyberHome~<] for the BEST service around!
Only * 10 UK POUNDS * a year for UseNet NewsGroup Access ... drop into
stuff like comp.sys.atari.st, comp.binaries.atari.st, talk.environment,
alt.save.the.earth, rec.pets.cats.... etc, etc...

The list of available areas is about 130K long, one to a line, and
is
on [>~CyberHome~<] for download....
GOLD access users can order the areas they want.... drop in and
find
out more!!

THE _B_E_S_T_ SERVICE around!! UK (0270) 583287

UUCP feeds, FTN point Access and Pre-Packed QWK also available.

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

1290. What's the TeX thing in c.s.atari?

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:54:09 UTC
From: psthomas@nyx.cs.du.edu
Message-ID: <1993Jul1.215409.8258@mnemosyne.cs.du.edu>
Source record: 203814

I couldn't help but to see the letters "TeX" in comp.sources.atari...
Has anybody used that program? Would anybody care to share their opinion
of it?

Thanks.

Patrick

1291. Re: Atari hits $5.00 (looking to go higher)

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 21:54:44 UTC
From: dmb@case.ai.mit.edu
Message-ID: <20vmf4INN1g0@life.ai.mit.edu>
Source record: 203819

In article <20v34d$o72@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Atari's stock has hit $5.00 today and it seems like it may be going
>higher. I guess we will have to see where it goes.
>
>Well, at least I feel safe that if it hits ceiling is $5.00, it shouldn't
>go below $4 for at least a couple of months.

Wanna bet? :) I'll bet you the value of a share that it'll be below
$3 by next Friday. :)

This would have been a great wave to ride, but I think that it's over.
(For now.) Unless the Journal runs something on Atari's rally
tomorrow, I can't see how this kind of frenzy could continue. Big
traders are like lemmings...

Those who are looking to gamble might consider picking up some ATC when
it gets down to a buck or so, between now and the time the Jaguar
actually hits the stores. When it does hit the stores, (if it does so
without undue delay and QA difficulties) you can bet there will be
another big spike.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1292. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 22:07:05 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.390872@cix.compulink.co.uk>
Source record: 203815

```
>I'm looking for is called Spelunker.
This was an 8bit game wasn't it? I've never heard of it eing released
on the ST
--------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

1293. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 22:10:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul01.221035.11788@rchland.ibm.com>
Source record: 203816

In article <20v2vg$o1v@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>
|> In a previous article, tpp@cbnews.cb.att.com (Grue) says:
|>
|> >In article <memo.388745@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
|> >>
|> >>
|> >>In article <1993Jun30.101909.4649@arizona.edu>, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
|> >>>Atari was the big gainer on ther AMEX exchange yesterday, up 5/8 to 3.0.
|> >>>It seems somebody thinks the deal with IBM is pretty good.
|> >>
|> >>A cynic would be asking one or two questions about now... one of those
|> >>questions would be 'oh, I wonder why the Atari stock rose so sharply
|> >>over the past month - could it have anything to do with news of the
|> >>IBM collaboration having been told to the right people before time?'
|> >
|> >But an intelligent person would do some investigation and find out that the
|> >"sharp rise" began with the official press release regarding the Jaguar. Before
|> >that, the stock was just above 1. It then proceeded to push 3, then ease back
|> >to just under 2 before settling about 2 3/8. Then the IBM news...
|> >

And then the super-jump in stock... The stock wasn't going to be
too high by ATARI's Jaguar announcement alone...

|> >>
|> >>ATB,
|> >>
|> >
|> >Tom
|> >
|> >--
|>
|>
|> By the looks of it, nobody took Atari's previous Jaguar 64-bit video game
|> system announcement SERIOUSLY until IBM was involved.
|>
|> >
|>
|> --
|>

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
don't e-mail me -> I don't have a valid address nor can I send e-mail

1294. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 22:15:58 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Jul01.221558.27996@rchland.ibm.com>
Source record: 203817

In article <1993Jul1.152653.6479@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
|> In article <20v2vg$o1v@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>
|> > By the looks of it, nobody took Atari's previous Jaguar 64-bit video game
|> > system announcement SERIOUSLY until IBM was involved.
|>
|> Do you blame them? Atari has absolutely no credibility at this
|> point. That is exactly what they needed to make the jaguar thing
|> fly. What better way to gain credibility than to sign a high
|> profile manufacturing agreement with a deep pocketed multibillion
|> dollar firm?
|>
|> I didn't touch Atari's stock until I saw the announcement concerning
|> Big Blue's involvement.
|>
|> Cheers,
|>
|> Chris

Totally true Chris, ATARI solved a couple of problems by getting
along with IBM:

*Jaguar vaporware label
*Quality assurance
*Distribution
*Mass-manufacturing

Before the IBM announcement, ATARI is just too well known for
vaporware type things. Kudos to them since they'll have substance
now. The biggest ATARI obstacles now will be:

*Software development- must be unique products that truly
take advantage of the Jaguar. You
could have typcial me-too products too
wich are ever popular, but you need
cool software to differentiate from the
Genesis and SNES markets.

*Marketting - one of ATARI's weakest points right now. But they
have a good chance if they develop a couple of
excellent software titiles and hype their
system as '64-bit power'.

Imagine:

"Sega claims they are the 16-bit leader in game technology.
Atari agrees. Today Atari presents their 64-bit game machine: Jaguar"

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<<
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
don't e-mail me -> I don't have a valid address nor can I send e-mail

1295. Looking for .ESM format

Newsgroup: comp.sys.atari.st
Date: 1993-07-01 23:06:38 UTC
From: alex@falcon.demon.co.uk
Message-ID: <741567998snz@falcon.demon.co.uk>
Source record: 203821

The title says it all really... does anyone have any docs on the .ESM graphic file format they could mail me?

--
Alex Kiernan
alex@falcon.demon.co.uk

1296. MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 01:09:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C9IJ8G.17y@sdf.lonestar.org>
Source record: 203863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I noticed a new version of GCC has been released 2.4.5 or something like that. The MiNT version is about half the size of the TOS version. Is the MiNT version missing something?? I mean, if I get the MiNT version will there be any reason for getting the TOS version? The reason I ask is that I can only get 1MB a day, and GCC for TOS is over 1MB, for MiNT it isn't.

Is the new MiNTLIB (binary) released? What's the full name and path at a.a.u.e.

Has anyone gotten MiNT1.04 to load XFS drivers?? I can't get to the desktop or even get the drivers to load with 1.04, but .95 works fine.

Has the new MINIX.XFS driver been released (binary). I compiled the source for the last one and it was SLOWER than the last one. In fact, someone said that MINIX filesystem was faster than TOS and I've found it to be MUCH slower. I have problems with some programs (compiled in GFA of course) and the MINIX filesystem, but not the RAM disk filesystem, and both are long filenames.

I was thinking of modifying the RAM filesystem to use the BLiTTER to do its memory copy functions, and maybe speed it up that way (make faster than the blazing it already is, much faster and more compatible than any other RAM Disk I've used). I wish I could make it fragment RAM less.

What are the rules on stack sizes for GCC that are 0 or negative?? What do those mean??

Has MultiTOS been released? I mean can I buy it from the local dealer (US). Also, someone told me that the falcon doesn't need GEM.SYS and MultiTOS would work just fine without it because the built-in GEM and GEM.SYS are identicle. Is this true? If so, then why load the GEM.SYS and waste over 200K?

Any help would be greatly appreciated. Ever notice that I do this about once every 2 weeks?? Oh well.

Oh, for anyone interested. GEMDOS and MS-DOS use th same function numbers. Weird huh? I just found that out.

1297. Re: Please recommend BACKUP software.

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 01:59:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.7E6GintUI0o@semprini.tdkcs.waterloo.on.ca>
Source record: 203839

In <3222@tekgen.bv.tek.com>, Robert Luneski writes:
> In article <H.ea.ppralOgdYeE@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> >DiamondBack II is available from Oregon Technologies for about $70 (I
> >think)... Well worth the $$$!
>
> That's Oregon Research and the retail price of Diamond Back II is only $49.95
> :-)

Sorry Bob! Obviously, I haven't had to call for tech support! :-)

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

1298. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 02:28:40 UTC
From: sourada@iastate.edu
Message-ID: <gen_741580107@iastate.edu>
Source record: 203829
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

*WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
*BOOKS What books are available for the Atari ST?
*DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
*TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
*PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.05.05
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

('Suspened' from publishing...)

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany,
Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format

back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number

of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm to 8-9 am LOCAL time. LOCAL time means local to the computer you are accessing! For example, 4 P.M. in Minneapolis, Minnesota is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New York.

2. Once you connect, issue the following commands at your FTP prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/atari/umich.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that might be of use to Atari ST users. Please send me addresses for the blank ones on this list. See also IAAD, it lists many more companies that are not on this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)

508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)

213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
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GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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Double Click Software HiSoft
P.O. Box 741206 The Old School, Greenfield
Houston, TX 77274-1206 Bedford, England MK45 5DE
713 977 6520 (fax jack) +44 525 713716 (fax)
713 977 6520 +44 525 718181
GEnie: DOUBLE-CLICK GEnie: HISOFT
CIS: 75300,577 Cat3 Top11,14,15 / Cat2 Top30
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Oregon Research Associates MS Design
16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
Tigard, OR 97224 Urbana, IL 61801
503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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72 Shades Crest Road The Old School, Greenfield
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205 942 8390 (fax) +44 525 713716 (fax)
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Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

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WizWorks! Medical Designs Software
P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER
Cat7 Top5 BBS: 206 479 2157

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606 W. Cross Street 2800 John Street, Unit 15
Woodland, CA 95695 Markham, Ontario Canada L3R 0E2
916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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754 N. Bolten Avenue 96 Hoyt Street
Indianapolis, IN 46219 Kearny, NJ 07032-3311
317 231 4158 (fax) 201 998 0932 (fax)
317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
Canoe Computer Services DragonWare Software Inc.
GEnie: A.RIDLEY1 P.O. Box 1719
Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

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Strata Software Software Development Systems
94 Rowe Drive 996 Redondo Avenue, #404
Kanata, Ontario Canada K2L 3Y9 Long Beach, CA 90804
613 591 1922 (fax) 310 987 2205 (fax)
613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
BIX: e rosenquist CIS: 71760,2140
Cat17 Cat2 Top39

Lee Seiler Nevin Shalit
Lexicor Step Ahead Software, Inc.
415 453 0271 496-A Hudson Street, Suite F39
GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S

Cat6 Top23

David M Small Carl Stanford
Gadgets by Small, Inc. MS Design
40 West Littleton Blvd., #210-211 611 West Illinois Street
Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

John Stanley Chuck Steinman
DynaSoft Systems DataQue Products
4157 Lyndale Avenue South P.O. Box 134
Minneapolis, MN 55409 Ontario, OH 44862
612 825 4215 419 529 5197 (fax)
GEnie: JLS 419 529 9797
Internet: jls@dynasoft.mn.org GEnie: DATAQUE.1
CIS: 71777,3223
Delphi: DATAQUE

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Lougheed Mall Postal Outlet Rockford, IL 61101
Burnaby, B.C. Canada V3J 7W2 815 968 6888 (fax)
604 420 6266 (fax) 815 968 2228
604 444 4424 GEnie: CRAIG.S.THOM
GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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JMG Software International, Inc. Missionware Software
892 Upper James Street 354 N. Winston Drive
Hamilton, Ontario Canada L9C 3A5 Palatine, IL 60067-4132
416 575 0283 (fax) 708 359 9565
416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
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Melinda Turcsanyi Ralph Turner
MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

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Double Click Software Taylor Ridge Books
P.O. Box 741206 P.O. Box 78
Houston, TX 77274-1206 Manchester, CT 06040

713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
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Cat30

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P.O. Box 45 3236 Velma Drive
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216 539 5623 213 876 7704
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Cat7 Top13 Cat4 Top12

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Rockford, IL 61101 815 968 6888
815 968 6888 (fax) GEnie: S.WHITNEY
815 968 2228 Cat13 Top14
GEnie: DOUG.W
ICD RT

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P.O. Box 350 One Technology Drive, Bldg 1E, Suite 301
Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: 93.05.02
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
Eugen Bauknecht (eugen@hpbbi4.bbn.hp.com)
Ate Brink (ate@cs.ruu.nl)
Kevin Busby (kevinb@syma.sussex.ac.uk)
Michael Clark (clarkmi@prism.CS.ORST.EDU)
John Cummins (cummins@osuunx.ucc.okstate.edu)
Jean-Etienne Doucet <doucet@laas.laas.fr>
Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)

John Henders (jhenders@jonh.wimsey.bc.ca)
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca)
Graham Higgins
John Hutchinson (hutch@bellman.lanl.gov)
Stephen Jacobs (saj@chinet.chi.il.us)
Michal Jaegermann (NTOMCZAK@vm.ucs.ualberta.ca)
Eric S Johansson (esj@harvee.billerica.ma.us)
Ed Krimen (ekrimen@wet.com)
Mark Lavi (markjl@pub2.bu.edu)
Mark Leair (aa338@Cleveland.Freenet.edu)
John Langner
J.J. Lehett (JJL101@psuvm.psu.edu)
Jari Lehto
Sam Marshall (samm@aisb.edinburgh.ac.uk)
Don Maple
Darryl May
Frederic Mora (mora@geocub.greco-prog.fr)
Erlend Nagel <wmtwen@urc.tue.nl>
Michael Niermann (Michael.Niermann@arbi.informatik.uni-oldenburg.de)
Thomas Omerzu (omerzu@quando.quantum.de)
Piet van Oostrum (piet@cs.ruu.nl)
Brian Peterson (brianp@netcom.com)
Alan Pratt
Laurenz Pruessner (spoil@cs.tu-berlin.de)
James Reno (James_Reno.Wbst129@xerox.com)
Eric Smith (ersmith@netcom.com)
Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
Quit it!

1299. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 02:28:45 UTC
From: sourada@iastate.edu
Message-ID: <soft_741580107@iastate.edu>
Source record: 203830
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

*WEL Welcome to comp.sys.atari.st
*ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
*MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
*GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
*PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==========
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN

FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:

Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

```
user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>
```

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program

that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
Quit it!

1300. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 02:28:49 UTC
From: sourada@iastate.edu
Message-ID: <hard_741580107@iastate.edu>
Source record: 203831
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

*WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130 ST	8	/1	1.0	M		Never marketed
260 ST	8	/5	1.0	M		
520 ST	8	/5	1.0	M		
520 ST+	8	1	1.0	M		
520 STm	8	/5	1.2	M		
520 STfm	8	/5	1.2	FM		
1040 ST	8	1	1.0	FM		
1040 STf	8	1	1.2	F		
1040 STm	8	1	1.2	M		
1040 STfm	8	1	1.2	FM		
Mega 1	8	1	1.2	F	MB	

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
Quit it!

1301. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 04:51:25 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jul02.045125.17521@yuma.ACNS.ColoState.EDU>
Source record: 203824

In article <1993Jul1.172311@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <1993Jul1.145527.5317@lamont.ldgo.columbia.edu>,
>marra@lamont.ldgo.columbia.edu (john marra) writes:
>|> Can anyone recommend a fortran compiler for the ST? I saw a
>|>reference to a source called Absoft. Who are they?
>
>Absoft has a Fortran compiler out for the Mac; don't know
>about the ST version. I have the compiler from Prospero,
>which seems to mostly work, and has decent GEM bindings.
>
Yes, Absoft did have a Fortran compiler for ST sometime ago, but I don't know if they are still support it or not. In fact I have a copy sitting right in front of me (original not copied), used it a few time and seems to be reasonable , the Prospero one has advantage of interface with other Prospero language which has C and Pascal for ST. I don't have any of Prospero one so can't comment on those. The Prospero also seems to drop out of US market, haven't seen their Ad for somtime now.

Tang

1302. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 07:05:40 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Jul2.070540.8804@mnemosyne.cs.du.edu>
Source record: 203826

In article <1993Jul01.221558.27996@rchland.ibm.com>
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> ... ATARI solved a couple of problems by getting along with IBM:
> *Jaguar vaporware label
> *Quality assurance
> *Distribution
^^^^^^^^^^^^
I don't know why everyone seems to zero in on this one; all this means is that IBM will be shipping it to stores; probably nothing more than this; Atari's past problems with distribution is because of the use of offshore factories; I doubt IBM will be -marketing- them for Atari...

> *Mass-manufacturing
^^^^^^^^^^^^^^^^^^
I would be curious to find out -exactly- how this deal came about; was the IBM factory (BTW, a state of the art place) sitting so idle, and IBM doing so poorly (at least stockwise) that they gave Atari some real sweetheart deal that they couldn't refuse? Something is -really- going on here...

> Before the IBM announcement, ATARI is just too well known for
>vaporware type things. Kudos to them since they'll have substance

I dunno; the whole stock thing is voodoo; Atari with IBM is almost like a blind rider on a lame horse; scary...

> The biggest ATARI obstacles now will be:
> *Software development- must be unique products that truly
> take advantage of the Jaguar.
> *Marketting - one of ATARI's weakest points right now.

Both points are absolutely true; finally, someone around here that understands marketing; if -I- were Jack T. I would cash in some stock, pay whatever it would take to get (let's say) 500,000 units of product (Jaguars) ready for delivery (let's say) Nov. 1, 1993; and spend a few bucks on a junket for the top dozen or so retail chain buyers in the US and sell the suckers THIS year.

Atari has -always- seemed to have troubles with marketing, and market timing; always too little too late to really compete...

> "Sega claims they are the 16-bit leader in game technology.
> Atari agrees.
> Today Atari presents their 64-bit game machine: Jaguar"

Man, I love it... "The CAT is here..."

Don't get me wrong; I am pure Atari through and through (one of the last 800s ever made; my 1040STF is serial number 84!); I am a two decade veteran of personal computers, and Atari (with some help) has always had what I consider to be the best environments, and bang for the buck.

But yeeesh... The doomsayers and the Atari Rulez people around here have got it all wrong; Atari is a (for all intents and purposes) is a privately controlled company; the stock prices don't mean anything; IBM will not really have a vested interest in whether Jaguar succeeds; the deal is -valued- at $500M over 3 years; that doesn't mean $500M will exchange hands; and yes, Atari makes good product, they just never have known how to market them; as long as Atari has a nice niche market for the computers (seemingly musicians and hobbyists) and for the game machines (which Jaguar -could- provide) Atari will be around.

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \
rcarter@nyx.cs.du.edu \ Are you sure -you- would pass a Turing test?

1303. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 07:40:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.074022.11467@gumby.cc.wmich.edu>
Source record: 203827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <20ivhjINNkcp@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
> Were in the USA can I buy a ICD AdSCSI host adapter cheap..??

Toad has them at (410) 544-6943, or FAX at (410) 544-1329.
For around $100 US.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1304. Re: Help with Desktop Replacement

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 08:28:34 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.082834.12266@gumby.cc.wmich.edu>
Source record: 203828
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Jun30.095207.1@vaxc.stevens-tech.edu> skolodzi@vaxc.stevens-tech.edu writes:
> I started to write a desktop backgrond replacement program and ran into
> problems, I am looking for help.
>
> I was tring the simple minded idea of using a wind_set(W_NEWDESK,...)
> to replace the defualt desktop. This does not work totally. What I get

Your analysis that the desktop icons are contained in the desktop's object tree, and therefore not drawn in your tree, are correct. W_NEWDESK is not the solution you're looking for.

There are only 2 ways to accomplish this, that I can think of, and both are messy (maybe there are other ways that I can't think of?).

The first way would involve patching information into the desktop's object tree structure, either to change the BOX attributes or convert it to a G_PROGDEF for more flexibility. There are 2 problems: one is in locating the structure, the other is in modifying memory that you don't own under MultiTOS.

The other involves trapping the VDI area fill call, that you described in your article. This seems to me to be a "safer" approach.

I'm sorry I can't be more help. I believe a similar question was asked recently on GEnie, and the Atari response was "there's no legal way". Maybe Eric will jump in with better information.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1305. Colour Drivers for NX1000C..

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 09:54:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2110jqINNk9s@golem.wcc.govt.nz>
Source record: 203833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

********** STAR NX1000C Drivers... ************

Hi I have this Colour Printer A STAR NX1000C I think its also called by another name, (NL10C)..??

But I would like to find some Colour Drivers for it, for say 1stw+, Degas, and what ever..

This is not my Printer but I am trying to help some one that was sold this by a Bad Atari dealer, with out No Support at all, but that was some years back, it has never worked with the Atari al all...

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1306. Re: Atari hits $5.00 (looking to go higher)

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 09:54:30 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2110km$3lp@email.tuwien.ac.at>
Source record: 203832

In <20vmf4INN1g0@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

> In article <20v34d$o72@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
> >Atari's stock has hit $5.00 today and it seems like it may be going
> >higher. I guess we will have to see where it goes.
> >
> >Well, at least I feel safe that if it hits ceiling is $5.00, it shouldn't
> >go below $4 for at least a couple of months.

> Wanna bet? :) I'll bet you the value of a share that it'll be below
> $3 by next Friday. :)

What are you going to eat this time? ;-)

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

1307. Off-topic Q: stock prices @ news/ftp?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 10:59:02 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.71@cipserv1.physik.uni-ulm.de>
Source record: 203835

Greetings!

I know, this is a little off topic, but with all the mentions of Atari
stocks I'd ask just for curiosity:
Is there a newsgroup or a ftp-site that carries and updates market stocks in
more or less real-time?
I'd just love to see Atari stocks go up and up and bite my ass for not
jumping on that 1000%-profit-train when it was time to do...

P.S.: BTW, does anyone of you know, where the name "Atari" does come from
at all?
I know of "Hatari", which means in some African language "Danger, Warning!"
or something. Is it the same?

Ciao, Elmar

/--\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|Elmar.Vogt@physik.uni-ulm.de|vogt@sunrise.e-technik.uni-ulm.de |
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |VIS VISCERIS, NON FERRO FERTUR (T. Doom)|
\--/
>>> Please Note New Post Code "89069 Ulm" <<<

1308. IBM Production of Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 11:03:18 UTC
From: tony@hpqtdya.sqf.hp.com
Message-ID: <C9JApK.Cyx@hpqmoea.sqf.hp.com>
Source record: 203834

[No readable article body recovered]

1309. IBM Production of Jaguar (Take #2)

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 11:31:45 UTC
From: tony@hpqtdla.sqf.hp.com
Message-ID: <C9JC0y.DpE@hpqmoea.sqf.hp.com>
Source record: 203836

My first posting of this article goofed. My apologies. However, after some testing I think I've solved the problem.... On with the post :

Reading all this discussion about the Jaguar, I'm confident that Atari have finally got their hands on a winner. Over the last few years, poor quality control and production have done that a lot of harm.

I'm no great fan of the PC architecture decision IBM made all those years ago, but an area where IBM really excel is in their production. The automated equipment which they use in their own factories is sold to other companies, and is highly regarded.

One thing that is still impressive about the old 8-bit machines (I'm talking pre-XL/XE here) was their bulletproof build quality. Our old 800 will be ten years old in a couple of months, and it's never failed in any way. If the IBM assembled Jaguars are as well screwed together, Atari should be able to shake off the 'cheapo' tag.

My ST will be due for replacement soon, and I would have considered buying a Falcon had a shipped at the right time - and a better price. Now, however, I can buy myself a Mac or a Power PC (shipping in early '94) for the serious work, and buy a Jaguar as a home console.

There's no question about it. The company that gave us 'Star Raiders' nearly fifteen years ago could dominate again. If they get the marketing right....

Here's hoping.

Tony.

1310. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 12:47:15 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul2.124715.24382@apgea.army.mil>
Source record: 203848
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Jul1.151543.14396@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>In article <20q43j$ff5@email.tuwien.ac.at>, nino@vmars.tuwien.ac.at (Marinos Yannikos)
writes:
>> In <LANCER.93Jun29134506@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis
Foskett) writes:
>>
>> [...]
>>> This is really good news for Atari since IBM has strong distribution
>>> channels... I am now reconsidering my opinion that the Jaguar would
>>> be DOA due to inadequate marketing and distribution...
>> This is also good news for Atari, because as far as I know they don't
>> have any large production facilities left - and because IBM *are* IBM,
>> and I don't think they'll be fooling around instead of producing the
>> Jaguar when it's due!
>>
>>> It sounds like a good machine, so it deserves a fair chance in the
>>> market, and this IBM deal sounds like that chance!
>> Sounds like Atari Corp. saved its skin one more time... Could be a big
>> succes, let's hope so!
>
>Unless 3DO stomps the Jaguar...Remember Atari not IBM will need big bucks to
>advertise it and Atari does not have it...

Well, at $700 a pop, I doubt 3DO will stomp anything but the companies that
support it.
Side note, when the Sega genesis came out in 89, it was almost a full year
before any major advertisement was started. And the system was still selling
like hot cakes that first year. (I bought mine for $220)
I think the Jag will do well no matter what, so long it is in the stores with
a descent supply of games.
Remember, the Genesis is almost a 5 year old system, about the same age of
the nintendo when the genesis came out. The place is read for the next step.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1311. Re: $4.12 and continuing to go up???! Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 12:56:02 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul2.125602.26849@apgea.army.mil>
Source record: 203849

>
>Not a chance...Remember the Lynx, it was technicaly superior to the lame boy,
>but which one sold the most.....Remember History tends to repeat itself....

Yes but keep these in mind:
1. Atari didn't make the lynx, Epyx did. And atari OVERPAID for it. And
when Epyx went out of business, atari wasn't really ready to make games
for it. So it was several months before games came out for it on a regular
bases
2. The lynxs was selling for $160+ and the Game boy was 70+. Which one
would you buy for you kisd at home.
3. Nintendo had THE name reconition back then. Anything with their name on it
sold. Today, nintendo is a distant second. Atari's concern is the Genesis
by Sega.
4. History has yet repeat itself in the video game industry.
from 77 till 83, Atari rules
from 84 till 85 (my guess) Colleco
from 86 till 89 Nintendo
From 90 till present Sega.
Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1312. Re: Looking For Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 13:59:15 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.393228@cix.compulink.co.uk>
Source record: 203843

In article <1993Jul1.150909.16808@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article rk5@uk-usenet.UK.Sun.COM, craig@nomad.uk.sun.com (Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio) writes:
>>Er, Where can I get a GEMulator and how good is it. I have a 486DX-33 and and
>>Atari STF with 4mb, but would like to ditch the atari now.
>>
>>Craig
>
>Well, contact any of the larger software houses in the UK and they should be able
>to help you. I know that the Gemulator is being sold over there, I'm just not
>sure exactly where. You could always buy one direct from the US supplier which
>is Purple Mountain Computers, 15600 NE 8th St., #A3-412, Bellevue, WA 98008, USA,
>phone (206)399-8700. I don't know if they have a fax. Better yet, contact the
>Gemulator Developer, Darek Mihocka, at darekm@microsoft.com and ask him who his
>UK distributor is. I'll bet he knows. :)
>

UK Distributor: ST Club, 2 Broadway, Nottingham, NG1 1PS
+44 602 410241

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

1313. XWindows availability info request

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 14:00:45 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Jul2.140045.1909@ncsu.edu>
Source record: 203837

I would like to get my TT to run an XWindows server and communicate over Ethernet (TCP/IP) at the university, here. Does anyone here have any recommendations on hardware/software? Or does anyone know of US distributors for such products?

I have seen Michael Gehret's X/software mentioned in X11/contrib/XServers-NonUNIX.txt. Are there any others, now? And which Ethernet card would people recommend?

Thanks in advance. (I will try to compile info for anyone else interested)

--

++@++++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++

1314. looking for hawaiian guy who sold me a MagicSac!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 14:47:52 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jul2144752@ramanujan.WPI.EDU>
Source record: 203751

I'm looking for a guy from Hawaii who sold me a MagicSac+ and two games! If this isn't you, please don't bother reading...

I just got my check back in the mail! I guess there was some problem with the address or postage (it doesnt say...). Please contact me again and tell me the best way to send you a check in the mail. Is there some special postage rate to send to Hawaii? Also, please send me your address again since I guess I got it wrong...

You were great to deal with and I'm happy with what you sent me, so I feel I should track you down to pay you! :-)

thanks,
.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

1315. Re: Off-topic Q: stock prices @ news/ftp?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 14:48:20 UTC
From: kennyy@bnr.ca
Message-ID: <1993Jul2.144820.19405@bmers145.bnr.ca>
Source record: 203838

Oh my god! I can answer a question in c.s.a.st! This is a first...
(probably a last...)

ELMAR VOGT (vogt@cipserv1.physik.uni-ulm.de) wrote:

: Greetings!

: I know, this is a little off topic, but with all the mentions of Atari
: stocks I'd ask just for curiosity:
: Is there a newsgroup or a ftp-site that carries and updates market stocks in
: more or less real-time?

I know of no FREE newsgroup or ftp-site which carries any stock information.
There is a news service provided by ClariNet which does carry this information
for a subscription fee. Sorry, don't know their phone number, but one of
their employees used to moderate rec.humor.funny a while ago. The news
service is internet-based, I think.

: I'd just love to see Atari stocks go up and up and bite my ass for not
: jumping on that 1000%-profit-train when it was time to do...

: P.S.: BTW, does anyone of you know, where the name "Atari" does come from
: at all?
: I know of "Hatari", which means in some African language "Danger, Warning!"
: or something. Is it the same?

'Atari' is the word for capture used in the Japanese game of go. When you
capture the opponent's stones, you yell 'atari'!

Kenny Yan. kennyy@bnr.ca
The above is not a BNR opinion/view/comment/press release.

1316. Atari STe and s/w for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 15:02:41 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Jul2.080241.1085@batman.bmd.trw.com>
Source record: 203880
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I have the following for sale:

1040 ST $100
Has 68000 in socket, internal clock(needs battery)
No problems

1040 STe (1 meg) $350
No Problems

SC1224 color monitor $175
Original (circa1985) no problems

Gemini 10X printer $50
No problems

Would prefer it to go as a package, ie won't sell monitor until CPUs are gone. STe with monitor and printer for $500. Shipping not include. No reasonable offer refused.

Have the following software for the ST:

LaserC $40
LaserC Debugger $20
WordPerfect $35
Printmaster $10
Regent Base (database) $15
EZ Calc (spreadsheet) $10
Copy II ST $5
COLR Object editor $3
Disk Doctor $5
All Start mag Disks $20

Games:

Shanghai $15
Battle Chess $15
Leather Goddess of Phobos $8
Winnie the Pooh $8

Again shipping not included. Software can be had for a greatly reduced price if purchased with a packaged computer deal above.

NO REASONABLE OFFER REFUSED.

Jim Harres
email jharres@batman.bmd.trw.com
voice 801-876-3118 (eve and weekends)

801-774-7869 (days)

1317. Z-net, AEO. Are they still around?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 15:28:32 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <C9JMzK.HnL@dnsserv.go.dlr.de>
Source record: 203840

I have not received any AEO or Z-NEt posts for a while.
Are they still being sent out, if so, can someone remind me
how I subscribe to them?

I must admit Ive forgotten how I orriginally got them :-)

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

1318. Re: Atari hits $5.00 (looking to go higher)

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 16:02:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <211m5v$84o@usenet.INS.CWRU.Edu>
Source record: 203841

In a previous article, nino@vmars.tuwien.ac.at (Marinos Yannikos) says:

>In <20vmf4INN1g0@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>
>> In article <20v34d$o72@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>> >Atari's stock has hit $5.00 today and it seems like it may be going
>> >higher. I guess we will have to see where it goes.
>> >
>> >Well, at least I feel safe that if it hits ceiling is $5.00, it shouldn't
>> >go below $4 for at least a couple of months.
>
>> Wanna bet? :) I'll bet you the value of a share that it'll be below
>> $3 by next Friday. :)
>
>What are you going to eat this time? ;-)
>
>-MY
>
>--

I was going to say, "Don't push it Dave, you already are eating a Jaguar
for desert." :)

Len
>

--

1319. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 16:07:14 UTC
From: bill@mwca.UUCP
Message-ID: <2057@mwca.UUCP>
Source record: 203769

In <C9HyH6.2wzu@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:
>In article <sourada.741501500@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:

>>(BTW, does anyone know where they got the captial? Either I missed it or it
>>hasn't been mentioned yet...)

>The deal was 500M contract over a 3 year period or 166.67M / year

Frequently the dollar value of this sort of deal only reflects the maximum number of units which might be produced under the terms of the contract; in other words, IBM may have agreed to build "up to 5 million Jaguars" over the term of the contract; if Atari pays IBM $100 each to build these, it becomes a $500,000,000 contract (at least as far as press releases go), even though no money may ever change hands (if the Jaguar never gets released). Therefore, Atari would definitely not need a $500 million line of credit to make this sort of deal...
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

1320. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 16:41:08 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul2.104109.716@janus.arc.ab.ca>
Source record: 203770

In article <1993Jul1.145527.5317@lamont.ldgo.columbia.edu>, marra@lamont.ldgo.columbia.edu (john marra) writes:
>Can anyone recommend a fortran compiler for the ST? I saw a reference to
>a source called Absoft. Who are they?
>

I have Prospero's Fortran and it works fairly well. It's ANSI 77 and has a reasonable work environment though it appears to have problems with Warp9. If you need more information e-mail me.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1321. Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 16:50:51 UTC
From: gruber@austin.ibm.com
Message-ID: <C9Jqsr.1Izp@austin.ibm.com>
Source record: 203844

If anyone knows when is if not already is Multi_Tos available for the TT030 ???

And for how much ? And where can I get it ?

Thanks,
Scott

1322. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 16:54:07 UTC
From: wabe@ukc.ac.uk
Message-ID: <5144@eagle.ukc.ac.uk>
Source record: 203842

In article <1993Jul1.145527.5317@lamont.ldgo.columbia.edu> marra@lamont.ldgo.columbia.edu writes:
>Can anyone recommend a fortran compiler for the ST? I saw a reference to
>a source called Absoft. Who are they?
>
I've been using the Prospero Compiler in its various Versions for years. In my opinion it is excellent - fully ANSI Standard and includes (in its latest versions) GEM and AES bindings. They don't supply GEMDOS bindings - but if you have GST's ASM assembler it is extremely easy to code them and make your own Library which is fully compatible with the GST linker used.

Prospero executable code is adequately fast (I've not come accross anything that beats it comprehensively on Floating point instructions - MIPS (if you like)). The code produced is not exactly small - but if you pack your progs with ICE or PFXPAK then they do become quite small.

One minor point to those with TOS 2.06. If you divide by zero or similar - Prospero Fortran gives you a form-alert with the option of continuing. This feature does NOT work on TOS 2.06. If you divide by zero you are "bombed" out of the program unceremoniously. Usually though it is fairly easy to safeguard against this. I should add that all else behaves _normally_ with TOS 2.06 - and you should not be put off buying the Prospero Fortran if you are in the market for a Fortran compiler.

Cheers,
W. Alan B. Evans

1323. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 17:08:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.2Ttmo70aAwQ@semprini.tdkcs.waterloo.on.ca>
Source record: 203786
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In <20qapt$s0i@elroy.jpl.nasa.gov>, Howard Chu writes:
> Atari might not be totally dead yet, but they could certainly be in for some
> mind-numbing changes if IBM is teaming up in any other ways...

They won't learn much about advertising (though IBM is actually getting
some out there unlike Atari), but maybe, just maybe, they'll learn about
customer support. IBM's support of their own products has been
incredible forever.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1324. Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 17:16:31 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.741633391@cwis>
Source record: 203845

I have a couple of quick questions. I just started using Gulam and I also wanted to try using TeX and Uniterm. At first, I couldn't get uniterm to run from gulam because I used

alias uni gem c:\uniterm\uniterm.prg

and it couldn't find the resource file. I replaced it with a command to switch directories, run the program, and then switch back to home. Well, it worked. But, I still can't get the uniedit.prg file to run, whether from the desktop OR gulam. What does this program do? And why does uniterm come with so many fonts? I don't see any options in the program to change fonts!

About TeX: I grabbed the Cs-Tex-4.0 files from a.a.u.e. and extracted all of the .lzh files from the .zoo files onto my hard drive. Then I run the install program and it only installs from floppy to hard drive, not hard drive to hard drive. How many hard drive users would want to use floppies in the first place? Is there a better way to install this?

By the way, what is the difference between a .ps file and a .dvi file?

CIAO!

1325. Re: IBM is going to manufacture the Atari Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 17:21:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Ofrn8WMFN9Q@semprini.tdkcs.waterloo.on.ca>
Source record: 203785
Cross-posted to: comp.sys.atari.st,rec.games.video

In <LANCER.93Jun29134506@ramanujan.WPI.EDU>, Stephe Lewis Foskett writes:
> ekrimen> In addition to assembling the Jaguar, IBM will be responsible
> ekrimen> for the component sourcing, quality testing, packaging and
> ekrimen> distribution.
>
> I wonder if this means we'll be buying "Atari Jaguars" or "IBM
> Jaguars" in stores... ie: if IBM handles the packaging and
> distribution, will it be labeled an Atari product? Probably...

It'll be the "Atari Jaguar"; NCR similarly builds/tests/packages
hardware for other companies.

This is a _very_ good thing for end-users; there'll be fewer hardware
"jokes" in the Jag with IBM doing testing and quality control than there
have been with Atari products (remember the MegaSTe DMA chip problems?).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1326. Re: Jaguar based computer?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 17:22:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.jt3eAsumCto@semprini.tdkcs.waterloo.on.ca>
Source record: 203787

In <20tjfb$crt@usenet.INS.CWRU.Edu>, Len Stys writes:
> In a previous article, only_bbs!King_Midas@under.mind.ORG () says:
> > The latest info I've heard on the Jaguar is that it has the
> >following: A custom 64-bit RISC processor, a custom 64-bit DSP (as
> >a subset of the main processor), 24-bit graphics, 2 megabytes of
> >RAM, and a 64-bit bus.
>
> Can you expand it to 4 megs of RAM?

You probably already know the answer to that... after all, it's an Atari
product.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1327. comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 18:21:38 UTC
From: lcoe@convex.com
Message-ID: <1993Jul2.182138.23589@news.eng.convex.com>
Source record: 203846

[No readable article body recovered]

1328. drive c: icon disappears

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 19:01:46 UTC
From: lcoe@convex.com
Message-ID: <1993Jul2.190146.3799@news.eng.convex.com>
Source record: 203847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

i am trying to install a mega20 on a 1040st.

i don't seem to be able to get the "C:" icon properly configured.

when i reboot the icon does not come back, yet it seems to have been
written okay into 'desktop.inf'.

also, the manual that i have is for a "SH Hard Disk Drive" (atari) and
the driver util floppy is marked "Advanced" HDI utils. i am not sure
that all of this stuff actually should play together.

any suggestions would be welcome.

thank you,

loren

1329. Re: Z-net, AEO. Are they still around?

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 19:10:46 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9Jx9y.8Cn@netcom.com>
Source record: 203850

In article <C9JMzK.HnL@dnsserv.go.dlr.de> RM4Y@DLRVMS.GO.DLR.DE (Wood, Victor) writes:
>I have not received any AEO or Z-NEt posts for a while.
>Are they still being sent out, if so, can someone remind me
>how I subscribe to them?
>
>I must admit Ive forgotten how I orriginally got them :-)

There is no more Z*Net. They've joined forces :-) with AEO.

The latest AEO was sent (by me) to atari.archive this past weekend. I
made mention of this after I sent it.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1330. FOR SALE: DYNACADD 3D Design Package

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 19:36:07 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <C9JyGG.EIB@cbnewsk.cb.att.com>
Source record: 203752

DYNACADD is an excellent, full-featured 2D/3D drafting and design package.
It supports a wide variety of operations, 4 user defineable views into a
3D part and DXF export capability. A great package for serious design projects
yours for $165.

Ron Wolenty
inuxy!wolenty

1331. Help! My ST is going insane

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 21:04:48 UTC
From: elvis@watserv.ucr.edu
Message-ID: <33607@galaxy.ucr.edu>
Source record: 203754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
My ST seems to be exhibiting some strange behavior these days, and I was wondering if anyone out there has some suggestions as to what might be the cause. The first (and older) symptom is that every so often when I move the mouse, one of a few keys will start to auto-repeat (generally ESC, 1 or 3). My ST also tends to think that the Shift or Alt key is still being held down after I let go. I think these may have to do with the D.E.K.A. setup I'm using, but unfortunately I don't have the option of using the old keyboard, seeing as my ST is in a tower case now. So I thought I would check if there was another known cause.
The other problem is that when I exit a program back to the regular desktop the number of windows that opens (for directories) is always one less than the number I went into the program with. I.e. if I go in with three directories showing, only two will open up when I exit the program. It doesn't do this with NeoDesk, but on occasion I need to work from the built in Desktop (TOS 1.4). It doesn't seem to do this if I boot off the floppy, but does anytime after the hard drive has come up to speed (even if I hold down Shift-Ctrl-Alt to go to the floppy instead), even when I have no auto boot programs. Could the boot program for my Supra drive interface be messed up? My machine also seems to crash a lot more now then it used to, so I'm wondering if this is the most visible symptom of a deeper cause.
Any help would be appreciated.

Andrew Cullum (elvis@watserv.ucr.edu)

1332. Minixfs pl5 source available ...

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 22:04:14 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul2.220414.7522@mnemosyne.cs.du.edu>
Source record: 203753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just sent Minixfs pl5 to atari.archive and ftp.uni-muenster.de . Several
bugs have been fixed as well as a few new features. It should now work with
Falcon IDE/TT SCSI drives with huge partitions (though this isn't tested by
me because I haven't got the things!). An asynchronous updater has been added,
it should speed things up quite a lot. It also compiles now under mintlib pl32:
I've replaced all the gratuitious typedefs !
Read the file docs/pl5.doc for more info.
I've also made the 'copying' restrictions a bit tighter. Nothing drastic
just no commercial use without permission and no binary redistribution (if you
can't compile it then leave it alone!).
Also I've given details of the ICD software problem with a small test
program. Hopefully this will clarify the problem. If someone with ICD boot
after 6.0.6 would try this program and see if the bug is still present I'd
be grateful.
Steve.

1333. Re: Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 23:28:32 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jul2.192832@helix.nih.gov>
Source record: 203757

In article <lombardo.741633391@cwis>, lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:
|> worked. But, I still can't get the uniedit.prg file to run, whether from
|> the desktop OR gulam.

I could never get it to work either; no clue, sorry. (both fine games)

|> About TeX: I grabbed the Cs-Tex-4.0 files from a.a.u.e. and extracted all of
|> the .lzh files from the .zoo files onto my hard drive. Then I run the install
|> program and it only installs from floppy to hard drive, not hard drive to
|> hard drive. How many hard drive users would want to use floppies in the first
|> place? Is there a better way to install this?

Apparently not; I tried the hard disk to hard disk install, and failed as well; I had to make those damn 8 floppies...

|> By the way, what is the difference between a .ps file and a .dvi file?

A .ps file is a PostScript file, and can be printed on any PostScript printer, or viewed with Ghostscript.

A .dvi file is the 'device independent' file produced by TeX, which requires further processing by dvips, or some other program to be converted to a device specific form. WARNING: these files can get rather large; it's often better to process directly to the printer, rather than to a file.

1334. MGIF 4.2 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-07-02 23:40:26 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C9K9rF.GvA@news.chalmers.se>
Source record: 203758

The latest version of MGIF has been uploaded to atari.archive and should
show up in the graphics directory soon.

New features:

MGIF now runs in any of the ST/Falcon bitplane modes.
As before it uses three flickering screens of black and white to simulate
four grey scales.
However, users of the Falcon030 can also run mgif in the 15 bit true colour
mode! MGIF will then display pictures F-S dithered with 32 grey scales.
This really looks good!

GIF89 files can now be read. At least the two I have found.

Rotation to any integer angle.

Better support for running MGIF in a window.

Normal TOS wildcards (as used by fsfirst/fsnext) can be given on the command
line. For example: a:*.gif a:\ds*.jpg e:\pics*.*

The latest version of the Independent JPEG groups library is used. This means
that JPEG files will load much quicker.
I've loaded a normal 640x480, 80k JPEG in 15 seconds on my Falcon.

+ lots of other things.

I'll upload the complete sources (except for the JPEG library) to atari.archive
in the near future. The sources compile under GCC 2.4.4 right now if you can't
wait, but will support Lattice C 5.52 and Turbo C 1.0 shortly.

Johan

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1335. Re: Atari hits $5.00 (looking to go higher)

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 00:15:50 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <212j3mINNl33@life.ai.mit.edu>
Source record: 203759

In article <2110km$3lp@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>> Wanna bet? :) I'll bet you the value of a share that it'll be below
>> $3 by next Friday. :)
>
>What are you going to eat this time? ;-)

Nothing but the usual stuff. (No comments from the peanut gallery!)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1336. :) [was Re: Atari hits $5.00 (looking to go higher)]

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 00:17:15 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <212j6bINNl3i@life.ai.mit.edu>
Source record: 203760

In article <211m5v$84o@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>"Don't push it Dave, you already are eating a Jaguar for desert." :)

:)

Atari still hasn't sent it to me, though! I can't imagine what's
causing the delay!

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1337. Re: IBM and Atari have teamed

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 00:20:51 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <212jd3INNl4h@life.ai.mit.edu>
Source record: 203761

In article <A32801@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>I'd like to have a VHS videotape of the first Public Jaguar Eating.
>
>Please mail to:
>[...]

Hey guys, if you get me a Jaguar in the near future, I will upload a
GIF of me eating it to atari.archive, Compuserve, and GEnie. This is a
real promise. :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1338. Re: Atari up some more.

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 01:18:11 UTC
From: rjung@netcom.com
Message-ID: <rjungC9KEAC.Drw@netcom.com>
Source record: 203762
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <1993Jul2.070540.8804@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>In article <1993Jul01.221558.27996@rchland.ibm.com>
>> ... ATARI solved a couple of problems by getting along with IBM:
>> *Mass-manufacturing
> ^^^^^^^^^^^^^^^^^^
>I would be curious to find out -exactly- how this deal came about; was
>the IBM factory (BTW, a state of the art place) sitting so idle, and
>IBM doing so poorly (at least stockwise) that they gave Atari some real
>sweetheart deal that they couldn't refuse? Something is -really-
>going on here...

IBM is out to diversify and contract itself to other people for more work. Atari had a job; IBM took it. Simple as that. The impression I have is that IBM was planning on doing this anyway, so it's hardly an act of desperation.

>> The biggest ATARI obstacles now will be:
>> *Software development- must be unique products that truly
>> take advantage of the Jaguar.
>> *Marketting - one of ATARI's weakest points right now.
>
>Both points are absolutely true; finally, someone around here that
>understands marketing; if -I- were Jack T. I would cash in some
>stock, pay whatever it would take to get (let's say) 500,000 units
>of product (Jaguars) ready for delivery (let's say) Nov. 1, 1993;
>and spend a few bucks on a junket for the top dozen or so retail
>chain buyers in the US and sell the suckers THIS year.

Problem is that, traditionally, Jack T. and the boys believe in advertising by word-of-mouth. I do not know how much of that policy is induced by insufficient capital, but one would like to think that Atari could and would market the bejeebers out of their products if they had the cash to do so.

On the other hand, Atari is going to roll out the Jaguar this year with some sort of "big press-conference" this fall; perhaps that is a chance to junket some retailers as well as introduce the product.

>> "Sega claims they are the 16-bit leader in game technology.
>> Atari agrees.
>> Today Atari presents their 64-bit game machine: Jaguar"

Too wordy. Off the top of my head, I'd suggest:

"64 bits. A leap beyond. The Atari Jaguar"

>But yeeesh... The doomsayers and the Atari Rulez people around here
>have got it all wrong; Atari is a (for all intents and purposes) is
>a privately controlled company; the stock prices don't mean anything;
>IBM will not really have a vested interest in whether Jaguar succeeds;
>the deal is -valued- at $500M over 3 years; that doesn't mean $500M
>will exchange hands; and yes, Atari makes good product, they just
>never have known how to market them; as long as Atari has a nice niche
>market for the computers (seemingly musicians and hobbyists) and for
>the game machines (which Jaguar -could- provide) Atari will be around.

One possible side-effect of the Atari/IBM deal is that it boosts retailer confidence in Atari. This _could_ encourage fence-sitting buyers to try to carry the Jaguar. "Well, IBM is backing them on this one, that shows some level of commitment"...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1339. Re: IBM and Atari have teamed

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 02:44:54 UTC
From: cliu@ocf.berkeley.edu
Message-ID: <212rr6$okr@agate.berkeley.edu>
Source record: 203763

In article <212jd3INNl4h@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <A32801@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>>I'd like to have a VHS videotape of the first Public Jaguar Eating.
>>
>>Please mail to:
>>[...]
>
>Hey guys, if you get me a Jaguar in the near future, I will upload a
>GIF of me eating it to atari.archive, Compuserve, and GEnie. This is a
>*real* promise. :)

If you get a Jaguar in the near future, I'll pay you money to break your promise and sell it to me!

I'll start the bidding at $150..... :-)

--Corey

1340. Re: Atari Software Near Hamilton, Ont.

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 02:56:05 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul3.025605.5570@mnemosyne.cs.du.edu>
Source record: 203764

roy@zooks.eng.mcmaster.ca (Roy Underhill) writes:

> Dear Atari Fans,

>I have run into the difficulty that I don't know where local dealers
>are. I live in Hamilton, Ontario. By local, I will settle for
>anywhere within a couple hours drive, since I will likely pass by
>anywhere that close sooner or later anyway. Any recommendations?
>Where can I find software? Thanks,

Is Toronto close enough? Replay Entertainment in Village On The Grange (a
few blocks south of the Art Museum) would be a good start. I believe there
is also a dealer in St Catherines although I don't recall the name.

Dan

--
dcable@nyx.cs.du.edu

1341. Re: KC Fest report - long

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 03:15:20 UTC
From: comeau@csanta.attmail.com
Message-ID: <C9KJpK.D6I@well.sf.ca.us>
Source record: 203765

In article <C9G4HI.7nM@cbnewse.cb.att.com> trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>The Kansas City Atari Fest....
>Oregon Research was there....
>I did ask if there was any
>support for C++ and Bob wouldn't say that they will be distributing
>Comeau C++ front end but he knew an a whole lot about its progress,
>expected availability, etc. I took it that negotiations are still
>on-going but look for this great new product - Falcon compatible -
>in about 6 months.

This may seem like an odd request, but in an attempt to squash
or officially confirm a rumor (and yes, there is an Atari port of
Comeau C++ 3.0 With Templates in late state of beta), but can
you elaborate upon exactly what he said about Comeau C++?

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

1342. Re: Atari/IBM joint venture

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 03:16:15 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul3.031615.6226@mnemosyne.cs.du.edu>
Source record: 203766

mauritz_c@spcvxb.spc.edu writes:

>This is the best news for Atari in a long long time. I'll give
>credit where it's due. Atari finally wised up that they do not
>have the ability to manufacture sophisticated computers in
>quantity. They are leaving all the the production and outsourcing
>to IBM, who has plenty of production capacity at this point. :)

I'm guessing that Atari found IBM to be the low cost producer. If you check around a bit you'll find there are a number of PC clone motherboards that are actually manufactured by IBM priced at or near the price of imported ones. They certainly know how to manufacture an excellent quality product, too.

Dan

--
dcable@nyx.cs.du.edu

1343. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 04:07:38 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2130ma$hjh@terminator.rs.itd.umich.edu>
Source record: 203768

```
-rw-rw-r-- entropy 6156 Jun 19 12:02 ./Mint/0index
drwxrwxr-x entropy 2048 Jun 19 12:00 ./Mint/Filesystems
-rw-r--r-- 20867 95505 Jun 19 12:00 ./Mint/Filesystems/mfs604s1.zoo
drwxrwxr-x root 4096 Jun 20 00:07 .
drwxrwxr-x root 6144 Jun 20 00:10 ./Telecomm
-rw-r--r-- molin 97066 Jun 16 19:53 ./Telecomm/q_asc110.zip
-rw-r--r-- molin 119698 Jun 16 19:53 ./Telecomm/q_doc110.zip
-rw-r--r-- molin 431486 Jun 19 13:39 ./Telecomm/quickbbs.zip
-rw-r--r-- weiner 5505 Jun 20 00:13 ./Telecomm/0index
drwxrwxr-x root 4096 Jun 22 20:23 .
drwxrwxr-x root 2048 Jun 22 20:11 ./Gnustuff/Tos
drwxrwxr-x root 2048 Jun 22 20:05 ./Gnustuff/Tos/Gcc
-rw-r--r-- entropy 523708 Jun 22 20:05 ./Gnustuff/Tos/Gcc/gcc244b1.zoo
-rw-r--r-- entropy 573185 Jun 22 20:06 ./Gnustuff/Tos/Gcc/gcc244b2.zoo
-rw-r--r-- entropy 12230 Jun 22 20:11 ./Gnustuff/Tos/0index
drwxrwxr-x entropy 2048 Jun 22 13:17 ./Mint/Filesystems
-rw-r--r-- entropy 72091 Jun 22 20:21 ./0ls-lR.Z
-rw-r--r-- entropy 72243 Jun 22 20:23 ./0ls-lRc.Z
-rw-r--r-- entropy 90135 Jun 22 20:20 ./0compind.Z
-rw-r--r-- entropy 191473 Jun 22 20:20 ./0index
drwxrwxr-x root 4096 Jun 24 23:16 .
drwxrwxr-x root 4096 Jun 24 00:35 ./Archivers
-rw-rw-r-- entropy 3386 Jun 24 00:40 ./Archivers/0index
-rw-r--r-- molin 118656 Jun 24 00:34 ./Archivers/lha220.zip
drwxrwxr-x root 6144 Jun 24 19:11 ./Diskutils
-rw-rw-r-- weiner 2791 Jun 24 19:50 ./Music/0index
drwxrwxr-x root 4096 Jun 24 20:56 ./Programming
-rw-r--r-- weiner 4129 Jun 24 20:55 ./Programming/0index
-rw-r--r-- entropy 32254 Jun 24 20:54 ./Programming/xhdi-110.zoo
-rw-r--r-- entropy 71629 Jun 24 23:14 ./0ls-lR.Z
-rw-r--r-- entropy 71811 Jun 24 23:16 ./0ls-lRc.Z
-rw-r--r-- entropy 90085 Jun 24 23:13 ./0compind.Z
-rw-r--r-- entropy 191628 Jun 24 23:13 ./0index
drwxrwxr-x root 4096 Jun 25 15:47 .
-rw-rw-r-- weiner 4805 Jun 25 15:43 ./Applications/0index
drwxrwxr-x weiner 2048 Jun 25 15:16 ./Applications/Dtp/Fonts/Gdos
-rw-r--r-- dpz 193083 Jun 25 15:16 ./Applications/Dtp/Fonts/Gdos/gemfo120.lzh
drwxrwxr-x root 4096 Jun 25 15:42 ./Archivers
-rw-rw-r-- entropy 3389 Jun 25 15:44 ./Archivers/0index
-rw-r--r-- dpz 25850 Jun 25 04:09 ./Archivers/msa_2_3+.prg
drwxrwxr-x root 6144 Jun 25 15:47 ./Diskutils
-rw-r--r-- dpz 0 Jun 25 15:45 ./Diskutils/readme.2nd
drwxrwxrwx root 2048 Jun 25 15:40 ./Falcon
drwxrwxr-x root 10240 Jun 27 07:18 ./Utilities
```

```
-rw-rw-r-- entropy 20051 Jun 27 07:21 ./Utilities/0index
drwxrwxr-x root 4096 Jun 28 23:29 .
drwxrwxr-x root 2048 Jun 28 13:56 ./Gnustuff/Tos
drwxrwxr-x weiner 2048 Jun 28 13:56 ./Gnustuff/Tos/Gawk
-rw-r--r-- dpz 96295 Jun 28 01:55 ./Gnustuff/Tos/Gawk/gawk215b.zoo
drwxrwxr-x root 4096 Jun 28 23:23 ./Mint
-rw-rw-r-- entropy 6335 Jun 28 23:23 ./Mint/0index
drwxr-xr-x entropy 2048 Jun 28 23:22 ./Mint/Lib
drwxrwxr-x root 10240 Jun 28 13:54 ./Utilities
-rw-rw-r-- entropy 20078 Jun 28 13:56 ./Utilities/0index
-rw-r--r-- dpz 155648 Jun 28 08:27 ./Utilities/spbt81.lzh
-rw-r--r-- entropy 71625 Jun 28 23:27 ./0ls-lR.Z
drwxrwxr-x weiner 2048 Jun 28 13:57 ./Magazines/Aeo
-rw-r--r-- dpz 70912 Jun 27 19:49 ./Magazines/Aeo/aeo_0211.zip
-rw-r--r-- entropy 71735 Jun 28 23:29 ./0ls-lRc.Z
-rw-r--r-- entropy 90313 Jun 28 23:26 ./0compind.Z
-rw-r--r-- entropy 191778 Jun 28 23:26 ./0index
drwxrwxr-x weiner 2048 Jun 29 12:20 ./Gnustuff/Tos/Othergnu
-rw-r--r-- dpz 378381 Jun 29 02:12 ./Gnustuff/Tos/Othergnu/texinfo31.zoo
drwxrwxr-x root 8192 Jun 30 00:18 ./Graphics
-rw-r--r-- entropy 11035 Jun 30 00:20 ./Graphics/0index
drwxrwxrwx root 2048 Jun 30 23:13 ./Falcon
drwxr-xr-x hyc 2048 Jun 30 23:13 ./Falcon/oxydfalcon
drwxrwxr-x root 4096 Jul 1 22:02 .
drwxrwxr-x root 2048 Jul 1 21:45 ./Gnustuff/Tos
drwxrwxr-x weiner 2048 Jul 1 21:38 ./Gnustuff/Tos/Util
-rw-r--r-- entropy 264379 Jul 1 21:37 ./Gnustuff/Tos/Util/utlbin36.zoo
-rw-r--r-- entropy 164024 Jul 1 21:38 ./Gnustuff/Tos/Util/utlsrc36.zoo
-rw-r--r-- entropy 12116 Jul 1 21:44 ./Gnustuff/Tos/0index
-rw-r--r-- entropy 72309 Jul 1 22:00 ./0ls-lR.Z
-rw-r--r-- entropy 72461 Jul 1 22:02 ./0ls-lRc.Z
-rw-r--r-- entropy 90259 Jul 1 21:58 ./0compind.Z
-rw-r--r-- entropy 191733 Jul 1 21:58 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1344. Re: multi GEM

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 11:10:01 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul3.111001.23690@rhrk.uni-kl.de>
Source record: 203771

Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:

>Anyone using MULTIGEM out there???

MULTIGEM is not supported any more, i.e. there will be no new versions.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1345. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 11:20:56 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul3.112056.24052@rhrk.uni-kl.de>
Source record: 203772

gruber@austin.ibm.com (Scott Gruber) writes:

>If anyone knows when is if not already is Multi_Tos available for the TT030 ???

In Germany MTOS (for all Atari machines, not just for the TT) has been
available for months. Ask you local Atari dealer about it.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1346. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 11:44:42 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.8jQYyGEVDgc@uparker.uucp>
Source record: 203781

In <C9Jqsr.1Izp@austin.ibm.com>, Scott Gruber writes:
>
> If anyone knows when is if not already is Multi_Tos available for the TT030 ???
>
> And for how much ? And where can I get it ?

Yes, MultiTOS is available for the TT, at least in the UK. I bought my copy
from System Solutions in Windsor. It is also available from HiSoft. Together
with SpeedoGDOS, the cost was UKL50 which I believe is about to rise.

Note that there is no TT-specific version of MultiTOS. It can be installed
on (theoretically) any machine with sufficient (i.e. >=2MB) memory.

--

Steve Parker from home email: sbparker@infocom.co.uk

1347. Re: Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 12:04:53 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jul3.120453.28864@eng.cam.ac.uk>
Source record: 203773

lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:

>About TeX: I grabbed the Cs-Tex-4.0 files from a.a.u.e. and extracted all of
>the .lzh files from the .zoo files onto my hard drive. Then I run the install
>program and it only installs from floppy to hard drive, not hard drive to
>hard drive. How many hard drive users would want to use floppies in the first
>place? Is there a better way to install this?

I don't know, but I was irritated by this, too.

>By the way, what is the difference between a .ps file and a .dvi file?

They are both machine-independent page descriptions, but different of course.
Postscript (*.ps) is a stack-based interpreted language for describing
documents, and many laser-printers (eg Apple LaserWriters) have a postscript
interpreter built in. The other you mention (*.dvi) is specific to TeX, and
is the output of the TeX program itself. It has to be converted to a
format suitable for your printer by another program, called a Device Driver.

Since TeX users often print to Laser Printers, there are a number of
programs around for converting .dvi files to .ps files.

Hope this helps some...

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

1348. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 12:55:39 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.396301@cix.compulink.co.uk>
Source record: 203776

```
>If anyone knows when is if not already is Multi_Tos available for the TT030 ?-
??
>And for how much ? And where can I get it ?
It's out in the UK. MultiTos is the same for all machines BTW. It's
either free with a Falcon or 30-50GBP depending on where you buy it.
-------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
-----------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

1349. Ftp Sites for Atari Ste Programs

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 13:11:34 UTC
From: plastika@terpsi.csi.forth.gr
Message-ID: <plastika.741704954@news.forth.gr>
Source record: 203774

Hi All.
I Have a friend who has an Atari STE. (I am on a PC now).
I want to help him find programs for his computer, but I don't know
where to start. Can anybody mail me ftp addresses or other ways to get
atari software through modem?

Thank a lot,

Antonis Plevrakis,
Crete, Greece.

1350. Cs-TeX Installed. Now what?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 13:18:26 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.741705506@cwis>
Source record: 203775

Okay, I finally copied everything to floppies and used the install program included to install 6 of the 8 disks onto my hard drive (I left out BIBTEX.LZH and the laser printer driver stuff on the last disk). The readme file says that after selecting your favorite text editor "you are now ready to process the pre-selected file 'CS_TEX.TEX' which ist the documentation for the system.

First of all, I don't even have a CS_TEX.TEX file. The ATARITEX.TEX file seems to be the documentation, but its in German, so I have no idea. What's the deal? Should I have a CS_TEX.TEX file? Which archive was it in?

Second of all, how do you go about processing the pre-selected file? THe only option that really runs is the text editor and the initex thing (but which .INI file should I select?) TeX doesn't seem to run at all. Does anyone have a good ENGLISH introduction to TeX and how everything comes together (which programs do what) that is in ASCII format? All of the TeX intros I have are .TEX format, which seems rather stupid to me.

Any help would be appreciated.

1351. MC 68060 - Whats the info on this New chip?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 15:46:23 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <C9LIHB.Iws@dnsserv.go.dlr.de>
Source record: 203777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just read that Motorola will deliver the first 68060 to selected
customers. I dont have any info on this chip, other than

1. Like the Pentium it uses Superscalar technology
2. Internal FPU
3. 8k Data and command cache.
4. there are/will be 50 & 60 Mhz versions
5. Atari wont use it until it out of date ;-)

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

1352. Re: JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 16:41:02 UTC
From: roy@eckerd.edu
Message-ID: <214cqu$nln@eckserver.eckerd.edu>
Source record: 203852

THere is a program called VIEWER00.PRG that will display JPEG
pictures on the Falcon directly, without conversion. It's also
very fast, since it uses the DSP. Should be on atari.archive.umich.edu
someplace.

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

1353. Re: Binkleyterm

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 16:54:00 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <741740918.0@cyberhm.royle>
Source record: 203797

Captain's Log stardate 28.06.93, Commander FREDERICK LAJOIE entered:
FL> Forgive me if i'm in the wrong newsgroup. Can someone tell me where i
FL> can get (ftp) a copy of BinkleyTerm for the ST? Thank you very
FL> much. FAL

I have it... I can put it on my BBS for you... I have version 3.10a at the moment, but I'm grabbing an update soon :-) There is full support for Binkleyterm on NeST network and Fido....

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

1354. Re: What's the TeX thing in c.s.atari?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 16:58:24 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <741740918.1@cyberhm.royle>
Source record: 203798

```
Captain's Log stardate 01.07.93, Commander Patrick Thomas entered:
PT> I couldn't help but to see the letters "TeX" in
PT> comp.sources.atari... Has anybody used that program? Would anybody
PT> care to share their opinion of it?

It is a brilliant text/thesis/book formatting and processing package. Handles
all math sysmbols, thousands of fonts etc... needas about 15 meg of HD space for
a full installation. I used it on my applications
programming project and got 98% !!

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)
```

1355. Re: Z-net, AEO. Are they still around?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 17:13:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <214eoe$hta@usenet.INS.CWRU.Edu>
Source record: 203778

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <C9JMzK.HnL@dnsserv.go.dlr.de> RM4Y@DLRVMS.GO.DLR.DE (Wood, Victor) writes:
>>I have not received any AEO or Z-NEt posts for a while.
>>Are they still being sent out, if so, can someone remind me
>>how I subscribe to them?
>>
>>I must admit Ive forgotten how I orriginally got them :-)
>
>There is no more Z*Net. They've joined forces :-) with AEO.
>
>The latest AEO was sent (by me) to atari.archive this past weekend. I
>made mention of this after I sent it.
>
>--

Now we have an online magazine that only prints the GOOD about Atari
(AEO) and an online magazine that only pints the BAD about Atari (STReport).

Where has journalism gone?

>

--

1356. Re: :) [was Re: Atari hits $5.00 (looking to go higher)]

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 17:16:46 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <214etu$i5f@usenet.INS.CWRU.Edu>
Source record: 203779

In a previous article, dmb@xbar.ai.mit.edu (David Baggett) says:

>In article <211m5v$84o@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>"Don't push it Dave, you already are eating a Jaguar for desert." :)
>
>:)
>
>Atari still hasn't sent it to me, though! I can't imagine what's
>causing the delay!
>
>Dave Baggett

I can't imagine why?? :)

Don't feel bad Dave, I'm pretty sure I'm in the same situation as you.

Len
>

--

1357. Re: multi GEM

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 17:27:35 UTC
From: rjung@netcom.com
Message-ID: <rjungC9Ln60.E0s@netcom.com>
Source record: 203780

In article <1993Jul3.111001.23690@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
>>Anyone using MULTIGEM out there???
>
>MULTIGEM is not supported any more, i.e. there will be no new versions.

Since when? Dang, I was enjoying the program for a while, despite its incompatability with some software. I was hoping upgrades would fix the problems, but now it looks like time to consider MultiTOS instead.

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1358. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 17:48:10 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.396727@cix.compulink.co.uk>
Source record: 203782

In article <C9Jqsr.1Izp@austin.ibm.com>, gruber@austin.ibm.com (Scott Gruber) writes:
>
>If anyone knows when is if not already is Multi_Tos available for the TT030 ???
>
>And for how much ? And where can I get it ?
>

HiSoft are the UK distributors for MTOS - I've not got their number or
address to hand but they advertise on the back page of ST Review and
ST User almost constantly. I think it's 39UKP, but that might be 49.
They are - or possibly were - doing it in a pack with Speedo GDOS.

ATB,

```
|~~~
```

1359. Re: Off-topic Q: stock prices @ news/ftp?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 19:26:13 UTC
From: craig@jasmin.rain.com
Message-ID: <11@jasmin.jasmin.rain.com>
Source record: 203788

Kenny Yan <kennyy@bnr.ca (Kenny Yan)} wrote:

}Oh my god! I can answer a question in c.s.a.st! This is a first...
}(probably a last...)
}
}ELMAR VOGT (vogt@cipserv1.physik.uni-ulm.de) wrote:
}
}: Greetings!
}
}: I know, this is a little off topic, but with all the mentions of Atari
}: stocks I'd ask just for curiosity:
}
(other stuff on stock newsgroups deleted)
}
}: P.S.: BTW, does anyone of you know, where the name "Atari" does come from
}: at all?
}: I know of "Hatari", which means in some African language "Danger, Warning!"
}: or something. Is it the same?
}
}'Atari' is the word for capture used in the Japanese game of go. When you
}capture the opponent's stones, you yell 'atari'!
}
}Kenny Yan. kennyy@bnr.ca
}The above is not a BNR opinion/view/comment/press release.

Close, but no atari. Atari _is_ a Japanese word, but it means "hit the mark" or "Bull's eye!" (ref. my Japanese teacher), maybe even "Gotcha!". According to Takahashi's Japanese-English Dictionary it means "a hit, a success". Maybe the Jaguar will put the "hit" back into Atari.

Craig Watkins
craig@jasmin.rain.com

1360. ST/8-bit stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 20:47:07 UTC
From: Rob-G@cup.portal.com
Message-ID: <84643@cup.portal.com>
Source record: 203783

THIS IS A POST FOR A FRIEND THAT DOES NOT HAVE USENET ACCESS. PLEASE DO NOT REPLY TO IT, AS IT IS NOT MY STUFF. PLEASE SEND MAIL TO BryEdewaard@Delphi.Co Thanks!

8-BIT SOFTWARE

WARGAMES PACK: Carrier Force, Panzer Grenadier, Battle Cruiser, Midway Campai Gulf Strike, Batallion Commander, Wargame Construction Set

.....ALL SEVEN FOR $10

First Word Plus (with manual)... $10

Software must be sold as a packaged set please.

Discovery Cartridge with ROM Option... $40

Prices do not include shipping.

PLEASE DO NOT SEND ME EMAIL ABOUT THIS STUFF. PLEASE REPLY TO BryEdewaard@Delphi.Com

Thanks!

1361. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 22:11:46 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9M0Bn.513@netcom.com>
Source record: 203784

In article <1993Jul3.112056.24052@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>gruber@austin.ibm.com (Scott Gruber) writes:
>
>
>>If anyone knows when is if not already is Multi_Tos available for the TT030 ???
>
>In Germany MTOS (for all Atari machines, not just for the TT) has been
>available for months. Ask you local Atari dealer about it.

In addition to the 17 Falcons that ATY Computers in Oakland, CA received yesterday, he also got stand-alone versions of MultiTOS and AtariWorks, as well as Compo's DOS emulator and the ScreenBlaster for the Falcon. ATY sold 5 of those 17 Falcons before noon yesterday.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1362. Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-03 22:54:53 UTC
From: dave@admiral.uucp
Message-ID: <1993Jul03.225453.17769@admiral.uucp>
Source record: 203799
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <rjungC9KEAC.Drw@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>In article <1993Jul2.070540.8804@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>
>>> "Sega claims they are the 16-bit leader in game technology.
>>> Atari agrees.
>>> Today Atari presents their 64-bit game machine: Jaguar"
>
> Too wordy. Off the top of my head, I'd suggest:
>
> "64 bits. A leap beyond. The Atari Jaguar"
>

How about:

"Atari has let the cat out of the bag."

--
"Dr. McCoy, would you do me the very great honor of eating my shorts?" -Spock
---
"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

1363. Amiga emulator

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 00:34:05 UTC
From: sys1@exnet.co.uk
Message-ID: <C9M6ww.tw@exnet.co.uk>
Source record: 203791

Is there an Amiga emulator card out there? I want it primarilly so that I can get all the neat stuff that comes with a Falcon 030 but get all the advantages of the Amigas popularity.

Is there such a beast?

Many Thanks

Xavier

1364. Re: Off-topic Q: stock prices @ news/ftp?

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 03:12:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <84654@cup.portal.com>
Source record: 203792

Er.. um... "atari" may have a general definition in the Japanese language, but the origin of the company name is indeed derived from the game of GO..

Nolan Bushnell chose the word to name his new company back when he started producing "Pong"...

The term, from the game of GO, is roughly equivalent to "Check" in chess.. in a well-mannered game of GO, you're supposed to warn your opponent that you've created a potentially winning situation by saying "atari".

As a further little irony, or twist of fate, when Bushnell started a new company to make high-tech arcade video games after selling Atari to Warner Brothers, he named the new company "Sente".

Turns out that a successful counter to an "atari" situation in GO is described by the Japanese word, "sente"...

BobR

1365. GEnie ST Roundtable archives

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 04:31:11 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9MHvz.Lu4@netcom.com>
Source record: 203793

I have archived every message I've downloaded from the Atari ST Roundtable since the middle of 1991. I was planning on uploading them to atari.archive, but a.a is short on space. I have 22 1.44meg HD disks filled with these archives, and it's constantly growing.

If anyone's interested in these files, let me know and we'll find a place to put them or a way to get them to you. I really don't want to keep them any more, although there's tons of good hardware and software info contained in them.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1366. Re: Amiga emulator

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 06:11:26 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul4.001126.14467@iscsvax.uni.edu>
Source record: 203794

In article <C9M6ww.tw@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>
>
> Is there an Amiga emulator card out there? I want it primarilly so that I can
> get all the neat stuff that comes with a Falcon 030 but get all the
> advantages of the Amigas popularity.
>
> Is there such a beast?
>
>
> Many Thanks
>
>
> Xavier

No. There is no Amiga Emulator for the Falcon. But you can get a new Amiga 600
for $199 from Creative Computers...

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

1367. Re: multi GEM

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 06:53:40 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul4.065340.28418@rhrk.uni-kl.de>
Source record: 203795

rjung@netcom.com (Robert A. Jung) writes:

>>MULTIGEM is not supported any more, i.e. there will be no new versions.

> Since when? Dang, I was enjoying the program for a while, despite its
It's dead since a couple of month now.

>incompatability with some software. I was hoping upgrades would fix the
>problems, but now it looks like time to consider MultiTOS instead.
As soon as it is available take a look at Mag!X 2.0 by Bela. Mag!X 2.0 supports preemptive multitasking and is especially interesting for those who have an ST on which MTOS is too slow to be really useful. Mag!X 2.0 is supposed to be available in a couple of weeks. I'm working with a beta version. It's very fast and much more professional than MultiGEM was. (MultiGEM never worked reliably with my machines.)
BTW, Mag!X runs on ST and TT, not (yet) on the Falcon. A disadvantage of Mag!X: MiNT won't run on it.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1368. Wanted: Atari Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 07:04:06 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <3267@tekgen.bv.tek.com>
Source record: 203796

Wanted: Atari SC1224 Color Monitor, must be a version that has the monitor cable that unplugs from monitor(rather than attached internally).

Thanks,
Bob Luneski
boblu@tekgen.bv.tek.com

1369. TEAC 720K >>>>> Atari 720K Should be Technical question...

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 08:09:30 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul04.080930.147248@zeus.calpoly.edu>
Source record: 203800

Should Be: (comp.atari.st.technical_garbage_and_related_stuff)
.....please forward to the correct news_sub_group (not).

No Flames por favor.

Does anyone know how to make an Atari compatible 720K DS/DD drive
out of a std. TEAC or equiv.??? I have some technical manuals to hint
me along the way, but if it cannot be done say so, and save me some
pain.

IBM 720K DS/DD ----------> Atari 720K DS/DD

Thanks!

.....
. C. L. W. .
. (cwilliso@tuba.calpoly.edu) .
. School of Computer Science .
.....

1370. Re: PD Term Program - Which is Best?

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 15:37:30 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <741886332.0@cyberhm.royle>
Source record: 203879

```
Hello Steve, just testing.
Too Old to Rock 'n' Roll

Craig

* Origin: Craig's Point @ CyberHome NeST (Fido
2:255/404.14)
```

1371. Re: Footnotes

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 16:19:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.398247@cix.compulink.co.uk>
Source record: 203851

In article <1993Jun28.055903.4199@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>Does anybody know an Atari WP which can write footnotes in a
>file compatible with the PC world? Redacteur writes for Wordperfect
>and Word, but drops the footnotes. Atari Wordperfect would be fine,
>if it is bug-free and still available (???)
>

I think Calligrapher will do this.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

1372. Origin of "atari" (was Re: Off-topic Q: stock prices @ news/ftp?)

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 18:34:17 UTC
From: rjung@netcom.com
Message-ID: <rjungC9nKx6.Jyq@netcom.com>
Source record: 203853
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

In article <84654@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The term, from the game of GO, is roughly equivalent to "Check" in chess..
>in a well-mannered game of GO, you're supposed to warn your opponent that
>you've created a potentially winning situation by saying "atari".
>
>As a further little irony, or twist of fate, when Bushnell started a new
>company to make high-tech arcade video games after selling Atari to Warner
>Brothers, he named the new company "Sente".
>
>Turns out that a successful counter to an "atari" situation in GO is
>described by the Japanese word, "sente"...

As I understand it, just as "atari" is the rough equivalent to "check" in chess, "sente" is roughly analogous to "checkmate" in the same game. Seems Bushnell was a pretty big Go player at the time he started Atari.

On the other hand, proving that names don't mean diddly-squat, Sente the video-game company is now nothing more than a fading memory. The first Sente games got little distribution and even less appeal (the only one that most folks really remember was SNAKE PIT), and after four or five titles, it got absorbed into Bally and promptly forgotten.

And, of course, Bally is now part of Williams, and they do pinballs...

Actually, as I remember reading somewhere, Bushnell's original choice for a company name was some obscure medical(?) term like "Zyxzz", or "Xyzzx", or something similar (it's a _really_ obscure term). He would have used that fior a name, except there was already ANOTHER company around at the time who was using it...

--R.J.
B-)

P.S. One has to admit one thing -- Atari has one cool corporate logo. B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1373. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 20:41:53 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <103674@hydra.gatech.EDU>
Source record: 203854

In article <5144@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>They don't supply GEMDOS
>bindings - but if you have GST's ASM assembler it is extremely easy to
>code them and make your own Library which is fully compatible with the
>GST linker used.

This statement is a little misleading. There is an interface in
Prosepero Fortran to access GEMDOS, BIOS, and XBIOS functions. They
aren't called by name but by function number. The SYS function calls
GEMDOS functions, the BIOS function and XBIOS functions are obvious.
What you need to do to use these function is set up an array (they
call it a parameter block) which defines the values pushed on the
stack for the appropriate trap. If you wished to define the GEMDOS,
BIOS, and XBIOS functions by name, you could easily build them in
Fortran using these functions.

BTW, there are Line-A bindings too.
--
Opinions expressed are my own.

1374. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 20:57:29 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <217g7p$n9m@msuinfo.cl.msu.edu>
Source record: 203855

gruber@austin.ibm.com (Scott Gruber) writes:

>If anyone knows when is if not already is Multi_Tos available for the TT030 ???

>And for how much ? And where can I get it ?

MultiTOS was just released to the major distribution channels. You should be
able to get your hands on it in local stores (presuming you have any nearby)
by Wednesday or Thursday this week...

Look for it being priced around $50.

Same for SpeedoGDOS ($50) and AtariWorks ($99)
\
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1375. Re: drive c: icon disappears

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 21:00:16 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <217gd0$10c0@msuinfo.cl.msu.edu>
Source record: 203856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lcoe@convex.com (Loren Coe) writes:

>i don't seem to be able to get the "C:" icon properly configured.
>when i reboot the icon does not come back, yet it seems to have been
>written okay into 'desktop.inf'.

If you don't get a C icon when rebooting, then the system did not see
the hard drive. Run HINSTALL. If that fails to resolve the problem,
then check your cabling or go visit a repair center.
--
=-=-=-

1376. Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 21:07:20 UTC
From: ggiles@cie-2.uoregon.edu
Message-ID: <217gq8$mru@pith.uoregon.edu>
Source record: 203857
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In article <rjungC9nKx6.Jyq@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
> Actually, as I remember reading somewhere, Bushnell's original choice for
>a company name was some obscure medical(?) term like "Zyxzz", or "Xyzzx", or
>something similar (it's a _really_ obscure term). He would have used that
>fior a name, except there was already ANOTHER company around at the time who
>was using it...

From "Video Invaders", by Steve Bloom, p.77:

"Contrary to what you might think, Atari is not a Japanese company.
This misconception could easily have been prevented had Nolan Bushnell,
Atari's founding father, been able to procure the name Syzygy, which
he had originally selected. Bushnell chose the word for its spacial
significance: syz-y-gy signifies the nearly straight-line configuration
of three celestial bodies (as the sun, moon, and earth during a total
eclipse) in a gravitational system. (Thank-you, Webster's.) However,
Bushnell was not the only entrepreneur fascinated by this celestial
image; it was already someone else's corporate handle. Bushnell, an
avid devotee of the Japanese board game Go, then decided on "Atari",
which in Go is a polite warning to your competition that he's about
to be engulfed. It's more or less the equivalent of "check" in chess."

(Video Invaders, ISBN 0-668-05520-0, Arco Publishing, Inc., (c) 1982)

Anyway, xyzzy was from Adventure and then from Infocom games (which is where
I first ran into it - sue me for being young).

>P.S. One has to admit one thing -- Atari has one cool corporate logo. B-)

Agreed. No matter what Atari looks like today, I still remember it as it
was in the early's 80s: the coolest company on the planet. Ah, games were so
much more fun, then... :)

+---+
| Gregg Giles (3DO and Sega-CD) June 17th, 1993: |
| Assistant Designer, "Stellar Fire" The day the Infinite Laser Dog |
| Infinite Laser Dog Development Team lost its heart and soul. |
| Dynamix, Inc. |
| All opinions expressed are my own Will design games for money. |
+---+
--

1377. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 21:53:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <217jg4INN2ip@golem.wcc.govt.nz>
Source record: 203858

] >If anyone knows when is if not already is Multi_Tos available for the TT

Just use the 030 version of M-TOS, and it'll go on the TT!

1378. Re: Expanding the Jaguar to 4 megs of RAM.

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 22:15:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2677995@under.mind.ORG>
Source record: 203874

What I read gave no info on the Jaguar's RAM expandability.

--
via Fortress Gateway at uumind.mind.ORG

1379. Re: JPG viewer for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 23:16:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.398920@cix.compulink.co.uk>
Source record: 203860

In article <20pbdm$jun@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (El Boombastic) writes:
>Does anyone has a JPG viewer for the FALCON?
>

GEMView (Shareware) and TruePaint (commercial from HiSoft) can both
display JPGs. TruePaint will even convert any files to JPG format.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

1380. Macintosh Software, GCR, Atari Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 23:17:54 UTC
From: sandy47@cats.ucsc.edu
Message-ID: <217of2INN8re@darkstar.UCSC.EDU>
Source record: 203859
Cross-posted to: ba.market.computers,misc.forsale,misc.forsale.computers.mac,comp.sys.atari.st

```
Macintosh Software For Sale
---------------------------
FullWrite Professional 1.5 ( -latest + fix for Quadra compatibility)

$25

SPECTRE GCR FOR SALE
--------------------

Spectre GCR Macintosh Emulator for Atari ST
Run Macintosh software + read/write Macintosh disks. Complete with
Macintosh 128K ROMs, all cables, manuals, Spectre 3.0 software.

Best offer over $200.00 minimum.

Atari ST Software For Sale
--------------------------
The Colonel's Bequest Sierra Adventure, PowerMonger, S.D.I,
Total Eclipse, Space Quest III, Carrier Command, Indiana Jones
and the Last Crusade (adventure)

All games like new with all manuals, etc. $50 for all

Shipping charges are extra on all purchases.

Contact Darin at 408-688-3126
or
Email to ron@mchome.santa-cruz.ca.us
```

1381. Re: Falcons in Albany....

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 23:27:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.398922@cix.compulink.co.uk>
Source record: 203861

In article <C9E856.2ns@myst.UUCP>, jbunch@myst.UUCP (John B Bunch) writes:
>
>A friend of mine just got his falcon last week!!!! It is amazing! I
>definately have to get one. I have a couple of questions. First I was
>helping him set it up, and noticed it did not come with Atari Works? I
>thought it was being shipped with the Falcons. Also I noticed that
>gemview looks beautiful on the falcon for those interested, can anyone
>recomend any other good graphics programs? I am thinking abou getting
>True Paint does anybody know how good/bad it is?
>

Imagecopy 2 is great and is available from the ST Club +44 602 410241. It
can even print in colour.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

1382. Re: Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-04 23:54:11 UTC
From: rws@dstos3.dsto.gov.au
Message-ID: <1993Jul5.092411.1@dstos3.dsto.gov.au>
Source record: 203862
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

How about...

"Jaguar mauls plumbers and a hedgehog, film at 11"

##
Russell Skingsley Email:
Guided Weapons Division rws@homer.dsto.gov.au
Defence Science and Technology Organisation rws@dstos3.dsto.gov.au
"Since I gave up hope I feel a lot better" - Steve Taylor
##

1383. Re: Z-net, AEO. Are they still around?

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 05:51:56 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <218fhs$23n@usenet.INS.CWRU.Edu>
Source record: 203864

In a previous article, aa399@cleveland.Freenet.Edu (Len Stys) says:

>
>In a previous article, ekrimen@netcom.com (Ed Krimen) says:
>
>>In article <C9JMzK.HnL@dnsserv.go.dlr.de> RM4Y@DLRVMS.GO.DLR.DE (Wood, Victor) writes:
>>>I have not received any AEO or Z-NEt posts for a while.
>>>Are they still being sent out, if so, can someone remind me
>>>how I subscribe to them?
>>>
>>>I must admit Ive forgotten how I orriginally got them :-)
>>
>>There is no more Z*Net. They've joined forces :-) with AEO.
>>
>>The latest AEO was sent (by me) to atari.archive this past weekend. I
>>made mention of this after I sent it.
>>
>>--
>
>Now we have an online magazine that only prints the GOOD about Atari
>(AEO) and an online magazine that only pints the BAD about Atari (STReport).
>
>Where has journalism gone?
>
>>
>
>--
>

Well, I was just informed that Atari Explorer Online is independent of
Atari Corporation now. So, I guess it may become a very good publication.

Len
>

--

1384. Re: Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 05:54:15 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <218fm7$2bn@usenet.INS.CWRU.Edu>
Source record: 203865
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In a previous article, dave@admiral.uucp (Dave Litchman) says:

>In article <rjungC9KEAC.Drw@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>>In article <1993Jul2.070540.8804@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>>
>>>> "Sega claims they are the 16-bit leader in game technology.
>>>> Atari agrees.
>>>> Today Atari presents their 64-bit game machine: Jaguar"
>>
>> Too wordy. Off the top of my head, I'd suggest:
>>
>> "64 bits. A leap beyond. The Atari Jaguar"
>>
>
>How about:
>
>"Atari has let the cat out of the bag."
>

I came up with one several months ago: "ATARI'S GIANT -- the Jaguar 64-bit multi-media entertainment system".

There is a lot you can do with the GIANT theme.

Len
>

--

1385. Re: Off-topic Q: stock prices @ news/ftp?

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 06:35:22 UTC
From: roy@eckerd.edu
Message-ID: <218i3a$r5g@eckserver.eckerd.edu>
Source record: 203867

I don't know if the relationship was intended, but in Go, the greatest
board game of all time, if some stones are in danger of being captured,
they are in 'Atari'. (Exactly, it's when a group of stones have
one liberty left.)

May or may not have been the source of Atari's name. ;)

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

1386. Disposal of a load of ataris

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 08:12:20 UTC
From: nigel@cs.city.ac.uk
Message-ID: <218np4INNt7q@pebbles.cs.city.ac.uk>
Source record: 203866

I have a lab full of machines...about 60-65 520ST, a
handful of 1040ST....Not as many monitors as
machines (SM124, SM125).
I will be selling them off, question is how much
could I shift 'em for given they are between 4 & 6 years
old, although the bulk havent been pressed into service for
the last three?

Anyone give me an indication of how much I might be likely
to sell them for?

Much obliged....
Nig

--
Nigel Mitchem,
Computer Science,
nigel@cs.city.ac.uk

1387. ZOO Problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 10:14:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <218utolNN4qf@golem.wcc.govt.nz>
Source record: 203870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well thanks for those that Help me with the ZOO Problems..

The number one Problem was ZOO 2.14, it does not support the //
directive...This is the German port of ZOO 2.1....

The Bammis one does, this string would archive all files and folders
in the A: drive.. ah// foo.zoo a:/*

But NOTE: But Not empty Folders...

So why does the German one not work..?? is there a different command for
this..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1388. Re: Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 10:20:47 UTC
From: gkomatsu@uhunix.uhcc.Hawaii.Edu
Message-ID: <C9osqo.GML@news.Hawaii.Edu>
Source record: 203868
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <1993Jul03.225453.17769@admiral.uucp> dave@admiral.uucp (Dave Litchman) writes:
>In article <rjungC9KEAC.Drw@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>>In article <1993Jul2.070540.8804@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>>>> "Sega claims they are the 16-bit leader in game technology.
>>>> Atari agrees.
>>>> Today Atari presents their 64-bit game machine: Jaguar"

>> Too wordy. Off the top of my head, I'd suggest:
>> "64 bits. A leap beyond. The Atari Jaguar"
>
>How about:
>"Atari has let the cat out of the bag."
>
"Atari, we aint' got Mario."

"Please, Please, for the love of God, buy our machine!"

"Sega Schmega, get the Jaguar."

"The Jaguar, it won't give you jock itch."

"It's better than eating 20 bean burritos!"

"Don't take our word for it, listen to Larry Bud...."

=^) =^)

--
Galen Komatsu ! Apple //e ! XTC
ar592@cleveland.freenet.edu ! Sega Mega Drive ! Sakai Noriko
gkomatsu@hawaii.edu ! Classic Atari ! Checkers

1389. 520ST Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 10:44:54 UTC
From: rs@sni.co.uk
Message-ID: <1993Jul5.104454.1052@sni.co.uk>
Source record: 203872

For Sale:

Atari 520ST
Mono Monitor
2 MByte Memory upgrade (2.5 MByte total)
ICD Hard Disk controller with battery backed clock
80 MByte SCSI disk
Double sided 3.5" floppy drive
Double sided 5.25" floppy drive
TOS 1.4

Lattice C Compiler
Various games
Standard Atari software (1st Word, Basic, Logo, Database, NEOChrome)
Various PD software (minix, games, GIF/JPEG viewers)

GEM Programmers guide
Atari internals manual

Loads of blank floppy disks

You can have the lot for 300 pounds, or I will split if necessary.
Please reply by email.

--

+---+
| Robert Such, Siemens Nixdorf Information Systems Ltd |
| Siemens Nixdorf House, Oldbury, Bracknell, Berks RG12 8FZ |
| r.such@sni.co.uk (+44) 344 850125 |
+---+

1390. MODEMMidi / 16+ wont work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 10:47:28 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C9otz5.H9G@dcs.qmw.ac.uk>
Source record: 203869

After 'phoning Harman Audio UK's Cubase helpline a while back and being told that the above devices should work with a Falcon I now find (after having bought one and struggled with it for a week) that they won't. According to a Steinberg guy on the cuabse-users mailing list, EXPORT.DRV can't cope with the changes that Atari made to the serial port hardware. I'm not happy.

--

Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

1391. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 11:30:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2193cg$84b@msuinfo.cl.msu.edu>
Source record: 203871
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lyn

ggiles@cie-2.uoregon.edu (Gregg Giles) writes:

> Agreed. No matter what Atari looks like today, I still remember it as it
>was in the early's 80s: the coolest company on the planet. Ah, games were so
>much more fun, then... :)

Back before the advent of great graphics, games were required to have
substance. Substance yielded to glitz, and now games have all the
appeal of Prodigy...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1392. Re: What's the TeX thing in c.s.atari?

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 13:34:17 UTC
From: wedemeier@vxdesy.desy.de
Message-ID: <1993Jul5.133417.1@vxdesy.desy.de>
Source record: 203873

In article <1993Jul1.215409.8258@mnemosyne.cs.du.edu>, psthomas@nyx.cs.du.edu (Patrick Thomas) writes:
> I couldn't help but to see the letters "TeX" in comp.sources.atari...
> Has anybody used that program? Would anybody care to share their opinion
> of it?
>
> Thanks.
>
> Patrick
>

Of course, someone has. Over here in Germany it is very popular among maths and physics-students.
In my opinion it is the best program for editing and printing formulas and tables, once you are familiar with it.

Greets,
Volker

1393. Re: ZOO Problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 13:59:39 UTC
From: reschke@math.uni-muenster.de
Message-ID: <219c4b$q0g@obelix.uni-muenster.de>
Source record: 203875

In article 218utoINN4qf@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
> Well thanks for those that Help me with the ZOO Problems..
>
>
> The number one Problem was ZOO 2.14, it does not support the //
> directive...This is the German port of ZOO 2.1....
>
>
> The Bammis one does, this string would archive all files and folders
> in the A: drive.. ah// foo.zoo a:/*
>
> But NOTE: But Not empty Folders...
>
>
>
> So why does the German one not work..?? is there a different command for
> this..??
>
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

If you're speaking of Zoo 2.10, release 4 of the port of Gereon Steffens: // isn't a standard directive found in Zoo. Gereon's Zoo port just is a port of the original version. You might use something like

```
find . -print | zoo ahI zoofile
```

or even

```
find | zoo ahI zoofile
```

if you have a shell that has pipe syntax.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1394. -->FOR SALE -->Atari ST Productivity Software Updated!<-- <--

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 15:06:45 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <219g25INN4vl@uwm.edu>
Source record: 203876
Cross-posted to: misc.forsale.computers.other,wi.forsale,uwisc.forsale,chi.forsale,comp.sys.atari.st

```
FOR SALE: ********************
*Atari ST Software *
********************

PRICES: Prices are listed, but all offers will be considered. A
large package purchase would be at a discount.

Software: (all original disks with original documentation)
-------------------------------------------------------------------------

EZ Track (Hybrid Arts) Midi sequencer (No docs- just original disk)..... $10

Michtron 220-ST .....................................................$10
Qmi ST TALK Professional 2.0 ........................................$10
Antic Public domain STerminal plus Source ...........................$3

Michtron GFA Companion ..............................................$5

Michtron DFT (direct file transfer PC <->ATARI) .....................$10
Prospero Fortran for Gem.............................................$20
Personal Pascal.....................................................$10
4 x Forth (Dragon)..................................................$20
Holmes & Duckworth FORTH............................................$10
Abacus FORTH/MT.....................................................$10
Hisoft Devpack ST...................................................$15
Metacomo MCC Pascal..............
Metacomo Menu +.................. all 3 Metacomo for -->
Metacomo Make ......................................................$20
Michtron KISSED Self Relocating Debugger.............................$10
Antic XLISP 1.7.....................................................$10

Neodesk 2.0 ........................................................$10
OmniRes Monitor Emulator ...........................................$10

Antic ARChive collection.............................................$3
Megasoft A-Copier ..................................................$8
A&D Universal Item Selector II 2.0 ..................................$10

Logistix (Grafox) ..................................................$20
Dac Easy Payroll ...................................................$18
Haba Business Letter Solutions .....................................$5

Publishing Partner (Softlogik) (including 2 disks below).............$30
Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Paintpro ....................................................$5
```

Xlent Diamond Mike $5
PSION Chess $5

- - - - -
Package discount given *
- - - - -
Please feel free to make any offer on a whole or part of the above described.
Shipping not included in prices.

Please Email to the address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=

1395. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 15:24:42 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.400826@cix.compulink.co.uk>
Source record: 203877

In article <2193cg$84b@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>ggiles@cie-2.uoregon.edu (Gregg Giles) writes:
>
>> Agreed. No matter what Atari looks like today, I still remember it as it
>>was in the early's 80s: the coolest company on the planet. Ah, games were so
>>much more fun, then... :)
>
>Back before the advent of great graphics, games were required to have
>substance. Substance yielded to glitz, and now games have all the
>appeal of Prodigy...

..I still get misty eyed whenever anyone mentions 'The Tale of Beta Lyrae'. Thankfully they don't do it very much - if ever.

ATB,

|~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
to say to yourself 'F*ck It, Let's Have Some Fun'
sabbath@cix.compulink.co.uk (Graeme Rutt)
____

1396. Atari docs

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 16:07:37 UTC
From: hopha@nmr.kun.nl
Message-ID: <9307051700.AA23163@nmrsun1.nmr.kun.nl>
Source record: 203878

Just out of curiosity:
Are any of the "official" Atari docs/specs available
somewhere on the net?
Is there such a thing as an Atari company FTP site (ftp.atari.com???)

Thanks in advance, Hans

Hans Hoppe (currently at:) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry and
University of Nijmegen (NL) + been widely regarded as a bad move." -D.Adams

1397. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 17:37:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fVZOdEhH1mA@semprini.tdkcs.waterloo.on.ca>
Source record: 203702

In <Jul02.045125.17521@yuma.ACNS.ColoState.EDU>, Shoou-yu tang writes:
> >|> Can anyone recommend a fortran compiler for the ST? I saw a
> >|>reference to a source called Absoft. Who are they?

[Sorry for deleting so much; I never saw the beginning of the thread.]

There's a working Fortran compiler on atari.archive.umich.edu; no GEM
bindings or VDI bindings, but who'd be foolish enough to do that sort of
programming in Fortran?

The compiler on atari.archive is enough to get through that evil 1st
year CS course... ;-)

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1398. Gofer problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 19:29:47 UTC
From: baumer@cs.utwente.nl
Message-ID: <1993Jul5.192947.29787@cs.utwente.nl>
Source record: 203881

I have downloaded Gofer for the ST, but all I get is a

FATAL ERROR: cannot allocate program memory
cmd exit code 1

when I start the interpreter. I have a TT with 2Mb memory. Does anyone
know what the problem is?

Greetings,

Han Baumer.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

1399. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 19:47:36 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <C9pIzD.3Hv@genesis.nred.ma.us>
Source record: 203886
Cross-posted to: rec.games.video,comp.sys.atari.st

Ed Krimen (ekrimen@netcom.com) wrote:
: In article <C9Cwzy.6uK@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo)
writes:
: >
: > Anyway... (not meant as a flame though)... do you know what happened
: >to Atari's BBS? BTW, any word on possible Portfolio upgrades?
:
: Atari's BBS should be up and running. Haven't neard anything about
: Portfolio upgrades. I don't expect to hear of any either. Atari is
: better off concentrating on the Falcon and Jaguar.

I guess, but the Palmtop and PDA market is about to explode, and
Atari already has their foot in the door with the Portfolio. If they maybe
upped the RAM to 512k or 1mb, threw in a faster 8088 (don't they have 10mhz
versions?), improved the screen so you could get 80x25 for VT100 etc., add
a PCMCIA slot and keep the Atari card slot as well... and then put a serial
port in... BOOM... there ya go.
Anyway, I called Atari's BBS and it kept ringing and ringing. Is
there a new number?
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision.. BOB LOVES YOU!!!!!!]

1400. Overscan

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 20:50:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21a464INN7mf@golem.wcc.govt.nz>
Source record: 203882

A plea to anyone who has installed, or knows about installing, the Overscan (as seen in overscan.arc etc. on atari-archive, the PD version!). On an STFM-Revision D (Or compatible) motherboard....

I have all the parts, the only thing I'm unsure of, is which trace on the mother-board I'm supposed to cut. If I chop up the wrong one, I doubt it'd do the machine much good! (Routing 20Volts to the Eproms wouldn't do them any good that's for sure!)

So, if anyone can tell me, (or show me via a pic' file of some sort, even better!). I'd really appreciate it, as otherwise I've got $5 of parts which are no use to me! (Not much but, money is money!)

HELP!

1401. Re: Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 21:28:28 UTC
From: gkomatsu@uhunix.uhcc.Hawaii.Edu
Message-ID: <C9pnnG.y0@news.Hawaii.Edu>
Source record: 203883
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <218fm7$2bn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>I came up with one several months ago: "ATARI'S GIANT -- the Jaguar 64-bit
>multi-media entertainment system".

>There is a lot you can do with the GIANT theme.

Sex sells too, and people like the sound of "free"...

"The Atari Jaguar, it's better than free sex!" =^)

--
Galen Komatsu ! Apple //e ! XTC
ar592@cleveland.freenet.edu ! Sega Mega Drive ! Sakai Noriko
gkomatsu@hawaii.edu ! Classic Atari ! Checkers

1402. 2 hd = 1 Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 21:45:14 UTC
From: trwills@indyvax.iupui.edu
Message-ID: <1993Jul5.164514.1360@indyvax.iupui.edu>
Source record: 203885

Hi All,

I just wanted to re post my offer to swap two bare Segate
ST1096N 80 mb SCSI hard-drives for a stripped down production
Falcon (no ram, video, hd...).

Knowing about what you devloperes will pay for one off
these things, this is a real good deal for one of you to pick up a
couple of good drives for a decent amount .....

Both of these drives have not been used, only formmated for
use in my BBS.. but never got there....

I am willing to pay all shipping and insurance if you do not
live close enough for me to drive to you personally....

THANKS!

` Ziggy

[Due to a flacky news feed, please send replies by E-mail.....at
above address or : anthony.lewis%bbs@grafted.use.com
but above address is more stable....]

1403. Bart's uuencoding question

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 22:09:30 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.W9e8eKMLn66@mbase97.hacktic.nl>
Source record: 203712

I'm trying to figure out how to glue together those uuencoded mails from BART.
I do have uux789.zoo now, which is supposed to know about those
include files.
My question is: under what name do I save the files?
I receive my mail directly on the Atari ST, so I cannot save a file
like foobar.zoo.uac or something. Yet BART sends chunks which end in
'include foobar.zoo.uac'. I tried 'foobar.uac' and 'foobar_z.uac',
but without success.
Can anybody help me?
--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

1404. Re: MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 22:11:14 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul5.221114.12140@mnemosyne.cs.du.edu>
Source record: 203884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Has anyone gotten MiNT1.04 to load XFS drivers??
Yes ... though 1.04 has a few bugs.
>
> Has the new MINIX.XFS driver been released (binary). I compiled the source
>for the last one and it was SLOWER than the last one. In fact, someone said
>that MINIX filesystem was faster than TOS and I've found it to be MUCH slower.
>I have problems with some programs (compiled in GFA of course) and the MINIX
>filesystem, but not the RAM disk filesystem, and both are long filenames.
It might help if you mentioned the versions of Minixfs. 0.60 pl5 is the latest
and is source only. Basically if you can't recompile it you shouldn't touch it
until it's been tested more. It's on a.a.u.e .

>
> I was thinking of modifying the RAM filesystem to use the BLiTTER to do its
>memory copy functions, and maybe speed it up that way (make faster than the
>blazing it already is, much faster and more compatible than any other RAM Disk
>I've used). I wish I could make it fragment RAM less.
This is a common misunderstanding. A blitter is not much quicker that a few well
place movems. After all that effort you might get 10% performance increase if
you are lucky. On a TT and TT ram you'd probably make it slower.
Steve.

1405. How to upgrade MEGAST2

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 22:27:22 UTC
From: tyjori@uta.fi
Message-ID: <21a9saINN5ko@kielo.uta.fi>
Source record: 203888

Hello.

I bought Atari MegaSt2 few days ago. For curiosity I opened
the cover and I noticed that there are empty places
for additional memory.

Could I get totally 4 Mb memory just simply adding
1mb dram chips ?

I've been upgraded my previous st520 to 1mb and
it was quite tricky (poor power supply).

Hmmm... is it worth of it ?
- is there use for extended memory

Do I need additional components - other than dram chips ?

-jr

tyjori@uta.fi

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

1406. Spectre GCR 3.1 - July 7

Newsgroup: comp.sys.atari.st
Date: 1993-07-05 23:36:58 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93186.59818.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 203887

I was reading an announcement on GEnie Friday (July 2) that Dave Small was going to announce Spectre GCR 3.1 in a roundtable conference Wednesday eve., July 7. Frankly, I have not had much luck logging on to GEnie RT's, mainly because I have not had much time to read the GEnie manual. I will try to catch the RT, but if someone else happens to catch what is said, could you please report it on this net? I'm sure lots of people would be interested in finding out what Spectre GCR 3.1 is all about, and how to get the update, etc.
Thanks in advance :-)
Mark van Wyk

1407. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 01:00:40 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9pxH4.C1A@netcom.com>
Source record: 203889
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <C9pIzD.3Hv@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>
> I guess, but the Palmtop and PDA market is about to explode, and

They said the pentop market was about to explode too. And where's Momenta now? :-)

>Atari already has their foot in the door with the Portfolio. If they maybe
>upped the RAM to 512k or 1mb, threw in a faster 8088 (don't they have 10mhz
>versions?), improved the screen so you could get 80x25 for VT100 etc., add
>a PCMCIA slot and keep the Atari card slot as well... and then put a serial
>port in... BOOM... there ya go.

Easier said than done. :-)

> Anyway, I called Atari's BBS and it kept ringing and ringing. Is
>there a new number?

I haven't called in a long, long time, so I don't know for sure. I hadn't heard any other reports that it was down, so I thought it was still up.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1408. Re: Spectre GCR 3.1 - July 7

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 01:02:15 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9pxJs.C6u@netcom.com>
Source record: 203890

In article <93186.59818.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I was reading an announcement on GEnie Friday (July 2) that Dave Small was
>going to announce Spectre GCR 3.1 in a roundtable conference Wednesday eve.,
>July 7. Frankly, I have not had much luck logging on to GEnie RT's, mainly
>because I have not had much time to read the GEnie manual. I will try to
>catch the RT, but if someone else happens to catch what is said, could you
>please report it on this net? I'm sure lots of people would be interested in
>finding out what Spectre GCR 3.1 is all about, and how to get the update, etc.

The RTC will be captured in a transcript; all of the RTCs are, in fact.
If you don't the file uploaded to atari.archive, be sure to catch the
on-line mags for it. I'm positive it will be there.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1409. Re: Advertising slogans for the Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 01:35:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <21akt7$5rv@usenet.INS.CWRU.Edu>
Source record: 203891
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In a previous article, gkomatsu@uhunix.uhcc.Hawaii.Edu (Galen Tatsuo Komatsu) says:

>In article <218fm7$2bn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>I came up with one several months ago: "ATARI'S GIANT -- the Jaguar 64-bit
>>multi-media entertainment system".
>
>>There is a lot you can do with the GIANT theme.
>
> Sex sells too, and people like the sound of "free"...
>
> "The Atari Jaguar, it's better than free sex!" =^)
>

But of course! That is one of the first things that I learned in
advertising. Sex sells.

>--
>

--

1410. FOR SALE: Atari ST Magazines 1986-1991 Check these out ->>

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 01:40:43 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <21al6rINN8su@uwm.edu>
Source record: 203892
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale,chi.forsale

```
FOR SALE:

Atari ST "Classic" Magazines:
*********************************************************
* STart magazine *
* -------------- *
* 38 issues in all (1986-1991) Near complete set! *
* 31 accompanying disks *
* *
* PRICE: $50 + shipping (this is $.50 an issue and $1.00 a disk)
*********************************************************

*********************************************************
* ST APPLICATIONS *
* --------------- *
* 1986-5 issues *
* 1987-12 issues *
* 1988-9 issues *
* *
* Accompanying disks Jan 1987 - Sept 1988 (none missed!) *
* PRICE: $34 + shipping *
*********************************************************

*********************************************************
* Analog *
* ------ *
* 1985-1 issue *
* 1986-7 issues *
* 1987-3 issues *
* 1989-2 issues *
* *
* PRICE: $6.50 + shipping *
*********************************************************

*********************************************************
* ST Log *
* ------ *
* 1987-1988 almost complete set (28 issues) *
* *
* PRICE: $14 + shipping *
*********************************************************

Make an offer on all or part of the above.
```

Take all above magazines and disks for $60 + shipping (over $40
off separate prices)

Please Email to the address below- Thanks

--

= Scott =
= scottshk@csd4.csd.uwm.edu=

1411. Specs for Atari PCC1424 VGA monitor needed

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 02:48:56 UTC
From: mbl900@anusf.anu.edu.au
Message-ID: <21ap6o$cmu@manuel.anu.edu.au>
Source record: 203893

I have just aquired the above monitor for use with my 386 pc. I have both DOS and Unix (386bsd) on this system. It works fine under DOS but I need to know some of it's specs to make it run under XFree86 (X-Window for 386bsd). The things I need are :
Bandwidth
Horizontal sync frequency
Vertical sync frequency

Can anyone help? Thanks in advance.

--
Mathew Lim, Unix Systems Programmer, ANU Supercomputer Facility,
Australian National University, Canberra, ACT, Australia 0200.
Telephone : +61 6 249 2750 |
Fax : +61 6 247 3425 | E-Mail : M.Lim@anu.edu.au

1412. Re: Factual Information on the Atari Jaguar, Direct From Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 04:03:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <84770@cup.portal.com>
Source record: 203895
Cross-posted to: rec.games.video,comp.sys.atari.st

Unfortunately Atari had nothing to do with the design of the Portfolio,
and I believe it would be beyond their ability to do anything about
creating a more capable and competitive version...

If they could get D.I.P. in England to upgrade the design, maybe...

BobR

1413. Re: IBM Production of Jaguar (Take #2)

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 04:03:33 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul6.040333.13078@btree.uucp>
Source record: 203894

In article <C9JC0y.DpE@hpqmoea.sqf.hp.com> tony@hpqtdla.sqf.hp.com (Tony McAlinden Student QTDRD) writes:
>
>There's no question about it. The company that gave us 'Star Raiders'
>nearly fifteen years ago could dominate again. If they get the marketing
>right....
>

Star Raiders in a Virtual Reality environment! I want one! I want one!

-- George Crissman

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California

1414. Re: MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 07:08:41 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C9qEII.DH8@hpbbrd.bbn.hp.com>
Source record: 203708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
> I was thinking of modifying the RAM filesystem to use the BLiTTER to do its
> memory copy functions, and maybe speed it up that way (make faster than the
> blazing it already is, much faster and more compatible than any other RAM Disk
> I've used).

I don't think it would be worth the trouble. On a lowly 8 MHz ST, the
processor can move blocks of memory at 13.5 Mb/s. The blitter could
be a little faster because it doesn't have to fetch command opcodes
in-between, but on the other hand, you have to set it up before
the transfer which for smaller blocks more than weighs off the speed
gains. On a 68030 system, the processor could even hold the copy
loop in its cache, and the blitter would probably have no
advantage whatsoever! The blitter really excels at transfers that
are not word- or even byte-aligned, but RAM disk data are always
word-aligned.

> Has MultiTOS been released? I mean can I buy it from the local dealer (US).

I don't know about the US situation, but MultiTOS has been available
here in Germany for quite some time now.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1415. Origin of "Atari" name.

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 07:40:56 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <C9qG09.D2M@dnsserv.go.dlr.de>
Source record: 203896

In <1993Jul2.144820.19405@bmers145.bnr.ca> kennyy@bnr.ca writes:

> Oh my god! I can answer a question in c.s.a.st! This is a first...
> (probably a last...)

> : P.S.: BTW, does anyone of you know, where the name "Atari" does come from
> : at all?
> : I know of "Hatari", which means in some African language "Danger, Warning!"
> : or something. Is it the same?

Perhaps this is a better meaning!

>
> 'Atari' is the word for capture used in the Japanese game of go. When you
> capture the opponent's stones, you yell 'atari'!
>

I heard this was why atari was chosen. Its a bit like CHECK in chess.

> Kenny Yan. kennyy@bnr.ca
> The above is not a BNR opinion/view/comment/press release.
>

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

1416. Re: How to upgrade MEGAST2

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 09:22:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21bg8bINNbgh@golem.wcc.govt.nz>
Source record: 203897

Hi yes you could need the small Caps that are along side the Rams.
0.22uf mono types also there could be 2-3 resitors, 33 ohms or 68 ohms
I don't remember witch, you will find a small group of resistors near the
rams..

Speed of Rams 150ns or better...

I think that you will find that its 256k rams that are used..??

how many rams are there..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1417. CommandLineIntepreters ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 10:21:46 UTC
From: tyjori@uta.fi
Message-ID: <21bjnqINNgl4@vuokko.uta.fi>
Source record: 203900

As beeing daily UN*X user, I like have such a enviroment
also to my MEGAST2. Is there UN*X clones or CLI-shells
for ST-series.
Moreover, the PC's have 4dos. Is there subsitute for ATARI ?

I am not familiar with GEM, but is it possible to
run windowed CLIs under it ?

-jr

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

1418. MOD editor needed!

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 10:30:36 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.4efp@terapin.com>
Source record: 203898

Help! :)

I've recently stepped into the wonderful world of listening to and writing MOD files. So far I've been using an old version of NoiseTracker (or something like that; it was supposedly written by "Dr. Death"). My problem is that this software is very buggy, does not make use of my STE's stereo ability, in addition to the fact the any "new" protracker MOD's will cause it to crash during playback.

Is there a *good* MOD editor/player out there? I have "Paula", which plays back MODs wonderfully, but has no editing capabilities. I don't care if it's shareware or commercial, but does such a program exist, and if so, where can I get my hands on it? :)

Please reply thru e-mail, because my access to this newsgroup isn't all to regular... thanks!

```
+-------------------------------------------------------------------+
| "That is not dead which can eternal lie, yet with strange |
| aeons, even death may die." -H.P. Lovecraft (NIN forever!) |
+-------------------------------------------------------------------+
```

1419. Quantum ELS 170S - how to disable parity ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 12:28:04 UTC
From: mbaumgar@iiic.ethz.ch
Message-ID: <1993Jul6.122804.7932@neptune.inf.ethz.ch>
Source record: 203701

I have to disable parity of my Quantum ELS 170S to connect it with ICDs
'The Link' SCSI hostadapter to my ST.
I think this can be done by software through the change of some Mode Select
parameters.
Who knows, which paraneter I have to change and what the values
for the 'Vendor unique'-, 'Flag'- and 'Link'- bits in the Mode Select
command are ?
Clearly it would be much easier, if there are any little programs (Macintosh),
which allow to dis/enable parity.

Matthias Baumgartner (mbaumgar@iiic.ethz.ch)

1420. FALCON MOD EDITOR

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 13:21:55 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <21bu9j$bd8@sus.edu.eur.nl>
Source record: 203704

Hello, can someone please send me a falcon mod editor. I know they're out there.

I have a lot of trackers allready (for my atari-st) but those won't work (not at all, or sometimes play back to fast -which can't be slowed down)

So please If you have a good working mod editor for a Falcon.

Email it to me - That would be so nice!

my account is: cspas050@cs.edu.eur.nl

Martijn -cspas050- Onstwedder, University of Rotterdam

Subject: de

--

Martijn Onstwedder - cspas050@sus.edu.eur.nl
University of Rotterdam - The Netherlands
We have them right where they want us - Kirk

1421. Re: Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 13:37:26 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <Jul06.113625.29291@work1.rhrz.uni-bonn.de>
Source record: 203899

In article <1993Jul3.120453.28864@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:
>
>>About TeX: I grabbed the Cs-Tex-4.0 files from a.a.u.e. and extracted all of
>>the .lzh files from the .zoo files onto my hard drive. Then I run the install
>>program and it only installs from floppy to hard drive, not hard drive to
>>hard drive. How many hard drive users would want to use floppies in the first
>>place? Is there a better way to install this?
>
>I don't know, but I was irritated by this, too.

Why are you irritated about this? The main distribution medium for CS-TeX
is floppy disk. So, the install program expects 8 disks. Whether you got
those disks in the mail or you ftp'ed disk images or created the disks by
unpacking 8 zoo archives is of no concern to the install program. After you
installed CS-TeX you may safely reuse the disks.

Would you rather have 8 .msa-Files to download? I hope not.

-- Volker
--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

1422. Re: Gofer problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 14:14:22 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <21c1bv$ho0@news.cs.tu-berlin.de>
Source record: 203703

baumer@cs.utwente.nl (Han Baumer) writes:

>I have downloaded Gofer for the ST, but all I get is a

> FATAL ERROR: cannot allocate program memory
> cmd exit code 1

>when I start the interpreter. I have a TT with 2Mb memory. Does anyone
>know what the problem is?

Well, it's probably what it says.

ST-GOFER is a port from a UNIX source.
Therefore it needs quite a lot of RAM for its internal static structures.
2 MB should be enough, but it's definitely not much.

If you want to run GOFER on such a small machine, try the following:

1.
Run GOFER as a TTP and limit its memory consumption using the
appropriate parameter (I think it was -h. Try -h10000 or so).

2.
Buy more RAM for your machine. 2 MB isn't much at all.
Especially if you want to use MultiTOS you'll need more RAM real soon.

3.
Buy VRAM (by Overscan) or OUTSIDE (by MAXON).
It will add virtual memory to your system and will swap it to or from your
hard-disk. I'm using VRAM on a removeable Syquest-88-drive and it works
fine and doesn't slow down your system too much, what makes it a cheap
alternative to more RAM.

4.
Ask the author of ST_GOFER (me) to recompile it for a smaller machine.
This won't happen too soon, since there are allredy complaints by some
users who want an even larger GOFER to run their sources.

Anyway, with only 2 MB RAM I strongly reccomend to buy more RAM or
a virtual memory manager.

Regards,
Laurenz

1423. Re: IBM and Atari have teamed up on the Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 15:05:24 UTC
From: glens@natinst.com
Message-ID: <21c4bk$8al@falcon.natinst.com>
Source record: 203705

In article <2057@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:

>Frequently the dollar value of this sort of deal only reflects the maximum
>number of units which might be produced under the terms of the contract; in
>other words, IBM may have agreed to build "up to 5 million Jaguars" over the
>term of the contract; if Atari pays IBM $100 each to build these, it becomes a
>$500,000,000 contract (at least as far as press releases go), even though no
>money may ever change hands (if the Jaguar never gets released). Therefore,
>Atari would definitely not need a $500 million line of credit to make this
>sort of deal...

I think you got it backwards. In my experience with deals like this
Atari would be _required_ to buy $500M worth of Jaguars and if they need more
that is fine. In other words $500M is the minimum, not the maximum.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

1424. Archiving trees with ZOO - the FINAL guide

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 15:39:08 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.741973148@nova>
Source record: 203706

Since this topic has attracted some interest over the last few days,
and nobody has REALLY settled it, here it comes:

THE DEFINITE GUIDE TO ARCHIVING DIRECTORY TREES WITH ZOO!!!

ZOO a// archive * archives the tree starting at
or ZOO a// archive . (and including) the current directory
ZOO a// archive a:dir\dir1 arcives the tree starting at the
or ZOO a// archive dir\dir1 given (sub)directory

In these cases, ZOO will save RELATIVE path information in the archive.

ZOO a// archive a: archives the whole disk A:
ZOO a// archive a:\dir\dir1 archives the tree starting at the
given directory

Here, ZOO will save ABSOLUTE path information in the archive.

ZOO a// archive a:. archives disk A:, with path information
in the form: .\dir\dir1...

And no, not all of this is obvious from the manual. And yes, I have
tried all of the above (with ZOO 2.1). And yes, ZOO creates the
necessary directories when extracting. And... any more questions? (I'm
sure you'll think of some...)

Happy archiving!
Hans-Peter

--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-72076 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

1425. Re: TEAC 720K >>>>> Atari 720K Should be Technical question...

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 15:59:50 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <C9r33r.AI0@mailer.cc.fsu.edu>
Source record: 203707

Chris L. Willison (cwilliso@tuba.calpoly.edu) wrote:
> Should Be: (comp.atari.st.technical_garbage_and_related_stuff)
> ....please forward to the correct news_sub_group (not).
>
> No Flames por favor.
>
> Does anyone know how to make an Atari compatible 720K DS/DD drive
> out of a std. TEAC or equiv.??? I have some technical manuals to hint
> me along the way, but if it cannot be done say so, and save me some
> pain.
>
> IBM 720K DS/DD ----------------> Atari 720K DS/DD

TEAC is the suggested drive to use when replacing an ST device, so you
are probably in luck. As for how to do it, one must build a magic cable
and do a little bit of tweeking with one of the lines (I seem to remember
a resistor needs to be added or some such). I uploaded instructions to do
this for both 3.5" and 5.25" drives to atari.archive.umich.edu several
years ago, in a file called ibmdrive.lzh.

Also, here are some comments I got after the upload (they concern 5.25" drives,
but they may be useful to you as well). Note that I did not actually write
the files. I just put them on atari.archive.

----begin included text----

Subject: Re: Flopppy drive question
Date: 10 Apr 92 13:34:49 GMT
Reply-To: plate@cdsmn.UUCP (Doug Plate)

In article <1992Apr5.000559.27320@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <31886@darkstar.ucsc.edu>, choclte@cats.ucsc.edu (Liz Neely) writes:
>>
>>
>>Can anyone tell me if its possible to attatch an IBM floppy drive to the
>>Atari ST? I have a spare IBM 51/4" floppy drive and I'd like to plug
>>it into my drive B spot. My atari needs a roung plug, which this floppy
>>doesn't have, but is it possible to get an adaptor or something?
>>I want to do this because it would be nice to be able to transfer data
>>between the 2 different sized disks.
>>
>I put a set of instructional files and drivers for such drives on
>atari.archive.umich.edu, in a file called ibmdrive.lzh. The ability you
>desire is relatively easy to accomodate, given that you are willing to
>bolt some stuff together and make a simple cable. I had such a device set
>up in the past, and it worked fine.

>
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

Mickey, (and anyone else interested)
I have have read your files and they are excellent! I had an idea to possibly
simplify the process though. Now, I really should try this before speaking,
but hey, I'm impulsive and irresponsible ;^)

Wouldn't it simplify the process if instead of cutting and modifying the
existing drive B cable (assuming you have one) you opened the case of the
ST and tapped onto the internal ribbon cable (the one attached to the
internal floppy) using a daisy chain type thing? Like:

```
/-------------[]< card edge to external floppy
|
--------[][]------------[]
Internal Cable ^ ^male end ^female end to internal floppy
```

I just say this because ribbon cable is so much easier to work with than just
about anything, just using a vise, pliers, or vise grips to press the ends
into place. You would then have to change the Drive select jumper on the
external from 1 to 2 (or from 0 to 1 depending on labels used).

One would probably want to hang a ribbon header out the back of the ST case
to allow for disconnection.

Do you think it will work?

Regards,
Doug

Subject: Re: Flopppy drive question
Date: 15 Apr 92 15:24:38 GMT
Sender: usenet@mcs.anl.gov

In article <1992Apr10.133449.15963@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) writes:
|>
|> Mickey, (and anyone else interested)
|> I have have read your files and they are excellent! I had an idea to possibly
|> simplify the process though. Now, I really should try this before speaking,
|> but hey, I'm impulsive and irresponsible ;^)
|>
|> Wouldn't it simplify the process if instead of cutting and modifying the
|> existing drive B cable (assuming you have one) you opened the case of the
|> ST and tapped onto the internal ribbon cable (the one attached to the
|> internal floppy) using a daisy chain type thing? Like:
|>
|> /-------------[]< card edge to external floppy

```
|> |
|> --------[][]------------[]
|> Internal Cable ^ ^male end ^female end to internal floppy
|>
|> I just say this because ribbon cable is so much easier to work with than just
|> about anything, just using a vise, pliers, or vise grips to press the ends
|> into place. You would then have to change the Drive select jumper on the
|> external from 1 to 2 (or from 0 to 1 depending on labels used).
|>
|> One would probably want to hang a ribbon header out the back of the ST case
|> to allow for disconnection.
|>
|> Do you think it will work?
|>
|> Regards,
|> Doug
```

Yes, This is exactly what I did with my ST. Worked like a charm. The only thing that you need to watch for is reversing the cable when you plug it into the new drive. You can tell its reversed because the drive lights go on as soon as you turn the computer on and they stay on constantly.

Later,

```
--
_____________________________________________________________________________
|Michail Gomberg I A |
|Argonne National Laboratories R|||T |
|User Services Division A ||| A |
|Argonne, IL T / | \ R |
|internet: b41987@achilles.ctd.anl.gov A / | \ I |
| GOMBMIK@iitvax.iit.edu |
|_____________________________________________________________________________|
```

----end included text----

One last note: Toad computers sells bare floppy devices, and would probably be able to answer technical questions. Call 1-800-448-TOAD and see if you can work something out (they may even sell the cable you need premade).

```
--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

1426. CTEX_E Make fonts?

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 16:21:21 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.741975681@cwis>
Source record: 203709

I have successfully gotten the CTEX_E shell program to take a .tex file and make a .dvi file AND preview it. I have also gotten it to print, but I have NOT gotten it to make new fonts (with metafont). When I go to FIND and go under C_MF (which I don't think was in any of the archives) it looks in the METAFONT folder, which I don't even have, for a program with a .PRG extender. Am I missing the program it needs to run the INIMF.TTP program and MF.TTP program that were extracted into the TEX/BIN/ directory?

By the way, I would like to use TeX without the CTEX_E shell, how can I do this? (Is there something I can ftp that would show me how to do this?)

Also, what is the difference between TeX and LaTeX? Also, when would I have to run TeX more than once on a file? (And how would I go about doing this?)

Thanks!

1427. Re: Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 18:40:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <21cgvg$8dv@elroy.jpl.nasa.gov>
Source record: 203710

In article <lombardo.741633391@cwis> lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:
>worked. But, I still can't get the uniedit.prg file to run, whether from
>the desktop OR gulam. What does this program do? And why does uniterm
>come with so many fonts? I don't see any options in the program to change
>fonts!

Uniedit was described pretty well in the docs... It's a very simplistic editor, written only as a demonstration of the $v (I think) Uniterm variable. You must run the program with the $v argument, which is a pointer to a table of Uniterm's internal variables, including the conversation and history buffer. The uniedit program lets you search around inside the history buffer, as I recall.

Regarding the fonts - Uniterm uses a large number of 'em, to handle the various combinations of 80/128 column, and G0-G3 character sets. There's a Load Font option, but I think that the included font files are already the same as the ones compiled into the code. Never did verify that...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1428. Re: Origin of "Atari" name.

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 18:47:24 UTC
From: ip001b@uhura.cc.rochester.edu
Message-ID: <1993Jul6.184724.3616@galileo.cc.rochester.edu>
Source record: 203711

```
>>
>> 'Atari' is the word for capture used in the Japanese game of go. When you
>> capture the opponent's stones, you yell 'atari'!
>>

Actually, 'atari' is what you say when you THREATEN to capture an opponents
piece or group of pieces, or put another way, remove the second to last
liberty from a given piece.

Ivan.......

--
Ivan Pulleyn hypereal group
ip001b@uhura.cc.rochester.edu po box 18572
rochester, ny 14618
interact (716) 442-6231
```

1429. Re: SEAGATE ST250R

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 19:27:20 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul06.192720.20585@microsoft.com>
Source record: 203726

In article <60.34538.4514.0N17CC2B@canrem.com> richard.whitehouse@canrem.com (Richard Whitehouse) writes:
>-> I just recently got a Seagate ST250R hard drive. I was told that it
>-> is a >40 meg drive, but I can only get about 28 megs from it.
>-> Someone please tell >me if the following info is correct:
>-> Number of heads: 4
>-> Cylinders: 667
>-> I am using an OMTI MFM controller and the Latest ICD formatting
>-> software >(6.06, I think)/
>->
>-> From the Seagate info that I have there is NO ! ST250R, but there is
>-> a ST251R, this is a 43 meg Formated Drive with 4 heads and 820 data
>-> Cylinders..

Actually the ST250R does exist. At least it did for about 6 months. I used
to sell them. They were OK. The stats he gave sound right.

>
>I'm not sure if I'm addressing this to the right person; hope the right
>person reads it...
>
>Sounds like the Seagate is an RLL drive, and the controller is MFM.

Yes the 250R is an RLL drive that is what the ending R is all about.
I am sure that is what is happening here. The RLL gets a bunch more
sectors per track than MFM.

>This would explain why you are getting less capacity out the drive; RLL
>is a very similar format to MFM, but squeezes more capacity out of the
>same mechanism.
>---
> ~ RoseMail 2.10a: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

DFS
Lost in my own Mind.

1430. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 20:31:45 UTC
From: gmw1@cunixa.cc.columbia.edu
Message-ID: <1993Jul6.203145.16245@news.columbia.edu>
Source record: 203714
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In article <217gq8$mru@pith.uoregon.edu> ggiles@cie-2.uoregon.edu (Gregg Giles) writes:
> Agreed. No matter what Atari looks like today, I still remember it as it
>was in the early's 80s: the coolest company on the planet. Ah, games were so
>much more fun, then... :)

What *is* Atari up to these days? They seem to have all but
disappeared from the personal computer market. There was talk of a
dedicated DTP machine and a dedicated sound editing machine, but I've
never seen any of these in the flesh. Do they still make *anything*? :-)

In a very real way they were victims of their own success...they did
so well in the game machine market that no one took anything _else_
they did seriously. Commodore suffers from the same fate to this day.
The C-64 was so renowned as a cheapie computer that a lot of people
just don't take the Amiga seriously.

--
Gabe Wiener -- gmw1@cunixa.cc.columbia.edu -- N2GPZ
Sound engineering, recording, and digital mastering for classical music
"I am terrified at the thought that so much hideous and bad music
will be put on records forever." --Sir Arthur Sullivan

1431. C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 20:58:00 UTC
From: swithing@ic.sunysb.edu
Message-ID: <C9rGt1.Gs1@acsu.buffalo.edu>
Source record: 203713
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

GOOD NEWS!!!!!

My brother just informed me that he found out from one of his fellow Clarkson Engineering graduates who works for Commodore, that Commodore has chosen the RISC chip of future amigas! (drum roll please...) As many have speculated, it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during Lew Eggerechts speech. Better yet they will be showing in a semi-private session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new high-end AAA Chip set! (This computer is not due out until mid 1994, however) Expect truely blinding speed in this speed demon!!!!!

More details as I recieve them.

++
==

-Scott, the amigavagelist

1432. Re: AEO_0211.ZIP -- Jaguar, Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:44:06 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <8Vca7B3w165w@iowegia.dsm.ia.us>
Source record: 203735
Cross-posted to: comp.sys.atari.st,rec.games.video

r
nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:

> Ed Krimen (ekrimen@netcom.com) wrote:
> : The latest Atari Explorer Online, AEO_0211.ZIP, has just been posted on
> : atari.archive.umich.edu. It has new information on the Jaguar from the
> : Atari stockholders meeting, as well as general ST/TT and Falcon030 news.
>
> Speaking of Atari Explorer... I went down to Walden Software to
> get an issue of Atari Explorer to find Portfolio dealers and all I could
> find was the Jan/Feb issue... do they still make it? (the print one)
> --
> --Keeper of the NEO GEO FAQ-BOB LOVES YOU-Only the A M I G A makes it possibl
Call Atari, they will give the information about the Explorer. I have a subscription for them which was cashed 1 year ago and no mag yet! They are going to possibly cancel it.

1433. re: quantum parity diable

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:48:54 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <6JUL93.17485482@cc4.crl.aecl.ca>
Source record: 203716

```
The following is from a FAX I received from ICD:

1) firmware must be 4.05 or newer on the drive
(look for "Y4050" or higher version)
2) hook drive to system with a host adapter that
talks parity (standard AdSCSI)
3) run BOOTFIX.TOS (minimum version 2.13)
You should see the message "Quantum hard drive
reconfigured and parity disabled".
4) drive will now work with LINK cable.
```

1434. Re: Quantum ELS 170S - how to disable parity ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:49:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21cs0rlNNf1b@golem.wcc.govt.nz>
Source record: 203718

In article <1993Jul6.122804.7932@neptune.inf.ethz.ch>, mbaumgar@iiic.ethz.ch (Matthias Baumgartner) writes:
>I have to disable parity of my Quantum ELS 170S to connect it with ICDs
>'The Link' SCSI hostadapter to my ST.
>I think this can be done by software through the change of some Mode Select
>parameters.
>Who knows, which paraneter I have to change and what the values
>for the 'Vendor unique'-, 'Flag'- and 'Link'- bits in the Mode Select
>command are ?
>Clearly it would be much easier, if there are any little programs (Macintosh),
>which allow to dis/enable parity.
>
>Matthias Baumgartner (mbaumgar@iiic.ethz.ch)

Here is the Data from ICD on this....

Quantum ELS with The Link: Problem and Solutions for drives made in 1992.

The following information is for owners of "The Link", a SCSI host adapter for Atari ST computers, and Quantum ELS series hard drives with firmware older than version 4.05. ELS drives with the newer firmware have not been shipped by Quantum as of this writing and probably won't be until sometime in 1993. Firmware version 4.05 or higher is required to disable parity on an ELS drive. Parity is not supported with The Link. Unfortunately a TT, a Falcon, or an ICD host adapter which does support parity is also required in order to disable it so be sure to have one of these available. The following ICD host adapters do support parity: Advantage ST, Advantage Plus ST, AdSCSI ST, AdSCSI Plus ST. The other models do not.

Included with this file are a special version of BOOTFIX.TOS from ICD and two other files from Quantum which will allow those with the knowledge and proper equipment to make their own 4.05 ROMs. ELS_S405.HEX is the 4.05 firmware code in Intel Hex format. ELS_S405.BIN is a binary image of the firmware ROM (binary format). These should have a checksum of $2E00 and be programmed in to 27C512 32 pin PLCC EPROMs or OTP EPROMs. Quantum has used Atmel AT27C512R-15JC OTP EPROMs so 150ns is probably more than sufficient.

An alternative is to call Quantum, explain that you need parity disabled on your ELS drive, and tell them that you need new firmware of version 4.05 or greater to support this. In the USA you can call 900-740-4433 to request new ROMs. Warning! You will be automatically charged for this call and I am not sure of the rate. If you are "blocked" from 900 numbers, try 408-944-0410.

Once you have the new ROM, carefully replace the old ROM, which is the only IC in a socket on the ELS drive PCB. Then connect the drive to a SCSI port

which does support parity, boot the computer and run the new BOOTFIX.TOS. After that, the drive will permanently have parity disabled and work with The Link. Our hopes are that dealers or distributors will offer this service to their customers since they will have better access to the required equipment.

Thanks for supporting our products and good luck!

1435. re: Spectre 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:52:54 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <6JUL93.17525406@cc4.crl.aecl.ca>
Source record: 203717

I have been waiting over two years for Spectre 3.1. Sure hope
it will actually be released. I do not have access to GENIE
(out in the sticks and long distance charges too costly)
so any posting of details would be greatly apprecaited.

Please excuse typos; it's beautiful outside and I'm heading
out for a beer.

1436. Definitions of "atari" and "sente"

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:53:20 UTC
From: Michael_Mattock@rand.org
Message-ID: <21cs8g$14v@aja.rand.org>
Source record: 203715
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

> As I understand it, just as "atari" is the rough equivalent to
"check" in
> chess, "sente" is roughly analogous to "checkmate" in the same game.
Seems
> Bushnell was a pretty big Go player at the time he started Atari.

Actually the meanings are quite different from "check" and "checkmate",
in that neither term implies that victory is immanent. Definitions below:

Atari: an immediate threat to capture, only one liberty remains. A
verbal warning is often issued when placing an opponent in atari.

Sente: threat forcing direct response, creates initiative. Or the right
to choose where to play next.

"Sente" seems like an especially appropriate name for a company that
hoped to threaten Atari.

Michael Mattock | RAND
Voice: (310) 393-0411 x6548 | 1700 Main Street
Internet: Michael_Mattock@rand.org | Santa Monica, CA 90407-2138

1437. WANTED COLOR MONITOR

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 21:55:30 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <8eDa7B4w165w@iowegia.dsm.ia.us>
Source record: 203736

I have a friend who doesn't have access to the net, so this is for him:

He needs a color monitor. Anyone who has one, please call:

Chuck at 319-476-3348 and say Lannie sent you.
Thanks

1438. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 22:41:18 UTC
From: azog@world.std.com
Message-ID: <C9rLov.LIt@world.std.com>
Source record: 203719
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

swithing@ic.sunysb.edu (Scott Withington) writes:

>GOOD NEWS!!!!!

>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
^^^^^^^^^

Ah, but there is a machine I would love to own. But are you sure on the
speeds? I know that some of the AXP PCs will be semi-castrated down to
about 66MHz (altho, I think this is mostly the buss limitation: the
low ends seem to be ESIA buss, and higher ends will have who-knows-what?)

>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

And lets hope that in 1994 prices will drop. I think the AXP PC 150
is priced at $7000, diskless! (altho, I dont have the DEC brochure
here to quote directly from... and we all know DEC hikes prices up to
where no mere mortal can afford things...)

--
Billy D'Augustine azog@world.std.com

Do three wrongs make a left?

1439. Atari stock...

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:03:44 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <21d0cg$q0b@ucunix.san.uc.edu>
Source record: 203727

I haven't heard lately, so does anyone know just what Atari finally peaked at?

+-----------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
+-----------------------------------+ |
'-----------------------------------'

1440. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:06:49 UTC
From: jmpierce@whale.st.usm.edu
Message-ID: <21d0i9$elk@Tut.MsState.Edu>
Source record: 203720
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

>What *is* Atari up to these days? They seem to have all but
>disappeared from the personal computer market. There was talk of a
>dedicated DTP machine and a dedicated sound editing machine, but I've
>never seen any of these in the flesh. Do they still make *anything*? :-)

I heard from several Atari users a year or three ago that because
of the extensive software piracy and computer viruses written
to hit the Atari ST, etc. that the Atari computer line was being
dropped from production. Seems nobody wanted to produce software
for it under those conditions. Anyone hear different ???

>In a very real way they were victims of their own success...they did
>so well in the game machine market that no one took anything _else_
>they did seriously. Commodore suffers from the same fate to this day.
>The C-64 was so renowned as a cheapie computer that a lot of people
>just don't take the Amiga seriously.

Well, as an Amiga user, I take that machine very seriously...
{ Even though I'm using a Wyse-60 lately to read news, I used
to use an A500 running VLT, until my modem went. }

> Gabe Wiener -- gmw1@cunixa.cc.columbia.edu -- N2GPZ

--
Jim Pierce. Disclaimer: Standard.
"Jurassic Park," or "Its a case of a paleontologist being too close to the
fossilized skeleton, to note the very real teeth in the cloned dinosaur !"me

1441. Re: Gulam/Uniterm/TeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:16:34 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jul6.231634.1005@alw.nih.gov>
Source record: 203721

In article <Jul06.113625.29291@work1.rhrz.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1993Jul3.120453.28864@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>>lombardo@cwis.unomaha.edu (Tom James Lombardo) writes:
>>>About TeX: I grabbed the Cs-Tex-4.0 files from a.a.u.e. and extracted all of
>>>the .lzh files from the .zoo files onto my hard drive. Then I run the install
>>>program and it only installs from floppy to hard drive, not hard drive to
>>>hard drive. How many hard drive users would want to use floppies in the first
>>>place? Is there a better way to install this?
>>
>>I don't know, but I was irritated by this, too.
>
>Why are you irritated about this? The main distribution medium for CS-TeX
>is floppy disk. So, the install program expects 8 disks. Whether you got
>those disks in the mail or you ftp'ed disk images or created the disks by
>unpacking 8 zoo archives is of no concern to the install program. After you
>installed CS-TeX you may safely reuse the disks.
>
>Would you rather have 8 .msa-Files to download? I hope not.

I would rather have the ability to re-assign the path for .zoo archives
to something besides A:\ ; if someone has enough disk space to install and
run TeX, they may have enough for all 8 .zoo files as well. (I did.)

I also felt being forced to make 8 floppies complicated the installation
procedure needlessly; I got the 8 files via ftp and xmodem (9600 baud), so
I did not already have the files on floppy disks.

Rick Venable (O O) | "Back off, man, I'm a scientist."
FDA/CBER Biophysics Lab)|(| -- Bill Murray in
rvenable@helix.nih.gov (=) | 'Ghostbusters'

1442. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:20:54 UTC
From: gruber@austin.ibm.com
Message-ID: <C9rnIu.11LF@austin.ibm.com>
Source record: 203723

In article <memo.396727@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk (Graeme Rutt) writes:
>
>
> In article <C9Jqsr.1Izp@austin.ibm.com>, gruber@austin.ibm.com (Scott Gruber) writes:
> >
> >If anyone knows when is if not already is Multi_Tos available for the TT030 ???
> >
> >And for how much ? And where can I get it ?
> >
>
> HiSoft are the UK distributors for MTOS - I've not got their number or
> address to hand but they advertise on the back page of ST Review and
> ST User almost constantly. I think it's 39UKP, but that might be 49.
> They are - or possibly were - doing it in a pack with Speedo GDOS.
>
> ATB,
>
>
> |~~~

1443. Re: Definitions of "atari" and "sente"

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:32:39 UTC
From: funkster@cats.ucsc.edu
Message-ID: <21d22nINNlgs@darkstar.UCSC.EDU>
Source record: 203722
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

```
+-In article <21cs8g$14v@aja.rand.org>,
| Michael_Mattock@rand.org (Michael G. Mattock) wrote:
|
| Atari: an immediate threat to capture, only one liberty remains. A
| verbal warning is often issued when placing an opponent in atari.
|
| Sente: threat forcing direct response, creates initiative. Or the right
| to choose where to play next.
|
| "Sente" seems like an especially appropriate name for a company that
| hoped to threaten Atari.
+----------

Nolan Bushnell founded a company called Sente in the mid-80's; they made
stand-up arcade games which all operated on the same basic hardware. So,
if you got sick of your old Hat Trick game (two-player ice hockey), you
could swap a board or two, and the control layout board, and get a Trivial
Pursuit(TM) game instead. They also had a pool simulator, and as I recall
pretty much _all_ the games were that dull except their first one...
which I've forgotten. This is why the company immediately went the way of
the dodo.

--
-- larry hastings, the galactic funkster, funkster@echo.com
-- all stated opinions are mine. GCS d* -p* c++ l m* s+/+ g+ w++ t+ r- x+
--
-- "I am Mister Roarke, your host. Welcome to Jurrasic Park!" --Paul Potts
```

1444. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:33:50 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jul6.233350.1348@alw.nih.gov>
Source record: 203725

In article <H.ea.fVZOdEhH1mA@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>There's a working Fortran compiler on atari.archive.umich.edu; no GEM
>bindings or VDI bindings, but who'd be foolish enough to do that sort of
>programming in Fortran?

Moi. I bought Prospero Fortran because it had AES and VDI bindings, along
with facilities for GEMDOS, BIOS, and XBIOS calls. I'm a scientist, I think
in Fortran, and never really learned C very well. Someday, perhaps...

1445. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-06 23:41:38 UTC
From: funkster@cats.ucsc.edu
Message-ID: <21d2jiINNli5@darkstar.UCSC.EDU>
Source record: 203724
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

```
+-In article <21d0i9$elk@Tut.MsState.Edu>,
| jmpierce@whale.st.usm.edu (DreamyJim) wrote:
|
| >What *is* Atari up to these days? They seem to have all but
| >disappeared from the personal computer market. There was talk of a
| >dedicated DTP machine and a dedicated sound editing machine, but I've
| >never seen any of these in the flesh. Do they still make *anything*? :-)
|
| I heard from several Atari users a year or three ago that because
| of the extensive software piracy and computer viruses written
| to hit the Atari ST, etc. that the Atari computer line was being
| dropped from production. Seems nobody wanted to produce software
| for it under those conditions. Anyone hear different ???
+----------

Well, yes, quite frankly, and from Atari no less.

Atari's market presence has faded, over time, here in the US; they are
much stronger in Europe, however, where the ST/TT series of computers are
viewed as a viable business computer. However, they are still being produced,
with new models coming out all the time. They made a portable version of
the ST, the STacy; a notebook, called the ST Book; and the TT series is
itself a lot of bang for the buck.

The software has never been all that great, unfortunately. OS development
plods along, and while they do sort of keep up with the outside world (they
introduced scalable font technology recently), seeming the US market
doesn't care. Business software, word processors, spreadsheets... all
available, but all usually at least a _little_ goofy.

Atari's dealer channel has slipped away over the years, and Atari doesn't
really believe in paying for advertising -- they seem to think word of mouth
can carry them through. This is probably where these weird rumors started;
if you don't see a company advertising heavily, you start to wonder if they
still exist.

Atari just introduced the Falcon 030, a descendent of the ST/TT series
of computers adding serious multimedia support. The computer has a DSP
chip, can talk to IDE drives, has real whizzy graphics, and can do genlock
really cheap. It's a real neat machine, but nigh upon impossible to find
in the states.

--
-- larry hastings, the galactic funkster, funkster@echo.com
-- all stated opinions are mine. GCS d* -p* c++ l m* s+/+ g+ w++ t+ r- x+
```

--
-- "I am Mister Roarke, your host. Welcome to Jurrasic Park!" --Paul Potts

1446. ATARI 1040ST + for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 00:11:49 UTC
From: cleaves@venus.ctron.com
Message-ID: <21d4c5INNgri@ctron-news.ctron.com>
Source record: 203733

For Sale:

ATARI 1040STf - 1 Meg, 68000, Dallas Semi Real Time Clock
Atari SC1224 - Color (Low and Medium res) monitor
Atari SM124 - Monochrome (Hi res) monitor
Atari MegaFile 30 - 30 Meg Hard Drive
Supra Hard Drive - 85 Meg hack in Supra shoebox.
Spectre GCR with ROMs - 1 Large Partition already setup with 6.1.7,
about 150 floppies of MAC stuff. Drive cable
included for reading and writing MAC floppies.
Monitor Switchbox - semi hack, but works well.
Mouse/Joystick Switchbox - Total hack, but one which I'm proud of.
Official but Ancient Atari Joysticks (2).
Chic Hi-Res Mouse

Commercial Software:
Timeworks DTP, Partner ST, STOS, Lemmings, Gold Rush, Turrican,
Oids, Sundog, Dungeon Master, Falcon, NeoDesk 3.0
Tons of PD stuff, at least 150 floppies worth.

Hard Drive setup is quite good, Have Neodesk, use SuperBoot, have Gulam
and Sozobon C all set as well as other dandies. This machine has been
reliable and fun for a long while, and will only be sold as a package.

Asking $700.00 or Best Offer, you pay shipping.

Available Seperately:

SuperCharger MS-DOS add-on for the Atari ST - due to unfortunate drive
configuration this will not work with the rest of my system, so I
do not suggest you buy both unless willing to scrap the Supra. However
this little box is great. I did most of my CS programming on this in
both Turbo Pascal 6.0 and Turbo C++ 2.0 and had no real problems. It is
quite fast considering what it does and can even handle graphics
programming (though the color limitations are a drag.)

Best Offer takes it.

Please reply via E-mail: cleaves@ctron.com

--
/\/\/\

1447. Re: MOD editor needed!

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 00:32:39 UTC
From: azog@world.std.com
Message-ID: <C9rquG.AnG@world.std.com>
Source record: 203728

lfoul@terapin.com (Jake McClean) writes:

>Is there a *good* MOD editor/player out there? I have "Paula", which plays
>back MODs wonderfully, but has no editing capabilities. I don't care if it's
>shareware or commercial, but does such a program exist, and if so, where can I
>get my hands on it? :)

Sorry I cant quite answer this question. Take a look on
atari.archive.umich.edu, in the atari/Sound... directories, I know
something is there, but dont recall the names...

Also, is there a MOD editor that will work in monochrome? All the
ones I found want medium rez, which dont do me no good...

--
Billy D'Augustine azog@world.std.com

Do three wrongs make a left?

1448. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 00:34:29 UTC
From: azog@world.std.com
Message-ID: <C9rqxJ.Az1@world.std.com>
Source record: 203729
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

jmpierce@whale.st.usm.edu (DreamyJim) writes:

> I heard from several Atari users a year or three ago that because
>of the extensive software piracy and computer viruses written
>to hit the Atari ST, etc. that the Atari computer line was being
>dropped from production. Seems nobody wanted to produce software
>for it under those conditions. Anyone hear different ???

I dunno, this sounds like a rather lame excuse to me... hell, any
computer is gonna have viri, and there will always be piracy around,
but that doesnt really stop software houses from releasing new stuff

--
Billy D'Augustine azog@world.std.com

Do three wrongs make a left?

1449. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 00:39:29 UTC
From: fihsu@athena.mit.edu
Message-ID: <21d601$3qi@senator-bedfellow.MIT.EDU>
Source record: 203731
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
[...]

Is it just my imagination, or was this exact same article posted a few months ago?

|> -Scott, the amigavagelist

Francis

1450. looking for documentation on osbind.h

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 01:18:45 UTC
From: heonj00@DMI.USherb.CA
Message-ID: <heonj00.742007925@DMI.USherb.CA>
Source record: 203732

Hello, I am looking for documentation on osbind.h in order to
set-up and use the rs-232 interface. I need to know how to set the
buffer and everything.

Thanks.

-Jeff Heon (heonj00@usherb.ca)

1451. Re: Bart's uuencoding question

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 01:35:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <6JUL199320353186@pavo.concordia.ca>
Source record: 203730

In article <H.eg.W9e8eKMLn66@mbase97.hacktic.nl>, gijs@mbase97.hacktic.nl writes...
>I'm trying to figure out how to glue together those uuencoded mails from BART.
>I do have uux789.zoo now, which is supposed to know about those
>include files.
>My question is: under what name do I save the files?
>I receive my mail directly on the Atari ST, so I cannot save a file
>like foobar.zoo.uac or something. Yet BART sends chunks which end in
>'include foobar.zoo.

While reading news I use "s" command to save the posts to my [.news] directory. Then I type "uuconvert file1 file2 file3". That's in case the actual binary is made of several blocks. I find this method easiest. Ask you system operator if you have access to a uuencoder on your system.

Woj.

1452. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 01:53:14 UTC
From: jrs@netcom.com
Message-ID: <jrsC9ruKq.DB7@netcom.com>
Source record: 203734
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In article <C9rqxJ.Az1@world.std.com> azog@world.std.com (azog) writes:
>jmpierce@whale.st.usm.edu (DreamyJim) writes:
>
>> I heard from several Atari users a year or three ago that because
>>of the extensive software piracy and computer viruses written
>>to hit the Atari ST, etc. that the Atari computer line was being
>>dropped from production. Seems nobody wanted to produce software
>>for it under those conditions. Anyone hear different ???
>
>I dunno, this sounds like a rather lame excuse to me... hell, any
>computer is gonna have viri, and there will always be piracy around,
>but that doesnt really stop software houses from releasing new stuff

Yeah, but if you have 30 million IBM PCs and 50% of users are pirates,
you still have a consumer base of 15 million. If you have only a few
hundred thousand Atari users (this is a wild guess, but I know the
figure isn't anywhere near the IBM figure), then a 50% piracy rate
doesn't leave much of a market at all. (the piracy figures are
guesses, too, but the basic idea is the same)
--
John Switzer | "I have come to the conclusion that one
| useless man is called a disgrace, two
CompuServe: 74076,1250 | are called a law firm, and three or more
Internet: jrs@netcom.com | are a Congress!" - John Adams, c. 1776

1453. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 03:05:08 UTC
From: f92bw@efd.lth.se
Message-ID: <21deh4$l8k@nic.lth.se>
Source record: 203737
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <21d601$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington)
writes:
>[...]
>
>Is it just my imagination, or was this exact same article posted a few months
>ago?
>

Yup, it sure was, and the original one was posted on April, 1.
--
****
* Bjorn Wesen, Student of Engineering Physics at LTH/Sweden *
* Internet: f92bw@efd.lth.se *
****

1454. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 03:58:14 UTC
From: oseiler@unixg.ubc.ca
Message-ID: <21dhkmINN3bq@skeena.ucs.ubc.ca>
Source record: 203738
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <21d601$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington)
writes:
>[...]
>
>Is it just my imagination, or was this exact same article posted a few months
>ago?
>

You say that too, eh? Wasn't it around April sometime? Like, the start of April
sometime? :)

The story hasn't changed at all if I remember it...

>|> -Scott, the amigavagelist
>
>Francis

-Oliver

--
| Oliver Seiler + Erisian Development Group + Amiga Developer +
| oseiler@unixg.ubc.ca +-------------Reality by the Slice--------------+
| oseiler@nyx.cs.du.edu | (604) 683-5364 |
| ollie@BIX.com | POB 3547, MPO, Vancouver, BC, CANADA V6B 3Y6 |

1455. Re: Definitions of "atari" and "sente"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 05:02:40 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul07.050240.170881@zeus.calpoly.edu>
Source record: 203739
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

Come on you guys! I've been noticing these relentless attempts to define the JAPANESE word, "Atari." Do you really think Atari co. wanted their product to mean, """attempting to attack""....????? come on now.

Actually, in Japanese, the word simply means "right", or correct. Ask any Japanese person.

I think this definition is more appropriate.

Chris.

1456. Tower case for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 05:22:27 UTC
From: tmo@rieska.oulu.fi
Message-ID: <1993Jul7.052227.26138@ousrvr.oulu.fi>
Source record: 203740

Hi!

I am planning to buy Falcon w/o HD and tower case for it from Germany. So I'd need some information about the cases... Is there any? What these packages contain (PSU?, cables?, connectors?), how much they cost (in DM)? and where to get them? I am going to visit Frankfurt, Kaiserslautern (and maybe Stuttgart if that is necessary to get what I need). Any comments about your experiences in assembling the system are also welcome.

Please, reply by mail. Thanks.

- TMo

1457. Re: Definitions of "atari" and "sente"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 07:45:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21duuelNNgk7@golem.wcc.govt.nz>
Source record: 203741
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

] Come on you guys! I've been noticing these relentless attempts to
] define the JAPANESE word, "Atari." Do you really think Atari co.
] wanted their product to mean, """attempting to attack""....????? come
] on now.

FOr that matter, who cares what it means? We've been told the same
meaning about 15 times.....

As stated, the creator was a 'GO' addict, and in the game Atari meant
'prepare to be boarded' etc. That's it. No more - we've even been
quoted the GO doc's!

1458. Re: IBM Production of Jaguar (Take #2)

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 09:50:27 UTC
From: ga@mrih.no
Message-ID: <1993Jul7.095027.23381@ugle.unit.no>
Source record: 203742

George Crissman (crissman@btree.uucp) wrote:
> In article <C9JC0y.DpE@hpqmoea.sqf.hp.com> tony@hpqtdla.sqf.hp.com (Tony McAlinden
Student QTDRD) writes:
> >
> >There's no question about it. The company that gave us 'Star Raiders'
> >nearly fifteen years ago could dominate again. If they get the marketing
> >right....
> >

> Star Raiders in a Virtual Reality environment! I want one! I want one!

> -- George Crissman

PACMAN!!!!! CENTIPEDE!!!!!

_______ ________ _______ _______
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
_______/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ ________/ / _______/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_______/ __/ __/ __/ __/ __________/ ST font by tkl@mrih.no

1459. Re: MOD editor needed!

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 10:04:59 UTC
From: ga@mrih.no
Message-ID: <1993Jul7.100459.23705@ugle.unit.no>
Source record: 203744

azog (azog@world.std.com) wrote:
> lfoul@terapin.com (Jake McClean) writes:

> >Is there a *good* MOD editor/player out there? I have "Paula", which plays
> >back MODs wonderfully, but has no editing capabilities. I don't care if it's
> >shareware or commercial, but does such a program exist, and if so, where can I
> >get my hands on it? :)

I use Wizzcat(of DF)'s ProTracker ST, which fully supports the STe stereo
sound. It also replays at 50 KHz when using a MEGA STe, and the sound
reproduction is simply wonderfull. Now that he has left the net, however,
it is hard to communicate with him, and especially now that he is inter-
railing down Europe during his holiday, unix1.mrih.no is down at the moment,
but he will have an account there as soon as we get it up again in August.
I have some _unofficial_ information that he is thinking of going shareware
- well, that was what he said last time I got to speak to him.
The tracker runs on low-res and has the same layout as the ProTracker on the
Amiga. It also loads most Soundtracker/Noistracker/ProTracker format modules
as well as Sync Tracker and TCB tracker. I have seen a TT version as well,
but I don't know if that one is ready for release. In addition, there is an
ST version. I don't know if he is going to do a Falcon version, but both I
and Kai (co-edito Scriba Communis Responsi) are pushing him.
And, oh yea! That miniature breakout game in the top right hand corner of
the disk menu... I did that one during one of those nights we (I, Wizzcat
and Gladiator) didn't know what to do, and we didn't have any pizza.

I guess Wizzcat's address will be karloey@unix1.mrih.no - but the machine
will probably not be up before in August, and I don't know how good his
internet access will be.

Cheerio, pholks! ;-)

_______ ________ _______ _______
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
_______/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ ________/ / _______/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_______/ __/ __/ __/ __/ __________/ ST font by tkl@mrih.no

1460. Re: Definitions of "atari" and "sente"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 10:14:31 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Jul7.101431.15168@unix.brighton.ac.uk>
Source record: 203745
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx

cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>
> Come on you guys! I've been noticing these relentless attempts to
> define the JAPANESE word, "Atari." Do you really think Atari co.
> wanted their product to mean, """attempting to attack""....????? come
> on now.
>
> Actually, in Japanese, the word simply means "right", or correct. Ask
> any Japanese person.
>
> I think this definition is more appropriate.
>
> Chris.
>

Atari didn't name Atari, it was the guy who started it when it was a 2 man
company, and he called it Atari because he liked Go a lot!

It wasn't meant to mean "attempting to attack", he just liked the sound of it!

Could one of you more informed people out there post some actual information
about Atari and kill this thread!!!

Whats Atari's stock price at the mo?
Any specs on the Jag?
Is t true that Atari don't intend to have the Falcon as a mass market machine?
Will the Falcon be supported, or will it be another TT?

Any news on 68060?
And who exactly makes the PowerPC?

--------------Tom (bored) |-.

later?*!

1461. Re: Bart's uuencoding question

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 11:15:47 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Jul7111547@issan.informatik.uni-dortmund.de>
Source record: 203743

```
>>>>> In article <H.eg.W9e8eKMLn66@mbase97.hacktic.nl>, gijs@mbase97.hacktic.nl (Gijs Bok)
writes:
|> My question is: under what name do I save the files?
|> I receive my mail directly on the Atari ST, so I cannot save a file
|> like foobar.zoo.uac or something. Yet BART sends chunks which end in
|> 'include foobar.zoo.uac'. I tried 'foobar.uac' and 'foobar_z.uac',
|> but without success.
|> Can anybody help me?

You can simply save the parts in the correct order into one file, then
run uud on it. If uud doesn't find the file specified with include, it
tries to read further in the same file for the next part.

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

1462. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 11:41:09 UTC
From: SAS@stpc.wi.LeidenUniv.nl
Message-ID: <SAS.4.742045268@stpc.wi.LeidenUniv.nl>
Source record: 203747

Greetings.

As you may well know, Atari has released the Flacon. Enthusiasm all round, BUT :

I read a textfile on ACF yesterday, specifying the new Jaguar. From what I saw it is going to be a very, very mean machine. Furthermore, IBM has been involved in the development (financial reasons ..?)

Anyway, I am waiting a while before buying my Falcon. The development is going a bit too fast to really find the lasting compagnon, so to speak.

If I show you |
One corner of a square | Or Something like that ...
And you would be unable | Erik E. t' Sas
To find the others, | SAS@STPC.LEIDENUNIV.NL
Then it is not for you that I speak. |

1463. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 11:54:42 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <C9sMF7.8zp@cs.ruu.nl>
Source record: 203748
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In <21d2jiINNli5@darkstar.UCSC.EDU> funkster@cats.ucsc.edu (Lawrence Charles Hastings) writes:

>Atari's market presence has faded, over time, here in the US; they are
>much stronger in Europe, however, where the ST/TT series of computers are
>viewed as a viable business computer.

Let's be realistic. Have they actually told you that in the US? In Europe we are told that in *Germany* the ST/TT are viewed as a potential business computer, and I wonder what they say in Germany.

>The software has never been all that great, unfortunately. OS development
>plods along, and while they do sort of keep up with the outside world (they
>introduced scalable font technology recently), seeming the US market
>doesn't care. Business software, word processors, spreadsheets... all
>available, but all usually at least a _little_ goofy.

The problem with OS development is that Atari should have 8 times as many people (I think they've got 2 currently) working on the TOS. They ideas are there, but there is never any time. What they should do is hire a small team of European developers (for example WINX should be integrated in TOS).

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

1464. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 11:56:11 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <C9sMHo.910@cs.ruu.nl>
Source record: 203749
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In <jrsC9ruKq.DB7@netcom.com> jrs@netcom.com (John Switzer) writes:

>Yeah, but if you have 30 million IBM PCs and 50% of users are pirates,
>you still have a consumer base of 15 million. If you have only a few
>hundred thousand Atari users (this is a wild guess, but I know the
>figure isn't anywhere near the IBM figure), then a 50% piracy rate
>doesn't leave much of a market at all. (the piracy figures are
>guesses, too, but the basic idea is the same)

Bull shit. 50% is 50%--- if 50% is `not much of a market at all' then
neither is 100%.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

1465. Re: IBM Production of Jaguar (Take #2)

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 12:00:11 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <21edsb$a0s@news.cs.tu-berlin.de>
Source record: 203746

ga@mrih.no (Gard Abrahamsen) writes:
>> Star Raiders in a Virtual Reality environment! I want one! I want one!
>PACMAN!!!!! CENTIPEDE!!!!!

M.U.L.E.!!!

I want M.U.L.E.!!!

1466. Jaguar info

Newsgroup: comp.sys.atari.st
Date: 1993-07-07 14:32:29 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Jul7143229@sun.ph-cip.uni-koeln.de>
Source record: 203750

Hi netters!

Since I'm involved in games programming, I'm curious about the Jaguar.
(As is my employer...)

Could some kind soul please mail me the *official* press release concerning
the Jaguar? I've read it here several times, but I just lost it...

Which newspaper/issue could it be found?

And, very special, (yes, I might buy a development system), how to get in
contact with Bob Brodie via interNet (I've read that, too, but, sadly, this
f*cking S*N workstation decided to smash the hard drive before the backup...)

Please mail to Hessdorf@sun.ph-cip.uni-koeln.de

Thanx in advance!

Joe

1467. Re: Notator Logic - anyone got hard info?

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 05:56:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.433653@cix.compulink.co.uk>
Source record: 203509

In article <CA48EM.ECJ@bristol.ac.uk>, tjl@siva.bristol.ac.uk (Tim Llewellyn) writes:
>
>(2) Will it run in medium res (now I can afford a hi-res monitor you can't get
>them easily)? What about on a 520STFM upgraded to 2.5 Mbyte? (the

Atari Workshop have monochrome monitors - 081 693 3355

And my advice is to get a Falcon and an SVGA monitor, you would need the
higher resolution and speed for Logic.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1468. Re: GFA Basic?

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 08:05:51 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CA5AHs.Jwr@hpbbrd.bbn.hp.com>
Source record: 203508

```
cristine a webb (cwebb@mksol.dseg.ti.com) wrote:
> Apparently what
> happened is Richter somehow did not completely comply with all af GFA's
> quality standards so GFA refused to accept Richter's product.

I will probably get sued for that, but IMHO, if GFA rejects the new
BASIC for their quality standards, it probably means that it's
too good ... }->

--
--clausb@hpbeo79.bbn.hp.com-------------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

1469. Re: A Different TeX Question

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 08:09:39 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CA5Ao3.JxL@hpbbrd.bbn.hp.com>
Source record: 203507

Colin J. Wynne (cwynne@liberty.uc.wlu.edu) wrote:
> I'm running CS-TeX, v 3.2 (I think---I downloaded it from a.a.u.e about
> two months ago) on a 2.5Mb system, 520STfm with TOS1.0 and NeoDesk
> v2.somethingorother. My problem is this: I can run either the C_TEX_E or
> C_MF_E program once from the NeoDesk desktop, but once I quit out and then
> try to rerun the shell, or run the other program, the computer does a
> reset when it tries to load.

> Has anyone else noticed this problem? If so, is there some sort of fix?

Use TOS 1.04. TeX opens a lot of files, and TOS 1.00 has a lot of
bugs and problems in its file and memory handling code. The least
thing you should do is to put FOLDRxxx.PRG into your AUTO folder.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1470. GEM-View 2.31

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 10:44:00 UTC
From: Martin_Bartsch@mk.maus.ruhr.de
Message-ID: <26098@mk.maus.ruhr.de>
Source record: 203663

-A32351@MK

Hi Dieter,

F>I could include the DSP-JPEG-Decompressor from Brainstorm (licenced by
F>Atari) into GEM-View. The problem is this package is commercial and i
F>must pay for a licence to "sell" it!
F>If enough interest for the DSP-JPEG-Decoder it will possible to buy it
F>and sell it to all are interest in! I think about DM 10,- to DM 15,--
F>for the package (US$ 6,-- to US$ 10,--). If enough interest it could be
F>cheaper???
F>PLEASE SEND ME A MAIL!

yeah, please do it! My Falcon is waiting for it! I hope, there are more
people like me. I would pay up to DM 25,- for that speed enhancement!

Tschau,

/Martin/

1471. Re: Notator Logic - MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 16:37:47 UTC
From: ken@isgtec.com
Message-ID: <5235@isgtec.isgtec.com>
Source record: 203511

In article <DBRIGHAM.12.742565970@nsf.gov> DBRIGHAM@nsf.gov (Dana Brigham) writes:
> Well, as far as I know, the only 'officially supported' version for the ST
> is now Notator Logic, so if I were to buy plain old Notator, I would be
> buying old merchandise and risking a lack of support from the producers of
> the software. Hey, it's only money, right?
>
> :-() (my wife when she heard how much it cost!!!)

I don't think that's true, I'm not positive but I have some brochures that
say that there was even a new update for standard ST Notator a while ago
(v3.16 or something). It wouldn't make much sense to totally replace Notator
with Logic since at this point their market is all Notator... BTW, is Logic
finished and available at retail yet? They were doing the Mac version
first, then the ST/TT/Falcon version, then eventually a Windblows version.
I have a pseudo-demo of the Mac version, and while it looks pretty, there
seems to be very little that isn't in ST Notator 3.1.

--
A diva who specializes in risque arias is an off-coloratura soprano ...

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1472. Re: RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 16:56:38 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul14.165638.20693@apgea.army.mil>
Source record: 203513

In article <1993Jul14.133956.1198@seq.uncwil.edu> curtism@seq.uncwil.edu (mike curtis) writes:
>>>More than a few! Most of those still supporting the MS-DOS machines
>>>do so only out of a real religious fervor, and *not* because it's the
>>>best solution out there ....
>>>
>>>-- George Crissman
>>>--
>
>SAY WHAT! I think this is the EXACT OPPOSITE of reality. I think
>most people by MS-DSO computers because it IS the best solution.
>Best price/performance by far and because of the software. PC
>are just the smartest and safest choice nowadays.

Ahhh the major reasons why people buy Intel platform.
(The word clone is over used and trite in my opinion since most "clones manufactures" don't really copy anything.)
1. There is more software out for it.
2. Everybody else has one (be it work or friends) or atlest thats the way it apears.

Thoes are the only reasons why I have one. Intel is far from the best.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

1473. Re: TEAC 720K >>>>> Atari 720K Sho

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 17:39:09 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul14.173909.21053@microsoft.com>
Source record: 203501

In article <A42060@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>>IBM 720K DS/DD ----------------> Atari 720K DS/DD
>
>Just flip the Drive Select (DS) jumper on the drive from 1 to 0.

But could you hookup more than one other drive?

DFS
Lost in my own mind.

1474. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 18:15:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.436059@cix.compulink.co.uk>
Source record: 203516

In article <1993Jul14.101413.936@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
>So, Ed, is there anything more you can tell us about it, having
>had some extensive experience with it?
>
>--

Yes, like how does it cope with MIDI, Cubase, serial port, etc.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1475. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 18:17:32 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <742673851@amazon.cs.duke.edu>
Source record: 203502

From the Holy Book of <RALPH.93Jul14070408@hal.cerfacs.fr>
as spake by ralph@cerfacs.fr (Ralph Sobek) :

>>>>>> On Thu, 1 Jul 1993 13:12:38 GMT, atari@cs.ruu.nl (Atari-ST
>>>>>> Software) said:

>Ate> And
>Ate> ah// foo.zoo a:/foobar
>Ate> ah// foo.zoo a:\foobar
>Ate> ah// foo.zoo a:/foobar/
>Ate> ah// foo.zoo a:\foobar\
>Ate> will all archive all files in directory A:/foobar.

>Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the .zoo
>Ate> file are absolute paths starting with "/".

>I love zoo, but this is the absolute ultimate worst (enough
>superlatives?) thing that I have ever heard.

Well, what else can it do? It certainly can't store the drive
specifier.

> An absolute path
>starting with "/"??? This makes it unextractible on Unix boxes.

Not at all. Just use the `.' option to the `x' command, and absolute
path names are made relative to the current directory.

> Yes,
>sometimes I look at the docs at work before bringing it home.

Even easier: "zoo xp: neatprog readme.doc | less". The `p' extracts to
standard out, and the `:' stops it from creating the directories it
thinks it needs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1476. International Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 18:31:14 UTC
From: jbowyer@cis.vutbr.cz
Message-ID: <1993Jul14.183114.20138@cis.vutbr.cz>
Source record: 203534
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

Please share your systems expertise with our mailing list.

INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
Discussion List

Internationalization of software relates to two subjects:

1. Software that is written so a user can easily change the
language of the interface;

2. Versions of software, such as Czech WordPerfect, whose
interface language differs from the original product.

Topics discussed on this list include:

-- Techniques for developing new software

-- Techniques for converting existing software

-- Internationalization tools

-- Announcements of internationalized public domain software

-- Announcements of foreign-language versions of commercial
software

-- Calls for papers

-- Conference announcements

-- References to documentation related to the
internationalization of software

This list is moderated.

To subscribe to this list, send an electronic mail message to
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Owner:

Center for Computing and Information Services
Technical University of Brno
Udolni 19, 602 00 BRNO
Czech Republic

INSOFT-L-REQUEST@CIS.VUTBR.CZ

1477. Classic Atari 4 Windows!

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 19:38:33 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <CA66KA.MvC@gpu.utcc.utoronto.ca>
Source record: 203503

Went to Comdex/Toronto yesterday and stumbled across 'Microsoft Arcade' in
the MS booth. What it is is 5 games for Windows. The games are:
Battlezone
Missile Command
Asteroids
Tempest
Centipede
Apparently Atari worked with MS on this product and they are all faithful
to their respective originals. Great fun for work!

dk
--
Smashing through the boundaries,
Lunacy has found me, darrenk@gpu.utcc.utoronto.ca
Cannot stop the Battery.

1478. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 20:37:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <221qpcINNal5@golem.wcc.govt.nz>
Source record: 203504

```
] > Not necessarily..... Atariworks is almost 450k, pack it and it becomes
] > about 220k..... Size has no relevance when compared to good coding!
] > (And AW is *full* of bugs..... Anyone tried it's *SLOW* importing featu
]
] Then what's the point of putting it on your hard drive? I don't know
] about you, but I want my programs to load NOW, not load and then wait a
] long time while it unpacks.

Who said anything about Hard-Drive?
```

1479. Re: RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 21:06:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul14.210657.11664@newshost.lanl.gov>
Source record: 203505

In article 1198@seq.uncwil.edu, curtism@seq.uncwil.edu (mike curtis) writes:
>> George Crissman wrote:
>>>More than a few! Most of those still supporting the MS-DOS machines
>>>do so only out of a real religious fervor, and *not* because it's the
>>>best solution out there ....
>
>SAY WHAT! I think this is the EXACT OPPOSITE of reality. I think
>most people by MS-DSO computers because it IS the best solution.
>Best price/performance by far and because of the software. PC
>are just the smartest and safest choice nowadays.

Well, that's an entirely subjective opinion, of course. I bought a PC
because I needed one for certain programming needs... but don't try to
convince me that I prefer DOS or Windows over other operating systems.
I _like_ my Ataris and I _enjoy_ using my Mac but my PC was purchased out
of necessity, most certainly NOT due to some misguided love affair.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1480. Re: RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 21:07:40 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <HJ5o7B1w165w@iowegia.dsm.ia.us>
Source record: 203515

curtism@seq.uncwil.edu (mike curtis) writes:

> >>More than a few! Most of those still supporting the MS-DOS machines
> >>do so only out of a real religious fervor, and *not* because it's the
> >>best solution out there ....
> >>
> >>-- George Crissman
> >>--
>
> SAY WHAT! I think this is the EXACT OPPOSITE of reality. I think
> most people by MS-DSO computers because it IS the best solution.
> Best price/performance by far and because of the software. PC
> are just the smartest and safest choice nowadays.

What have you been smok'in?!!!! PC's are a horrible example of cludged together hardware! Lets not even mention DOS! The only way to make a PC tolerable is to put UNIX on one. People buy them cuz the other brands don't spend millions fooling people into it. Like Nintendo, HAHAHA!

1481. Harddisk drivers for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 21:26:48 UTC
From: gbennett@friendly.es.com
Message-ID: <221tmo$499@cnn.sim.es.com>
Source record: 203506

I recently purchased a Gemulator board for my PC (Please don't flame me for owning a PC), anyway, I am trying to get the virtual hard disk to operate. I have tried using Atari's HDX software, and it will not recognise the drive. The Gemulator docs say that Atari drivers have problems with the Gemulator software and recommend Supra's drivers. Can anyone tell me where to locate the Supra dirvers (hopefully on the net). I would also appreciate it if anyone could direct me to a file explaining how to install a hard drive. I am sure I am doing it right, but who knows, it's not working now.

Thanks to anyone responding

Greg Bennett A.K.A. 'The Friendly User'

P.S. Does anyone know if a joystick 'emulator' exists; (the Gemulator does not support a joystick at this time)

1482. Can you connect SC1224 to a PC?

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 22:21:27 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <g75o7B2w165w@sys6626.bison.mb.ca>
Source record: 203510

This post should also be sent to comp.sys.pc.whatever but i'll ask her first. Has anyone connected or know how to connect the sc1224 up to a pc?

1483. FOR SALE: Atari ST DOUBLE SIDED Disk Drives $55 each

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 23:19:44 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2224agINNetk@uwm.edu>
Source record: 203514
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,wi.forsale,chi.forsale,uwisc.forsale

```
FOR SALE:

Atari ST SF314 DOUBLE SIDED Disk Drives (2)

Price : $55 each + shipping

Please Email to the address below.

--
------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
------------------------------------------------------------------------
```

1484. ST Items for sale CHEAP -- MUST GO!

Newsgroup: comp.sys.atari.st
Date: 1993-07-14 23:42:17 UTC
From: Rob-G@cup.portal.com
Message-ID: <85491@cup.portal.com>
Source record: 203526

```
################################################################################
Hardware
################################################################################

Discovery Cartridge with ROM option.................................40
(it's a cartridge that copies many protected programs)
################################################################################
Software
################################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1).............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
ImageCat (fairly new version).......................................10
Business Pack: Base Two, GFA Vector, I*S Talk, Solapak......all for 20
Games Pack... Breach, Renegade, Strip Poker, Starglider.......all for 7
*** Take everything listed above for $50!!! ***
################################################################################
Magazines
################################################################################

STart Magazine
--------------
All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.........35

################################################################################

Prices do not include shipping.

If you're interested in any of these items, please send me Email. If
you don't like the price, make me an offer! I'm tired of this stuff
taking up my closet space, and I want to get rid of it!
Thanks!
```

1485. Starting Up.

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 00:11:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <14JUL199319115209@pavo.concordia.ca>
Source record: 203512

Dear Antonis,

The first thing that you need is a computer. To connect a modem to your machine you will need a modem cable. Most of the times, RS232C is what you require. The modem that you will be using should respond to Hayes commands. Older models are somewhat awkward to handle and you must do all sorts of gymnastics to get them to work. If your friend uses a dial-up connection (this means, he has to first dial a number to connect to a service that connects him to Internet) then he should use VT100 or higher terminal emulations. If you have access to FTP then download a good terminal program for him to use.

Please try to ask specific questions and I will do my best to answer you. It is difficult to estimate the level of experience that you or your friend has. Feel free to E-mail me at wojci_g@pavo.concordia.ca. Take care guys!

Wojciech Galuszka
Computer Engineering
Concordia University
Montreal, Quebec, Canada.

1486. Re: RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 02:14:26 UTC
From: dud@stein.u.washington.edu
Message-ID: <222ei2$8s7@news.u.washington.edu>
Source record: 203517

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>Ahhh the major reasons why people buy Intel platform.
>(The word clone is over used and trite in my opinion since most "clones
>manufactures" don't really copy anything.)
>1. There is more software out for it.
>2. Everybody else has one (be it work or friends) or atlest thats the way
>it apears.

>Thoes are the only reasons why I have one. Intel is far from the best.

Those are the reasons most people have them, I think. However, those
aren't the things I look for when I buy a computer. That's why I have an
Atari. It far surpasses clones in what I have a computer for.

I have a 486/33 sitting here right next to my TT. Guess which one is
being used? :)

Dan Aylward
dud@u.washington.edu

1487. Re: Can you connect SC1224 to a PC?

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 02:20:02 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jul15022002@wpi.WPI.EDU>
Source record: 203523

```
>>>>> "winnipg" == Winnipg <winnipg@sys6626.bison.mb.ca> writes:
winnipg> This post should also be sent to comp.sys.pc.whatever but
winnipg> i'll ask her first. Has anyone connected or know how to
winnipg> connect the sc1224 up to a pc?

I will say almost certainly no. The person who owned my ST before me
tried to connect one to his Mac without success. Perhaps the SM124
could be made into a VGA monitor though?

I don't know...

.s.
--
- lancer@wpi.wpi.edu - - The Kids in the Hall: -
- And in France they speak French because they think it's cool -
- It gives them an excuse to smoke -
```

1488. how to get gcc working on 1040STF...

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 02:27:09 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jul15022709@wpi.WPI.EDU>
Source record: 203524

I've got a 1 meg, 1 drive (until I get a SCSI to go with my Link), 1040STF...

I FTPed the gcc binaries and two of the libraries from atari.archive, but can't get it working... Is there a FAQ for this?

Which binaries do I need? Which include files? How I tell gcc where the includes are on a floppy system?

I assumed that I would just need gcc.ttp and that I could call it from a ramdisk and insert the filename (ie: hello.c) as the parameters and it would give me a nice little a.out file, but it doesn't. Instead, it reads the file, thinks for a second, and exits. In gulam it reports exit cmd 1... Was I silly to think I could just run it and it would work?

please email or post. I read this group regularly...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - The Kids in the Hall: -
- And in France they speak French because they think it's cool -
- It gives them an excuse to smoke -

1489. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 02:36:48 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <222fs0$f7u@titan.ucs.umass.edu>
Source record: 203518

In article <1993Jul14.101413.936@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
>By the way, I got a little concerned when reading the press release
>not to find anything mentioning support for more than the nominal
>8 GEM windows (fearing a MultiGEM situation where you've got lots
>of processes, but not enough windows to handle them). So I called
>Gribnif, and they confirmed that Geneva does indeed support an
>"unlimited" number of windows.

Sorry if you got the idea that the windows were unlimited when you talked to us, thats not exactly true. Geneva supports up to 256 windows open at once. (Close enough to unlimited for most purposes I would think.)

- Bob

Bob Stewart (stewart@titan.ucs.umass.edu)
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1490. Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 03:08:32 UTC
From: azog@world.std.com
Message-ID: <CA6rE9.AFC@world.std.com>
Source record: 203527

Ok, so I picked up my new Falcon last Tuesday night, and have had about
a full day to play around, and some questions pop into mind...

Firstly. Is it just a phsycological (sp?) effect, or is the Falcon
a bit bigger than an ordinary ST? It seems that the keyboard is just
a little bit higher off my desk. Not that it matters to me, or will
effect the operations, but just curious.

The manual says the within the General CPX, the Blitter option may
or may not be preset. Well, there is no Blitter option here, just
the speaker off/on. Why is this? There *is* a blitter here in this
machine, yes? (more on this later). Again, not that it really matters,
I would just always leave it enabled. The TOS is marked 4.04.

I did run an old indexing program I had, and it reported a blitter,
but it also reported a 68000 (at 40MHz)...

Thats about it. All in all, I am pretty pleased, with some minor grumbles.
Like why did Atari use the damned 9 pin RS-232C instead of the 25 pin?
Why are there no pin signals on the DSP pinout?

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1491. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 03:11:38 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <222hta$hhe@titan.ucs.umass.edu>
Source record: 203519

In article <memo.436059@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>Yes, like how does it cope with MIDI, Cubase, serial port, etc.
>
>Ofir ogal@cix.compulink.co.uk

Although we have had several people working as beta testers, we have yet to do any extensive testing with MIDI programs. Any programs which are "correctly" and "legally" written should work fine. A lot of effort has gone into making Geneva compatible as much as possible with existing software. Special flags can be set on a per application basis to try to smooth over rough spots where older applications may not get along with newer features.

As far as the serial port goes, this too depends heavily on how a program is written. We have had people using multiple copies of STalker on different ports with no difficulty.

Since the beta testing has been limited to a fairly small number of people up until now, there are a lot of specific programs that have yet to be tested. Once we have more information on how compatible various programs are, we will be happy to answer such questions. What I can say from my own experience is that I've yet to try a program which simply didn't work. A few have required setting one or more of Geneva's special compatibility flags, but they did work. Mostly, it has just been setting the program to single tasking mode, because it just isn't written to share the system. I have also already seen multiple examples of programs that worked under Geneva, but not under Multi-TOS.

- Bob

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1492. Re: Attention All Users! Help me out!

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 03:37:42 UTC
From: jporter@unixg.ubc.ca
Message-ID: <jporter.742707462@unixg.ubc.ca>
Source record: 203520

hey, i'm in the same boat... i just found this group a few days ago...
i've been out of the loop from the time i bought laserC back 3-4 years ago...
what's going on?
i live in Vacouver, BC
thanks for any info!

--
"Psst. Hey, Guido. It's all clear to me now. I'm the keeper of the cheese.
And you're the lemon merchant. Get it? And he knows it. That's why he's
gonna kill us. So we have to beat it. Yeah. Before he lets loose those
marmosets on us! Don't worry, little missy! I'll save you!

1493. Re: RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 03:38:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <222jfpINNcdu@golem.wcc.govt.nz>
Source record: 203521

] >SAY WHAT! I think this is the EXACT OPPOSITE of reality. I think
] >most people by MS-DSO computers because it IS the best solution.
] >Best price/performance by far and because of the software. PC
] >are just the smartest and safest choice nowadays.
]

Sounds like you are going using the software as a judging point.
Taking the machine without software, and upgrade all machines to
the same capabilities, and it's not really a very good machine!
(With software, it's a pretty good machine, as there's lots of it,
and lots of it is good!)

1494. Re: Latest AEO FTP'ed to Atari.Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 04:58:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <222o5u$n3c@usenet.INS.CWRU.Edu>
Source record: 203522

In a previous article, wilsont@rahul.net (Timothy Wilson) says:

>
>Chock full of Atari info! Bob Brodie Conference, Color from Spectre GCR,
>and bunches of other tidbits!
>
>like always, you may FTP the latest AEO's from
>rahul.net /pub/wilsont
>atari.archive.umich.edu /atari/Magazines/Aeo
>
>--

I tried to get the latest AEO, but you zipped the file.

I tried two unzip programs and both of them said that it wasn't a zipped
file or it was compressed in another format.

What zip program did you use? I tried both that are in the archives...

Anyone else have luck?

Len
>

--

1495. Re: Latest AEO FTP'ed to Atari.Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 07:01:08 UTC
From: wilsont@rahul.net
Message-ID: <CA725w.4FM@rahul.net>
Source record: 203529

In <222o5u$n3c@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

In a previous article, wilsont@rahul.net (Timothy Wilson) says:

>>
>>like always, you may FTP the latest AEO's from
>>rahul.net /pub/wilsont
>>atari.archive.umich.edu /atari/Magazines/Aeo
>>
>>--

>I tried to get the latest AEO, but you zipped the file.

>I tried two unzip programs and both of them said that it wasn't a zipped
>file or it was compressed in another format.

i didn't zip it, i got it from delphi zipped.

>What zip program did you use? I tried both that are in the archives...

i "unzipped' it with STzip 2.1.

>Anyone else have luck?

uhm, i think you may have FTP'ed it in ASCII mode.
Everyone does that now and then.

Uh oh, *I* may have FTP'ed it with ASCII mode. i'd better check.
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1496. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 07:53:57 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <93196.085557ASI503@DJUKFA11.BITNET>
Source record: 203525

Well, one should choose the language suitable for a specific problem, that's certainly true! But there are other points that should be considered. For example: Ease of maintaining large pieces of software, possibility of writing clearly structured programs and so on. From that point of view, I don't think that any kind of FORTRAN is a good choice.

I guess the main reason why many scientists use FORTRAN is that large software libraries exist for whatever problem you have to solve numerically. If one does not have to use such a library, it is certainly better to program in C or ...

I too am a scientist, but I would be VERY reluctant "to think in Fortran". I write programs for the simulation of superconducting devices, which requires the integration of lots of ordinary and partial differential equations. I am using C and feel no need to use any other language.

Erik Sodtke asi503@djukfa11.bitnet

1497. Re: how to get gcc working on 1040STF...

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 09:36:54 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <2238fm$1dvo@obelix.uni-muenster.de>
Source record: 203528

In article 93Jul15022709@wpi.WPI.EDU, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>
>I've got a 1 meg, 1 drive (until I get a SCSI to go with my Link),
>1040STF...
>
>I FTPed the gcc binaries and two of the libraries from atari.archive,
>but can't get it working... Is there a FAQ for this?
>
>Which binaries do I need? Which include files? How I tell gcc where
>the includes are on a floppy system?
>
Your system is too small to run gcc. You will need at least 2 meg of ram
to run it.
a setup for gcc contains (at least) the files
gcc.ttp compiler driver
gcc-cpp.ttp preprocessor
gcc-cc1.ttp the compiler
gcc-as.ttp the assembler
gcc-ld.ttp the linker

These files are the bare minimum of binaries.
As libraries and include files you could try mntincXX.zoo and mntolbXX.zoo,
where XX is a version number (I think the most recent version is 32).

Ulrich

1498. ST-Report

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 10:04:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <223a2jINNd93@golem.wcc.govt.nz>
Source record: 203530

ST-REPORT 632

Well can any one were I can get a copy of ST-Report 632..

Its this on any site..??

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1499. Re: Harddisk drivers for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 11:51:35 UTC
From: djs@jet.uk
Message-ID: <1993Jul15.115135.28631@jet.uk>
Source record: 203531

In <221tmo$499@cnn.sim.es.com> gbennett@friendly.es.com (Greg Bennett) writes:

>I recently purchased a Gemulator board for my PC (Please don't flame me for owning a PC),...
I won't flame you for owning a PC. I'll flame you for now knowing how
to restrict your postings to 80 chars/line :-)
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1500. Re: Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 12:04:30 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <15JUL93.08721239.0041@UNBVM1.CSD.UNB.CA>
Source record: 203532

>Comes in on-size-fits-all version: use 256K SIMMS, get 1 meg. 1 meg SIMMs
>get you 4 meg and, of course, 4 meg SIMMs gets you (!) 14 meg.
>
>Can someone tell me why you might want to put this kit into a Falcon and
>then only install 1 meg? I can't figure why this is even an option unless
>the developer figures on Atari shipping machines with no memory at all...
>--
Anyone who has upgraded a mac would probably _give_ you 256K SIMMs.
Often they just throw them away. I have a whole box of them at work
that are useless, worthless, and I don't know why I am hanging on to
them, but it seems such a waste to throw out perfectly good memory.
If I can ever find a Falcon for sale, I might get one of these boards
and pop some 256Ks in until I can afford 4M jobs.

Alan

1501. Re: CASSETTE LABELING PROGRAM WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 12:39:15 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CA7HtG.Dxu@cs.vu.nl>
Source record: 203535

marco@sys6626.bison.mb.ca (John Perry) writes:

>Can anyone recommend a program that prints labels for cassette tapes?

If you already installed [La]TeX you can use a format (or whatever that is called in Tex) which
generates a printable cassette label. It can be found (among other places, I guess) at sol.cs.ruu.nl.
I did not test it myself yet, although I've had the idea to use it 4 a long time.

>Thanks.

You`re welcome

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

1502. Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 12:40:27 UTC
From: naffara@crc.ac.uk
Message-ID: <1993Jul15.124027.27144@crc.ac.uk>
Source record: 203533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How much difference will a software accelerator such as warp 9 or NVDI make on a Mega 4? Is either of these two better than the other?

Also would an accelerator board be any better considering the extra price? Can you combine the two?

Are there any problems with software compatibility?
(I have heard that Timeworks 2, which I use, does not work with NVDI)

Any idea of prices and places to buy/have fitted these in the UK?

Sorry about all the questions,
Phil
(E-mail pd@mbuc.bio.cam.ac.uk) Send replies to this address instead of the one at the top of the message

Oh yes, one more thing. Why is it a single A4 page (from Timeworks) takes about 20 minutes to print on a Canon BJ10e (in BJ mode, I haven't tried epson mode yet).
Will a accelerator help with this or is it just the combination of program+printer?

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

1503. NEOchrome on 1040STE.

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 12:52:15 UTC
From: rfalanga@tiguex.cs.unm.edu
Message-ID: <CA7IF1.DLt@tiguex.cs.unm.edu>
Source record: 203544

Does NEOchrome have any difficulty with 1040STE? How about Degas?

Rod
--
****
Rod Falanga, Work: 505-822-7393, ABQ87D::FALANGA, abqrs1::falanga
CEN: FALANGA:ABQ87D, FAX: 505-822-7002, Internet: rfalanga@unmvax.cs.unm.edu
****

1504. Re: GIF Viewers

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 12:55:00 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CA7IJp.EF6@cs.vu.nl>
Source record: 203536

cirith@eskimo.com (David Wehner) writes:

> Would someone please direct me to a decent GIF viewer or upload it
>somewhere? The few on atari.archive that actually un-arc successfully
>really arn't that good...:(Thanks for any help...
>
>cirith@eskimo.com

Try mgif4.? on a monochrome monitor, you can find it on a.a.u.e too.
I don`t know which gifviewers are the best on color monitors.

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

1505. Re: Latest AEO FTP'ed to Atari.Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 14:07:19 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <ggFKGLa00io=44K1ZC@andrew.cmu.edu>
Source record: 203537

I grabbed the file directly off of AFS, and still could not unzip it
(using UNIX unzip 2.0).

-Steve

1506. Re: Harddisk drivers for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 14:27:39 UTC
From: gbennett@friendly.es.com
Message-ID: <223pgr$d16@cnn.sim.es.com>
Source record: 203538

In article <1993Jul15.115135.28631@jet.uk>, djs@jet.uk (David J Stevenson) writes:
> In <221tmo$499@cnn.sim.es.com> gbennett@friendly.es.com (Greg Bennett) writes:
>
> >I recently purchased a Gemulator board for my PC (Please don't flame me for owning a PC),...
> I won't flame you for owning a PC. I'll flame you for now knowing how
> to restrict your postings to 80 chars/line :-)
> --
Sorry about the long lines, my news reader is supposed to break
it into 80 chars/line. Apparently it doesn't work. Feel free to
flame, I guess I deserve it. ;)

Greg Bennett A.K.A 'The Friendly User'

1507. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 14:31:08 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul15.143108.1322@btree.uucp>
Source record: 203539

In article <1993Jul14.151146.12209@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
>The fact is, gentlepeople, that a programming language is just a TOOL, it's
>_not_ a RELIGION.

BLASPHEMY!!!! :-)

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************** *
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
**************************************************************************
```

--


```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

1508. Atari h/w, s/w, and books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 14:38:14 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Jul15.073814.1127@batman.bmd.trw.com>
Source record: 203542
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I have the following for sale:

1040 ST $100
Has 68000 in socket, internal clock(needs battery)
No problems

SC1224 color monitor $175
Original (circa1985) no problems

Gemini 10X printer $50
No problems

Would prefer it to go as a package.
ST with monitor and printer for $300. Shipping not include. No
reasonable offer refused.

Have the following software for the ST:

LaserC $40
LaserC Debugger $20 ($5 with LaserC)
OSS Personal Pascal (v2) $10
Tacklebox ST (v2) $20
VDI,AES etc bindings for Personal Pascal
Printmaster $10
Regent Base (database) $15
EZ Calc (spreadsheet) $10
GFA Draft $10
Printmaster $8
Copy II ST $5
COLR Object editor $3
Disk Doctor $5
All Start mag Disks $20

Games:

Shanghai $10
Battle Chess $15
Leather Goddess of Phobos $8
Winnie the Pooh $8
Simcity $15

Books:

C-Manship Complete w/disk $15
Abacus Tricks and Tips $8
Abacus Internals $8

Programmer's Guide to Gem $10

Again shipping not included. Software can be had for a greatly reduced price if purchased with a packaged computer deal above. Or group several items for a better price.

NO REASONABLE OFFER REFUSED.

Jim Harres
email jharres@batman.bmd.trw.com
voice 801-876-3118 (eve and weekends)
801-774-7869 (days)

1509. What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 15:13:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <223s6d$mgg@usenet.INS.CWRU.Edu>
Source record: 203540

What's up with Atari, it hit another very big high of 5 1/4.

I can't help but think that Atari just made another announcement somewhere. Perhaps Atari will go national with the Jaguar? Now THAT is wishful thinking...

Len

--

1510. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 15:30:52 UTC
From: nollert@ceres.tat.physik.uni-tuebingen.de
Message-ID: <nollert.742750252@ceres>
Source record: 203545

ralph@cerfacs.fr (Ralph Sobek) writes:

>>>>>> On Thu, 1 Jul 1993 13:12:38 GMT, atari@cs.ruu.nl (Atari-ST
>>>>>> Software) said:

>Ate> And
>Ate> ah// foo.zoo a:/foobar
>Ate> ah// foo.zoo a:\foobar
>Ate> ah// foo.zoo a:/foobar/
>Ate> ah// foo.zoo a:\foobar\
>Ate> will all archive all files in directory A:/foobar.

>Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the .zoo
>Ate> file are absolute paths starting with "/".

WRONG. The first two examples will store RELATIVE path information, starting
at (and not including) foobar.

>I love zoo, but this is the absolute ultimate worst (enough
>superlatives?) thing that I have ever heard. An absolute path
>starting with "/"??? This makes it unextractible on Unix boxes. Yes,
>sometimes I look at the docs at work before bringing it home.

You didn't read them carefully enough. As others have pointed out, you can
use the "." option to extract absolute paths as relative. Besides that, the
":" and "/" options allow a variety of possibilities to deal with
subdirectories while extracting.

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-72076 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

1511. Virtual Hard drive

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 15:32:18 UTC
From: gbennett@friendly.es.com
Message-ID: <223ta2$dit@cnn.sim.es.com>
Source record: 203541

Just in case nobody could read my previous post. I am looking for anyone that has been able to get the virtual hard drive to work with the Gemulator. The Gemulator docs say that the Supra Hard drive drivers are recommended, but I am not sure where I can obtain them. I have tried to use Atari's HDX drivers but they do not recognize the virtual drive. I would really appreciate any help; including any help on setting up a hard drive for the ST (I think that I am doing it right, but I have been known to make mistakes in the past)

Also I was wondering if ther exists a utility to allow the keyboard or mouse to emulate a joystick. I didn't get the Gemulator to play games, but a few that require a joystick will run. Unfortunately, the Gemulator doesn't support a joystick (Bummer).

P.S. Does anyone know what happened to hazzard.tos on the umich archive. Is it available anywhere else?

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

1512. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 15:32:19 UTC
From: bobhays@spss.com
Message-ID: <CA7ptw.6EK@spss.com>
Source record: 203543

Sorry, cannot let this one go by....

In article <93196.085557ASI503@DJUKFA11.BITNET>, ASI503@DJUKFA11.BITNET (Erik Sodtke) writes:
> Well, one should choose the language suitable for a specific problem, that's
> certainly true! But there are other points that should be considered. For
> example: Ease of maintaining large pieces of software, possibility of writing
> clearly structured programs and so on. From that point of view, I don't think
> that any kind of FORTRAN is a good choice.

I've written very structured FORTRAN programs. Most languages provide
the required operators to structure programs. It is up to the
programmers to write programs in a structured, maintainable fashion.

> I guess the main reason why many scientists use FORTRAN is that large
> software libraries exist for whatever problem you have to solve numerically.
> If one does not have to use such a library, it is certainly better to program
> in C or ...

Nope, don't think so. On many architectures, FORTRAN programs run
faster (many computer architectures provide direct assembly forms for
many operators in FORTRAN, which is not quite so true of C).
Preallocation of memory is also faster than runtime allocation in C on
many systems. NOTE: I said many systems - your mileage may vary.
Also, most optimization work has been done on FORTRAN, with
optimization work on C only happening relatively recently....

Still don't see why C is better for numerically intensive work.

> I too am a scientist, but I would be VERY reluctant "to think in Fortran".
> I write programs for the simulation of superconducting devices, which
> requires the integration of lots of ordinary and partial differential
> equations. I am using C and feel no need to use any other language.

No sweat - you can think any way you like. I know some people that
would use lisp to solve the class of problems you are suggesting, and,
with the right hardware and software, that solution would work well.

I think people should get away from religious wars and accept that
there is on general tool to do it all - BTW, have you ever used any of
the specialized simulation languages?

Have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.

bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

1513. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 15:43:20 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul15.154320.107404@zeus.calpoly.edu>
Source record: 203546

In article <RALPH.93Jul14070408@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the .zoo
>Ate> file are absolute paths starting with "/".
>I love zoo, but this is the absolute ultimate worst (enough
>superlatives?) thing that I have ever heard. An absolute path
>starting with "/"??? This makes it unextractible on Unix boxes. Yes,
>sometimes I look at the docs at work before bringing it home.

I dont understand your post. Unix paths on ALL Unix machines use the
/ character. That makes the files extractable! It is MS-DOS and some
others that user \. And MS-DOS in particular has a problem with /
because it is reserved for options (switches). A Unix box can use \ for
other things even though it is used for "quoting" or special characters.

Anyhow, dont flame me if I misinterpreted. But if zoo uses / for
paths, that is the correct way to do it if you want to be similar to
unix.

- mike

1514. Re: Notator Logic - MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 17:04:39 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <CA7u3s.A4C@bristol.ac.uk>
Source record: 203547

In article <5235@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
|>Xref: bsmail comp.sys.atari.st:26582
|>Path:
|
bsmail!warwick!zaphod.crihan.fr!pipex!uunet!utcsri!utnut!utzoo!censor!isgtec!ken
n
|>From: ken@isgtec.com (Ken Newman)
|>Newsgroups: comp.sys.atari.st
|>Subject: Re: Notator Logic - MIDI
|>Message-ID: <5235@isgtec.isgtec.com>
|>Date: 14 Jul 93 16:37:47 GMT
|>References: <21r2aoINNn10@golem.wcc.govt.nz> <5216@isgtec.isgtec.com>
|><DBRIGHAM.12.742565970@nsf.gov>
|>Sender: news@isgtec.com
|>Organization: ISG Technologies Inc., Mississauga Ontario
|>Lines: 21
|>
|>In article <DBRIGHAM.12.742565970@nsf.gov> DBRIGHAM@nsf.gov (Dana Brigham)
|>writes:
|>> Well, as far as I know, the only 'officially supported' version for the ST
|>> is now Notator Logic, so if I were to buy plain old Notator, I would be
|>> buying old merchandise and risking a lack of support from the producers of
|>> the software. Hey, it's only money, right?
|>>
|>> :-() (my wife when she heard how much it cost!!!)
|>
|>I don't think that's true, I'm not positive but I have some brochures that
|>say that there was even a new update for standard ST Notator a while ago
|>(v3.16 or something). It wouldn't make much sense to totally replace Notator
|>with Logic since at this point their market is all Notator...

V3.16 provides some extra score-printing symbols (guitar chord names etc)
and not a lot else. Certainly no bug fixes for arrange mode and a few others
that annoy me a lot. Also it is apparently NOT going to be supported on the
Falcon, you need to get Logic for that.

Apparently though you can run Notator with a Logic dongle.

BTW, is Logic
|>finished and available at retail yet? They were doing the Mac version
|>first, then the ST/TT/Falcon version, then eventually a Windblows version.
|>I have a pseudo-demo of the Mac version, and while it looks pretty, there
|>seems to be very little that isn't in ST Notator 3.1.
|>
I have only seen Mac version reviewed, some dealers are advertising ST version

in UK but then they wer advertising ADAT and Falcon's years before they shipped!

I had some mail from Canada (thans Kevin Thorpe) saying he had had and upgrade offer thru the post. I have not had anything yet in the UK (I am registered Notator user). However given it took months for my 3.16 upgrade to come thru...

|>--
|>A diva who specializes in risque arias is an off-coloratura soprano ...
|>
|>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
|>
--
Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict
HEPNET/SPAN ZEUS02::TJL,BRSPVA::TJL
Internet TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

1515. RUMORS, RUMORS, RUMORS

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 17:06:34 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <742844624.AA02966@tdkt.kksys.com>
Source record: 203652

In a message of 14 Jul 93 17:56:38, Robert C. Merritt <rcmerrit> wrote:

RC> Ahhh the major reasons why people buy Intel platform.
RC> (The word clone is over used and trite in my opinion since most "clones
RC> manufactures" don't really copy anything.)
RC> 1. There is more software out for it.
RC> 2. Everybody else has one (be it work or friends) or atlest thats the way
RC> it apears.

You forgot: "I can get the software I need from work". In Atari circles, this
is known as "pirating", but an accepted practice on Intel machines...

(only _slightly_ grinning)

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

1516. More recent C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 18:20:29 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Jul15.132029.11296@desire.wright.edu>
Source record: 203549

Does anyone know if someone picked up after Mark Williams after they dropped (or so I've heard) their version of a C compiler for the ST? I have an early copy and would like to know if there are later/better around. I have been out of the Atari scene for about 5-6 years, so anything in the interim would be news to me.

Thanks,
Karl C. Hansen
cse0080@desire.wright.edu

1517. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 18:45:56 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <105080@hydra.gatech.EDU>
Source record: 203548

In article <222fs0$f7u@titan.ucs.umass.edu>
stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>Geneva supports up to 256 windows open at once.
>(Close enough to unlimited for most purposes I would think.)

Yeah, like 640k of memory is close enough to infinity for DOS based
machines :-)

256 sounds good enough to me and I'm anxious to buy a copy of this
product! I hope to see it in action at the WAACE.
--
Opinions expressed are my own.

1518. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 18:58:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.440497@cix.compulink.co.uk>
Source record: 203641

[No readable article body recovered]

1519. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 18:58:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.440506@cix.compulink.co.uk>
Source record: 203642

In article <1993Jul15.124027.27144@crc.ac.uk>, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>How much difference will a software accelerator such as warp 9 or NVDI make
>on a Mega 4? Is either of these two better than the other?

BIG difference. Both programs speed up the display by about a factor of
4. NVDI is better and faster in my opinion and according to various
benchmarks. NVDI is more compatible with graphics cards and overscan
modes.

>
>Also would an accelerator board be any better considering the extra price?

An accelerator will speed up the CPU, so everything will be faster, not
only the display.

>Can you combine the two?

Yes, that's exactly what I have done.

>
>Are there any problems with software compatibility?
>(I have heard that Timeworks 2, which I use, does not work with NVDI)

Mostly not. Timeworks is not compatible with NVDI's GDOS emulation. This
can be switched off which solves the problem and you can use you standard
GDOS instead. The screen acceleration part works fine with Timeworks as
far as I know.

>
>Any idea of prices and places to buy/have fitted these in the UK?

NVDI is available from System Solutions 081-693 3355 for about 50UKP,
they also have accelerator boards starting at 140ukp. Fitting the board
requires some soldering on a MegaST.

>Oh yes, one more thing. Why is it a single A4 page (from Timeworks) takes about
>20 minutes to print on a Canon BJ10e (in BJ mode, I haven't tried epson mode
>yet).
>Will a accelerator help with this or is it just the combination of
>program+printer?

An accelerator would help somewhat, have you tried FASTPRNT (part of the
Fontkit Plus pack from ST Club) ? This makes a big difference.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1520. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 19:29:05 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Jul15.152905.6572@spcvxb.spc.edu>
Source record: 203602

In article <223s6d$mgg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
> What's up with Atari, it hit another very big high of 5 1/4.
>
> I can't help but think that Atari just made another announcement somewhere.
> Perhaps Atari will go national with the Jaguar? Now THAT is wishful
> thinking...

Well I hope there isn't another announcement for the sake of whoever leaked the information last time. I'm sure that the big run-up in ATC 2 days before the last announcement got the SEC's attention. It would be rather foolish for the party(ies) invloved to do it again (expecially so soon).

Not that I would be heartbroken...I still have my 5000 shares. :)

Cheers,

Chris

1521. GAMES AND MODEM FOR SALE********

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 19:35:41 UTC
From: beave@hardy.u.washington.edu
Message-ID: <224bid$mo6@news.u.washington.edu>
Source record: 203550

As per someones request I am informing you now that I am selling these items from the U S of A in dollars. Chris if you are out there I will gladly hold these original items for you if your response to this posting comes soon. I lost your number and I really want to get rid of this stuff.

I have the following games for sale and all include docs unless otherwise marked by an *:

Phantasie III
Into the Eagle's Nest
Obliterator
Moebius
Gauntlet II
RoadRaider
Police Quest II --I also have the cheat book for this one
The King of Chicago
TotalECLIPSE
Tau Ceti
Alternate Reality THE CITY
Space Quest III
Weird Dreams
Willow

All games are $4.00 each unless you buy 3 or more then they become $3.00.

I also have a Goldstar 1200 Baud modem that works great if you have a need for that kind of thing. I would part with that for $12.00. Chris: I can give you the same stuff as before for $21 now. Sorry for the problems. Request what you will all by E-mail and please include your address and I will send the stuff out immediately. BTW, I will cover shipping in case you were wondering.

--
Ted White
beave@u.washington.edu
University of Washington, Computer Science

1522. Civilization: end-game bug?

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 19:59:48 UTC
From: kennyy@bnr.ca
Message-ID: <1993Jul15.195948.7908@bmers145.bnr.ca>
Source record: 203601

I bought Civilization for the ST a month ago. (released 2 years after the PC version; kind of reminds me of how long it took Bard's Tale to come to the ST.) Anyways, just finished conquering the world the first time, and the game died doing the history replay.

Is there a patch to fix this?
Better yet, is there an executable with the fixes already applied which I can ftp from somewhere?

As a side comment, this is an amazingly playable game. I haven't enjoyed playing on the ST this much since Llamatron!

--
Kenny Yan. kennyy@bnr.ca
The above is not a BNR opinion/view/comment/press release.

1523. Re: Notator Logic - MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 21:42:22 UTC
From: plouie@wet.UUCP
Message-ID: <5695@wet.UUCP>
Source record: 203604

[No readable article body recovered]

1524. HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 21:43:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <224j1f$8c6@cville-srv.wam.umd.edu>
Source record: 203603
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am in dire need of a tool to (hopefully) undelete a hard disk partition. I accidentally erased it, and am now in search of a good tool to try to reconstruct it.

The data is still present, and (perhaps luckily) the drive was recently defragmented.

Any help is greatly appreciated! I'm looking for any leads that can help bail me out on this one... undeleters, etc...

1525. Japanese WP prog

Newsgroup: comp.sys.atari.st
Date: 1993-07-15 23:54:51 UTC
From: bduewer@csugrad.cs.vt.edu
Message-ID: <224qob$t1b@csugrad.cs.vt.edu>
Source record: 203605

Greetings, everyone!
My brother is learning Japanese. I'm wondering if anyone out there
has seen, or even better, used, a work processor that allows you
to use Japanese. Please email me the responses at
bduewer@csugrad.cs.vt.edu
as I don't always keep up with this group and would not want to miss
the answers.

Much thanks in advance,

Bruce Duewer
bduewer@csugrad.cs.vt.edu

1526. AEO FTP'ed again, this time Binary, and .lzh

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 00:05:32 UTC
From: wilsont@rahul.net
Message-ID: <CA8DL9.HBG@rahul.net>
Source record: 203615

I guess i didn't FTP it correctly, sorry.

Its now Lzh'ed, and I made sure BINARY mode was on.

Enjoy it, its 182k uncompressed.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1527. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 00:13:40 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCA8Dyt.LyF@netcom.com>
Source record: 203607

In article <1993Jul14.101413.936@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>By the way, I got a little concerned when reading the press release
>not to find anything mentioning support for more than the nominal
>8 GEM windows (fearing a MultiGEM situation where you've got lots
>of processes, but not enough windows to handle them). So I called
>Gribnif, and they confirmed that Geneva does indeed support an
>"unlimited" number of windows.

There's an application the Germans are probably most familiar with. It's called WINNI.PRG. It's basically a test program that draws billions and billions of windows. One of the first times I ran it, I told it to stop drawing windows at around 100 or so. :-)

Just now, while editing this in STalker, I pulled up NeoDesk, found WINNI.PRG, and had it draw over 100 windows. It started at window 4 because I had STalker and a couple of windows in NeoDesk open.

>So, Ed, is there anything more you can tell us about it, having
>had some extensive experience with it?

What do you want to know? It's a very cool program. An article in AEO might be forthcoming.

One neat feature is tear-off menus. You can actually tear a menu off the menu bar and have the commands in a window, instead of always having to select the menu.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1528. Atari Developers--how do you feel about no dealer list

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 00:14:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <224rt8$eup@usenet.INS.CWRU.Edu>
Source record: 203606

This is to all Atari developers....

How do you feel about Atari not releasing the Falcon030 dealer listing
to Atari developers?

Does it matter to you that you do not know where your products are being sold?

Or possible places where your products can be sold?

I received a message from someone at Atari that told me developers do not need
a dealer list since most of them sell their stuff through distributors.

I was attempting to get Atari to reverse this decision.

Len

--

1529. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 00:21:31 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCA8EBw.Mnv@netcom.com>
Source record: 203608

In article <memo.436059@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>In article <1993Jul14.101413.936@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>
>>So, Ed, is there anything more you can tell us about it, having
>>had some extensive experience with it?
>>
>Yes, like how does it cope with MIDI, Cubase, serial port, etc.

I don't do any MIDI or use Cubase. The serial port works fine with
STalker and Aladdin. With STalker, I consistently get 1500-1700cps.

If Cubase doesn't work in multitasking, it should work fine in
singletasking mode. Basically, Gevena can run programs in singletasking
mode, and if you want to switch to the multitasking ones, you just click
on one of their names under the Desk menu, in the Task Manager window, or
the Applications menu, which is created when you tear off the Desk menu.
When you click on the multitasking app, the singletasking app goes asleep.
Of course, when you're using the singletasking app, the multitasking ones
are asleep.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1530. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 00:25:52 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCA8EJ4.5K@netcom.com>
Source record: 203609

In article <223s6d$mgg@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>What's up with Atari, it hit another very big high of 5 1/4.
>
>I can't help but think that Atari just made another announcement somewhere.
>Perhaps Atari will go national with the Jaguar? Now THAT is wishful
>thinking...

Next year the Jaguar will go national.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1531. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 01:08:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <224v1o$kba@usenet.INS.CWRU.Edu>
Source record: 203610

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <223s6d$mgg@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>What's up with Atari, it hit another very big high of 5 1/4.
>>
>>I can't help but think that Atari just made another announcement somewhere.
>>Perhaps Atari will go national with the Jaguar? Now THAT is wishful
>>thinking...
>
>Next year the Jaguar will go national.
>--

Sorry Ed... you always seem to catch me when I leave one word out.
I have to be more careful next time.

I meant to say Atari go national this year.

OK, so it was two words!

Len
>

--

1532. Re: AEO FTP'ed again, this time Binary, and .lzh

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 01:15:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <224vg8$l1e@usenet.INS.CWRU.Edu>
Source record: 203611

In a previous article, wilsont@rahul.net (Timothy Wilson) says:

>I guess i didn't FTP it correctly, sorry.
>
>Its now Lzh'ed, and I made sure BINARY mode was on.
>
>Enjoy it, its 182k uncompressed.

I wish you would have put it in rahul.net since it doesn't have to wait
to get validated. Also, atari.archives seems to always be busy!

But that's ok, I'll wait.

Len
>
>--
>Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
>

--

1533. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 01:36:25 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2250mp$m5d@titan.ucs.umass.edu>
Source record: 203612

>
>You can buy the beta version for $20, then upgrade later. I sent some
>info to atari.archive. Look at GEBETA.TXT, GENEVA.TXT, and I think
>GEDESC.TXT. I think those are the correct filenames.

Not to contradict Ed, since I really appreciate him taking the time to answer all these questions, but the Beta release costs $50, not $20.

It is only available to registered North American (USA and Canada) NeoDesk 3 users. Shipping to US destinations is $3, and to Canada its $4. This price gets you the July 14th Beta release, which comes with documentation on disk. When the commercial version is ready (projected date Sept 1), you get a free upgrade, and the real printed documentation. The Beta version also includes a patch to NeoDesk version 3.04, which is necessary for compatibility with Geneva. (And is only available for this purpose, the next general release of NeoDesk will be NeoDesk 4, around the beginning of October.)

The only feature that is totally missing from the Geneva Beta is that it does not yet work with MiNT, and there are several other features that are still very "rough". However, it is still extremely useful, and very solid. You get full multitasking for GEM applications, plus 3D buttons, a new file selector, tear off menus, etc, etc...

- Bob

1534. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 03:46:19 UTC
From: martind@acf4.nyu.edu
Message-ID: <2258ab$9ok@calvin.NYU.EDU>
Source record: 203613
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

Atari is supposedly coming out with a new video game this year. It is
a high end unit called Jaguar. They want to compete with Sega and
Super Nintendo. We'll see...

David Martin
martind@acf4.nyu.edu

1535. OverScan

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 04:05:17 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CA8oot.1CJ@sdf.lonestar.org>
Source record: 203632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've downloaded the 3 overscan docs and noticed that there are no instructions for a TOS 1.62 STE, and the MMU, GLU, and Video Shifter, the 3 chips that are used in th modification, are all different on the STE.

Has anyone done this modification to an STE machine? I have an NEC 3D Multisyc, and I would KILL for a little extra resolution (the monitor can certainly handle it!!). Also, the video shifter of the STE will sync to an external input, like the Falcon (kinda) and also has some other improvements. I would think such a modification would be easier. Anyone got it working (please no guessing, I'm willing to open the machine and play, but I'm no tech and would rather not let the magic smoke out of my computer. Nothing works after the magic smoke goes away!!)

Thanks a bunch.

.. please email me ..

evanlang@sdf.lonestar.org

1536. modem questions continued.

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 04:33:12 UTC
From: plastika@terpsi.csi.forth.gr
Message-ID: <plastika.742796655@news.forth.gr>
Source record: 203614

Hello.
I posted a letter the day before, asking for advice about connecting a modem
to an atari. Here are some more info.
I use a serial cable made by the seller of the modem. Tested on a PC it was
Ok. Don't think that's the problem.
I have tried 3 different terminal emulators with the same problem.
Everything I should get from the modem isn't coming to the screen. When I
issue the atdp.... command, I hear the beeps it shoyld play when connecting, but get no
answer on my screen.
When I say at(something), I get no OK, no nothing.
I use 2400,N,8,1 to connect.
The cable, the modem, the telephone line shoyld be OK, since I hear the modem
connecting to the server I want.
Shoyld I do something on The Atari? What could be wrong?
Another idea: should any special pins of the serial cable be joined (I have
seen and they are connected all that the atari manual says in its appendix,
except the earth ground). The in pin is connected to the in pin and the out pin to the out.

Any ideas will be appreciated. My only last thought is there is a problem
with the Atari's serial port's in pin.

Please remember that I am not an Atari user, I am just helping a friend. I
use a modem on my PC though.

Thanks,
Antonis -desperate- Plevrakis,
Crete, Greece.

1537. Re: Gribnifs GENEVA..

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 05:19:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.442271@cix.compulink.co.uk>
Source record: 203650

In article <ekrimenCA8EBw.Mnv@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>I don't do any MIDI or use Cubase. The serial port works fine with
>STalker and Aladdin. With STalker, I consistently get 1500-1700cps.
>
>If Cubase doesn't work in multitasking, it should work fine in
>singletasking mode. Basically, Gevena can run programs in singletasking
>mode, and if you want to switch to the multitasking ones, you just click
>on one of their names under the Desk menu, in the Task Manager window, or
>the Applications menu, which is created when you tear off the Desk menu.
>When you click on the multitasking app, the singletasking app goes asleep.
>Of course, when you're using the singletasking app, the multitasking ones
>are asleep.
>--

Sounds very good. Looking forward to buying it (when it's available in
the UK)

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1538. unZIP or unZOO or unLZH in ACC form?

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 08:26:35 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <225onrINN6kh@uwm.edu>
Source record: 203617

Anyone know of an ACC that will unZIP, unZOO or unLZH?

Thank you...
--

Daniel James Frederiksen modE@csd4.csd.uwm.edu

1539. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 08:51:48 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <93197.095348ASI503@DJUKFA11.BITNET>
Source record: 203616

>> Still I don't see why C is better for numerically intense work ...

Okay, I really did not intend to participate in the holy war against Fortran/
pro C. Rather the opposite! Personally I prefer the syntax and the look of
C programs. Of course it is possible to write well structured, well documented
programs in Fortran as well as horrible cryptic code in C. But still I think
that C (or Pascal or ...) is more convinient for structured programming.

Some systems may provide better performance for Fortran written programs.
Because of the long history of Fortran and its hardware platforms this is
understandable. My point was, that one has to make a good compromise between
speed and ease of programming and personal likes/dislikes of the look and feel
of a certain language. As you stated, the speed of C programs depends
enormously on the optimizing quality of the compiler, so speed might not
be the problem if one chooses the right one (compare Pure C and GNU C on
the ATARI. Almost one order of magnitude in some cases!).

Have fun !

Erik Sodtke

1540. Re: Virtual Hard drive

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 10:07:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <225ukmlNNl01@golem.wcc.govt.nz>
Source record: 203620

In article <223ta2$dit@cnn.sim.es.com>, gbennett@friendly.es.com (Greg Bennett) writes:

>The Gemulator docs say that the Supra Hard drive drivers are recommended, but
>I am not sure where I can obtain them. I have tried to use Atari's HDX drivers
>but they do not recognize the virtual drive. I would really appreciate any
>help; including any help on setting up a hard drive for the ST (I think that
>I am doing it right, but I have been known to make mistakes in the past)

The Supra stuff in on there BBS (503-967-2444) but there driver dose not
support partions above 32 megs...

You don't have to be validated to get it, and at 14.4

and also its on GEnie...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1541. Re: AEO FTP'ed again, this time Binary, and .lzh

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 10:23:29 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jul16.102329.21823@beaver.cs.washington.edu>
Source record: 203619

In article <224vg8$l1e@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>I wish you would have put it in rahul.net since it doesn't have to wait
>to get validated. Also, atari.archives seems to always be busy!
>

I don't know if it got screwed up or something, but I did get aeo_0212.zip
(or whatever the extension was) from rahul.net right after I read the post
he made... Maybe it disappeared again or something? Anyway, I agree that
it's much nicer to be able to get it there than have to fight your way into
atari.archive hoping it's not still in the New directory... :)

>Len
>
>--
>

P.S. There sure was a lot of stuff in that issue, it took me several hours to
go through it all!

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

1542. Problems with 1st Word Plus - Help wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 10:48:55 UTC
From: arw@ukc.ac.uk
Message-ID: <5268@eagle.ukc.ac.uk>
Source record: 203618
Cross-posted to: ukc.micro,comp.sys.atari.st

I'm having problems using 1st word plus with a Star LC24-200 printer and wondered if anyone had experienced similar problems.
The printer emulates a Epsom LQ860, and i have the print driver for that printer with 1st word+. Upon printing out however, the printer seems to miss lines every now and again when printing out the graphic image files. These don't seem to be random (ie, does the same misprint each time, so the printer should be fine).

Telling 1st word+ that I have an LX (9 pin) printer attached produces output okay (but shrinks the graphics and probebly loses resolution).

If anyone has any ideas at all as to what could be causing this, please e-mail me!

Thanks you,
adam whitham

--
Adam Whitham, Keynes College, UKC, Canterbury, Kent, UK.

1543. Re: More recent C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 11:23:26 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.443063@cix.compulink.co.uk>
Source record: 203654

```
>I have an early
>copy and would like to know if there are later/better around. I have been ou-
t
>of the Atari scene for about 5-6 years, so anything in the interim would be
>news to me.
Try Lattice C 5.5x - ANSI, full integrated environment with make which is
compatible with Turbo C makefiles, resource editor, librarian and all the
usual bits. Alas, no source level debugger but one is available
from 3rd parties (X-Debug).

-------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
-----------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

1544. Re: STuff 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 11:27:37 UTC
From: dgently@maths.tcd.ie
Message-ID: <1993Jul16.112737.17886@maths.tcd.ie>
Source record: 203621

randyh@sad.hp.com (Randy Hosler) writes:

>FOR SALE:

> ST mono monitor. Works fine. Expanded the screen for larger
> viewing area. $80.00

> ST single-sided floppy disk. $25.00
Wow! things must be pretty expensive in the US, you can get
double sided disks for 60p here!
> Avatex 1200 baud modem. $15.00

> STAR NX1000 color printer. Extra Ribbon. $75.00

>Ship COD on the bigger items, whatever on the rest.

>Randy Hosler

--

DiRK GeNTLY.....

|UNiX:- More Fun than a day in HELL|

1545. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 12:24:12 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CA9BsE.Bo5@cbnews.cb.att.com>
Source record: 203622

In article <1993Jul15.152905.6572@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>In article <223s6d$mgg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>
>> What's up with Atari, it hit another very big high of 5 1/4.
>>
>> I can't help but think that Atari just made another announcement somewhere.
>> Perhaps Atari will go national with the Jaguar? Now THAT is wishful
>> thinking...
>
>Well I hope there isn't another announcement for the sake of whoever
>leaked the information last time. I'm sure that the big run-up
>in ATC 2 days before the last announcement got the SEC's attention.
>It would be rather foolish for the party(ies) invloved to do it
>again (expecially so soon).

Huh? Are you talking about the IBM announcement? If so, Atari was sitting
at just over 2 for a while before that announcement, and didn't shoot up until
the day AFTER the announcement. Likewise with the original Jaguar press
release. It was somewhere between 1 and 1 1/2 until the day AFTER the press
release.

>
>Not that I would be heartbroken...I still have my 5000 shares. :)

I've only got 2500. But then again, I bought at 1. B)

>
>Cheers,
>
>Chris
>

Tom

--
+----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+----------------------------------+---+

1546. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 12:47:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.qtD9MWsiLwg@semprini.tdkcs.waterloo.on.ca>
Source record: 203625

In <104796@hydra.gatech.EDU>, David Forrai writes:
> In article <5228@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
> > Scientists do _OFTEN_ need to work with COMPLEX numbers and so
> >it is nice to use a language that has complex number manipulation built
> >in.
>
> Yeah. Try doing this as simply in any language that doesn't have
> built in complex arithmatic and functions:
>
> COMPLEX A, B, C , D, F
> ...
> F = A * B * CEXP(C) * CSQRT(E)
>
> I've made attempts to build a complex library in C but I ended up
> spending more time putting together the library than I did doing the
> real work.

I'm positive that there are freely available complex libraries for C++;
with a "complex" class, you could go:

```
// Dunno what cexp() does in FORTRAN! It's bee too long, thank god! :-)
complex f = a * b * sqrt(e);
```

C++ takes all the work out of it, if somebody else has already written
the class for you.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1547. Re: New TT?

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 12:52:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.eFi0Gn777e6@semprini.tdkcs.waterloo.on.ca>
Source record: 203626

In <38331@castle.ed.ac.uk>, Herbert Sauro writes:
>
> What's this I hear about a 'new' TT? Is Atari simply producing another
> batch of the original TT design or are they going to produce an updated
> version?

Maybe they're going to put it in the "classic" ST case instead of the
TT/MegaSTe case.

[half :-)]
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1548. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 12:54:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.15uEHLbss2o@semprini.tdkcs.waterloo.on.ca>
Source record: 203627
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc

In <1993Jul9.150846.21612@dxcern.cern.ch>, HALLAM-BAKER Phillip writes:
> It is rumoured that Commodore are to bring out an AXP based Amiga using a cut
^^^^^
> down form of VMS, this might be interesting (to say the least!). Not least
^^^^^^^^^^^^^^^^
> because of the likely reaction from Peter da Silva.

Isn't Micro$oft calling that "Windows NT 3.1"? :-)

--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1549. Trackball Problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 13:48:01 UTC
From: Andreas Bernreuther <UG2E@IBM3090.RZ.UNI-KARLSRUHE.DE>
Message-ID: <226bih$rpt@nz12.rz.uni-karlsruhe.de>
Source record: 203623

Is there an accessory to reinvert the mousebuttons of a trackball.
I've bought a trackball and realized that the buttons are changed in
their function (left is right and vici versa)
Peter
ui1t@dkauni2.bitnet
ui1t@ibm3090.rz.uni-karlsruhe.de

1550. Re: Civilization: end-game bug?

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 14:25:22 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.443706@cix.compulink.co.uk>
Source record: 203659

In article <1993Jul15.195948.7908@bmers145.bnr.ca>, kennyy@bnr.ca (Kenny Yan) writes:
>I bought Civilization for the ST a month ago. (released 2 years after

>Is there a patch to fix this?
>Better yet, is there an executable with the fixes already applied
>which I can ftp from somewhere?

Well, I don't know of a patch but I did get around it - when it
crashes it should mention the name of a graphics file. This file
doesn't exist, simply re-copy another graphics file (with a similar
name) into the directory, renaming to the name of the missing file.
You'll get slight graphics corruption but it shouldn't crash.

>As a side comment, this is an amazingly playable game. I haven't
>enjoyed playing on the ST this much since Llamatron!

It is! Civilisation and Lemmings 2 are the only games I bother with
these days.

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

1551. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 14:41:16 UTC
From: hebert@abaddon.b24b.ingr.com
Message-ID: <1993Jul16.144116.16824@infonode.ingr.com>
Source record: 203624

```
--
|> Yeah. Try doing this as simply in any language that doesn't have
|> built in complex arithmatic and functions:
|>
|> COMPLEX A, B, C , D, F
|> ...
|> F = A * B * CEXP( C ) * CSQRT( E )
|>
|> I've made attempts to build a complex library in C but I ended up
|> spending more time putting together the library than I did doing the
|> real work.

Try C++. operator overloading. Many C++ compilers have complex classes
that come with it. If yours doesn't, it it VERY easy to write one...

Shane Hebert
hebert@abaddon.b24b.ingr.com
(205)730-8893
My opinions are my own.
```

1552. xcontrol

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 15:25:11 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jul16152511@ramanujan.WPI.EDU>
Source record: 203644

Does xcontrol not work on original (TOS 1.0) STs?

I downloaded it and it just crashed my system...

.s.
--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- And on his dying bed he asked me; "tell all my friends I was -
- fighting, too." But to all cowards and voyeurs: There are -
- no more tickets to the funeral. The funeral is crowded. -

1553. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 15:30:17 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93197.30617.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 203628

```
------------------------ Original Article ------------------------
Newsgroups: comp.sys.atari.st
Path: butch!uunet!spool.mu.edu!uwm.edu!linac!att!cbnews!tpp
From: tpp@cbnews.cb.att.com (Grue)
Subject: Re: What's up with Atari? 5 1/4
Organization: AT&T (CAOSS)
Date: Fri, 16 Jul 1993 12:24:12 GMT
Message-ID: <CA9BsE.Bo5@cbnews.cb.att.com>
References: <223s6d$mgg@usenet.INS.CWRU.Edu> <1993Jul15.152905.6572@spcvxb.spc.e
Lines: 40

In article <1993Jul15.152905.6572@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu write
>In article <223s6d$mgg@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len S
>>
>>
>Not that I would be heartbroken...I still have my 5000 shares. :)

I've only got 2500. But then again, I bought at 1. B)

>
>Cheers,
>
>Chris
>
When's the last time you heard of anyone MAKING money on Atari? I picked up
1500 shares the day of the IBM announcement (when it was selling at 2-7/8) and
put in a sell order at 5. I then forgot about it, until I looked up the price
last night at 5-1/4. Oops, says I. I called my broker this morning, and he
confirmed, it was sold yesterday at 5. But he told me, never look back.
In any case, not a bad profit for a few weeks of Atari watching :-)
---Mark van Wyk
```

1554. Re: Atari Developers--how do you feel about no

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 15:40:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul16.154001.2879@newshost.lanl.gov>
Source record: 203629

In article eup@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>This is to all Atari developers....
>
>How do you feel about Atari not releasing the Falcon030 dealer listing
>to Atari developers?

Len, by and large, your source was correct in that most Atari devs sell their products through distributors and retail to the public, not direct to dealers. The fact is that most dealers prefer to order all their inventory from a single distributor rather than make several smaller orders to individual developers. This way they only have to deal with one company, they write one check, and generally pay a lower-per-unit freight cost.

However... developers would _still_ like to have this dealer listing simply so they could send brochures and other info to these dealers so they could be sure the dealers were _aware_ of the products they have to offer when it comes time to place an order through their distributor (of which there are only 2 in the U.S., BTW). Why Atari chooses not to release this info is beyond my comprehension. Perhaps because the list is embarassingly short???

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1555. Re: how to get gcc working on 1040STF...

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 16:11:10 UTC
From: p89011@w0a.ph.ed.ac.uk
Message-ID: <38704@castle.ed.ac.uk>
Source record: 203630

In article <2238fm$1dvo@obelix.uni-muenster.de>, kuhnu@math.uni-muenster.de (Ulrich Kuehn) writes:
> In article 93Jul15022709@wpi.WPI.EDU, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
> >
> >I've got a 1 meg, 1 drive (until I get a SCSI to go with my Link),
> >1040STF...
> >
> Your system is too small to run gcc. You will need at least 2 meg of ram
> to run it.
> a setup for gcc contains (at least) the files
> gcc.ttp compiler driver
> gcc-cpp.ttp preprocessor
> gcc-cc1.ttp the compiler
> gcc-as.ttp the assembler
> gcc-ld.ttp the linker
>
> These files are the bare minimum of binaries.
> As libraries and include files you could try mntincXX.zoo and mntolbXX.zoo,
> where XX is a version number (I think the most recent version is 32).

This system is not too small for gcc - I did it on my own identical system. Put the preprocessor and header files on one floppy, the compiler and driver on another and the assembler, linker and libraries on a third. It is also an idea to get hold of the gcc manual page (or other documentation) as gcc is a complicated piece of software.

Oliver.

--

Oliver Critchley, |
Physics Department, | 1 + 1 = 3, for large values of 1
Edinburgh University. |

1556. Re: International Software

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 16:12:07 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul16.161207.29975@btree.uucp>
Source record: 203631
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

In article <1993Jul14.183114.20138@cis.vutbr.cz> jbowyer@cis.vutbr.cz writes:
>
>Please share your systems expertise with our mailing list.
>
>
>INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
> Discussion List
>
> Internationalization of software relates to two subjects:
>
> 1. Software that is written so a user can easily change the
> language of the interface;
>
> 2. Versions of software, such as Czech WordPerfect, whose
> interface language differs from the original product.

[Specifics Deleted To Save Disc Space And Keep SysAdmin Happy]

Isn't that why GEM uses *.RSC files? All of the operator interface
is kept separately from the program so that all you need to do is
edit the *.RSC file and ship the edited file with the *same* program.
That reduces the issue to "where can I find someone who can trans-
late all these messages?"

Or am I _missing_ something, here?

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
****

--
****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

1557. Re: first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 16:42:41 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jul16164241@ramanujan.WPI.EDU>
Source record: 203645

>>>>> "ujwb" == Jeff Beer <ujwb@uxa.ecn.bgu.edu> writes:
ujwb> Does anybody know what Cubase is up to?

Cubase is working on/ready to release Cubase Audio. It works in
conjunction with the $3k Yamaha outboard D/A, A/D, DSP unit. It'll
work just like Cubase, only you'll be able to manipulate digial audio
as well as sequenced tracks... Sounds really nice but really
expensive...

Maybe there's more than that...

.s.

--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- And on his dying bed he asked me; "tell all my friends I was -
- fighting, too." But to all cowards and voyeurs: There are -
- no more tickets to the funeral. The funeral is crowded. -

1558. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:13:41 UTC
From: ken@isgtec.com
Message-ID: <5257@isgtec.isgtec.com>
Source record: 203646

In article <RALPH.93Jul14070408@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
> Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the .zoo
> Ate> file are absolute paths starting with "/".
>
> I love zoo, but this is the absolute ultimate worst (enough
> superlatives?) thing that I have ever heard. An absolute path
> starting with "/"??? This makes it unextractible on Unix boxes. Yes,
> sometimes I look at the docs at work before bringing it home.

Wrongo! If you peruse the zoo docs (they are rather long though), you'll
see the marvellous '.' command modifier which forces extracted files to
be relative to the current directory. I use this all the time. So you can
say

zoo x.// archive

and even absolute paths starting with '/' will be rooted at your current dir.

--
A diva who specializes in risque arias is an off-coloratura soprano ...

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1559. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:31:00 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <38718@castle.ed.ac.uk>
Source record: 203634

```
|>
|> Isn't Micro$oft calling that "Windows NT 3.1"? :-)
|>

I hope everyone notices that if you take the initials W NT, and transpose
them forward one letter you get VMS. Spooky, huh.
(Especially when you consider they were both written by THE SAME PERSON.)

It's 2001 all over again.

John.
```

1560. Re: AEO FTP'ed again, this time Binary, and .lzh

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:31:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CA9qB8.Mqq@news2.cis.umn.edu>
Source record: 203633

In article <1993Jul16.102329.21823@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:
>... Anyway, I agree that
>it's much nicer to be able to get it there than have to fight your way into
>atari.archive hoping it's not still in the New directory... :)

Glad you put the 'smiley' on that comment ... I know that most of the folks who work with the atari.archive site take a lot of time and trouble to see that what gets put up there gets moved appropriately within 24 hours.

What does that delay get you? You can be sure that the archive tests 'ok' using one of the UNIX-based versions of the archive program (these are located in the ../Archivers/Unix directory for those of you who have UNIX boxes and want the utilities). The software uploads get moved to mostly-appropriate subdirectories. An index entry is made for the software, so you don't HAVE to download a file without knowing what the heck it might be. You also have some idea which files are more recent (hint: they're in the Newitems directory, or listed in the '0new0, 0new1, 0new2, etc.' files...)

As for fighting to get to atari.archive, it's a problem that's becoming general every day. One only needs to look at the wuarchive.wustl.edu site (which is also a mirror site for atari.archive, by the by), or the ftp.cica.indiana.edu site (where you can pick up Windows-related stuff), to see that it is a common problem to get into FTP sites.

Keep smiling!

-- David Paschall-Zimbel, a member of the Umich Atari posse.

1561. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:39:29 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CA9qDw.7Hx@cbnewse.cb.att.com>
Source record: 203635

Before putting a foot into the C vs Fortran arguments - everyone should first consider the customer being discussed - the Fortran application user.

Most scientists (but not including Computer Scientists) learned Fortran somewhere along the way. Most of their applications are written in Fortran. That offers them a certain amount of "standard"ness which helps their efforts when they find that the application they are using does not quite do what they want. They know how to change it to get exactly what they need - precisely because the application is written in Fortran. (assuming of course, that the source is available.)

The same does not apply to C and scientists (excluding Computer Scientists)

I'm not trying to defend either - just recognizing a fact of life - the customer and all of their needs. Wayne Booth

1562. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:43:24 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CA9quK.7w@news2.cis.umn.edu>
Source record: 203636

In article <H.ea.qtD9MWsiLwg@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>C++ takes all the work out of it, if somebody else has already written
>the class for you.

... and if you trust that the class library was written correctly. :)

Most of the 'good' class libraries are commercial --- the earlier Rogue Wave
libraries were more or less freely available, but the newer versions definitely
cost money (as an example). I've heard much about problems with some of the
class libraries out there ... we're currently rewriting thousands of lines of
FORTRAN-based simulation code for C++.

-- David Paschall-Zimbel

1563. STUFF for sale : New England : USA

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:55:17 UTC
From: gaudreau@seesrv.ako.dec.com
Message-ID: <GAUDREAU.93Jul16125517@seesrv.ako.dec.com>
Source record: 203639

Atari ST things for sale:

o Atari SC1435 Color Stereo Monitor with original box, cables, tilt stand, doc. $200 or BO.

o Borland Turbo-C Compiler/Assembler/etc V2.05 with original box, disks, backup disks, doc, etc... $150 or BO.

o LDW Power 2.0 Spreadsheet with original box, disks, doc. $60 or BO.

o Games: Xenon 2, Space Harrier II, Anarchy - orig everything. $10 each or $25 for all of them.

o I have other Atari programming stuff, books, mags, etc that I might be talked out of as well. Heck, I'll probably sell my Mega4/Ste system with math copro soon too... Make an offer if you're interested.

Prices are in USA dollars. Location is Southern NH to Boston, MA more or less.

As I don't read this group much anymore (:<), please send mail to: joeg@bronze.lcs.mit.edu

Joe
-=-

1564. Re: AEO FTP'ed again, this time Binary, and .lzh

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:57:31 UTC
From: wilsont@rahul.net
Message-ID: <CA9r7v.24p@rahul.net>
Source record: 203638

In <1993Jul16.102329.21823@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:

>In article <224vg8$l1e@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>
>>I wish you would have put it in rahul.net since it doesn't have to wait
>>to get validated. Also, atari.archives seems to always be busy!

It always goes there first, (to FTP it) and then i leave it there for a few months.

>I don't know if it got screwed up or something, but I did get aeo_0212.zip
>(or whatever the extension was) from rahul.net right after I read the post
>he made... Maybe it disappeared again or something? Anyway, I agree that
>it's much nicer to be able to get it there than have to fight your way into
>atari.archive hoping it's not still in the New directory... :)

As Ben just got it...

remember, /pub/wilsont

not just /pub
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1565. How to read Atari disks in Spectre GCR 3.0?~

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 17:59:59 UTC
From: selick@csa.bu.edu
Message-ID: <226qav$t4f@news.bu.edu>
Source record: 203637

I have heard mention that Spectre GCR could read atari/ms-dos disks directly? How is this accomplished? Could someone send me the files/docs necessary to do this?
Thanks,
Steve
selick@csa.bu.edu

1566. STUFF for sale : New England : USA

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 18:24:58 UTC
From: gaudreau@seesrv.ako.dec.com
Message-ID: <GAUDREAU.93Jul16132458@seesrv.ako.dec.com>
Source record: 203640

Atari ST things for sale:

o Atari SC1435 Color Stereo Monitor with original box, cables, tilt stand, doc. $200 or BO.

o Borland Turbo-C Compiler/Assembler/etc V2.05 with original box, disks, backup disks, doc, etc... $150 or BO.

o LDW Power 2.0 Spreadsheet with original box, disks, doc. $60 or BO.

o Games: Xenon 2, Space Harrier II, Anarchy - orig everything. $10 each or $25 for all of them.

o I have other Atari programming stuff, books, mags, etc that I might be talked out of as well. Heck, I'll probably sell my Mega4/Ste system with math copro soon too... Make an offer if you're interested.

Prices are in USA dollars. Location is Southern NH to Boston, MA more or less.

As I don't read this group much anymore (:<), please send mail to: joeg@bronze.lcs.mit.edu

Joe
-=-

1567. first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 19:31:59 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <226vnf$jvt@uxa.ecn.bgu.edu>
Source record: 203643

Ok, I have had my Falcon for a few days. My Dr. T's DTP scoring program works, but my Hybrid Arts doesn't. I find sometimes you have to have an ST video emulation mode for ST software to work. All of the stuff I wrote using Mark Williams C works. I haven't tried MWC to compile, but when I leave the resource editor, it bombs. Word Perfect seems to drop some funny charactars when I do spell checking, but it doesnt crash. The Atari Works might be better, for one thing, I can scale fonts on my lowly Epson FX in a way that Word Perfect couldn't. I am looking to get a HP 550C or 500C color printer anyway.

Haven't tried any of the DSP / Audio stuff. I am told Cubase is going to come out with a hell of a program for it, so I might wait for that. and bag the Hybrid Arts stuff. Hybrid Arts is out of business? I know some other company took over there stuff. I have SMPTE GOLD and GEN EDIT 1.1.

Does anybody know what Cubase is up to?

I probably will replace my SC1224 monitor. It doesn't work, or rather, flickers when you go to interlace mode, and Atari's Direct to Hard Disk recorder wants interlaced video. Why, I don't know.

Jeff

1568. Omega II

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 20:02:21 UTC
From: rdf@pinet.aip.org
Message-ID: <1993Jul16.200221.5756@pinet.aip.org>
Source record: 203649

I just received an offer from Dr. T to upgrade to KCS Omega II. This is a MIDI sequencer event editing package that now includes MIDI faders and MIDI tape controller modules. It incorporates the original TIGER program with some enhancements.

Has anyone had experience with this package either in the original form or in the new release? The upgrade is $99. Is it worth it.

Thanks...

--
Robert Feinman rdf@aip.org
American Institute of Physics rdf@aip.bitnet

1569. Atari Laserprinter & Harddrive forsale

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 20:58:01 UTC
From: dav@coos.dartmouth.edu
Message-ID: <CA9zKp.8qM@dartvax.dartmouth.edu>
Source record: 203647
Cross-posted to: comp.sys.atari.st,comp.forsale

Subject: Atari ST Harddrive

Forsale

Used Toadfile 129x

80 meg hardrive and Syquest 44 meg removable drive in one box.
Comes with 7 44 meg cartridges.

$1000 shipped

Subject: Atari Laser Printer

Low mileage Atari SLM804 Laster printer forsale. I will
throw in copy of Ultrascript and Pagestream.

$700 shipped.

If you think this is too much, make me an offer.

1570. Help

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 21:19:40 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <HFus7B3w165w@iowegia.dsm.ia.us>
Source record: 203648

I have tried over seven times to get the INDEX file for the Atari
section on Umich! I can't keep wasting my time. Can anyone E-mail me a current listing? I would really appreciate any help on this. If you have any other
sites of interest, let me know.
lannie@iowegia.dsm.ia.us

1571. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-16 21:54:08 UTC
From: gregs@eskimo.com
Message-ID: <CAA22G.H04@eskimo.com>
Source record: 203666

In article <221qpcINNal5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>]
>] Then what's the point of putting it on your hard drive? I don't know
>] about you, but I want my programs to load NOW, not load and then wait a
>] long time while it unpacks.
>
>Who said anything about Hard-Drive?

You don't have to wait a long time. It's still much faster to load a
packed program from a hard drive than to load it *unpacked* from a
floppy. Try it.

--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA. No comprende, it's a riddle.

1572. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 00:36:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jul16.203611@helix.nih.gov>
Source record: 203651

<FLAME_ON>

In article <93196.085557ASI503@DJUKFA11.BITNET>, ASI503@DJUKFA11.BITNET (Erik Sodtke) writes:
|> Well, one should choose the language suitable for a specific problem, that's
|> certainly true! But there are other points that should be considered. For
|> example: Ease of maintaining large pieces of software, possibility of writing
|> clearly structured programs and so on. From that point of view, I don't think
|> that any kind of FORTRAN is a good choice.

It really depends on your coding style; it is certainly possible to write structured Fortran programs, since subroutines and functions have been around for some time. Comments in source code, whether in Fortran or C are what make code easy to maintain. Style is more important than language; these issues are red herrings.

|> I guess the main reason why many scientists use FORTRAN is that large
|> software libraries exist for whatever problem you have to solve numerically.

Besides software library issues, a major issue is speed; although some would claim otherwise, Fortran generally produces more efficient code for
numerically intensive programs. Some of the elegant data structures available in C can induce some overhead. Too much structure, i.e. many calls to subprocedures will also slow things down. Another reason many scientists use Fortran is because it's easier to learn; not everyone needs
to understand de-referencing a pointer to a variable record structure.

|> I too am a scientist, but I would be VERY reluctant "to think in Fortran".

When I said "I think in Fortran", I meant I can look at a mathematical expression and write a Fortran program using it without refering to any manuals. Fortran means FORmula TRANslation, after all.

|> I write programs for the simulation of superconducting devices, which
|> requires the integration of lots of ordinary and partial differential

|> equations. I am using C and feel no need to use any other language.

I am involved in maintaining and developing a program with over 200,000 lines of Fortran code for molecular simulation; there's a lot of integration involved, and speed (efficient f.p. computation) is a major issue. Most major commercial and academic programs in this resarch area
are in Fortran; only graphics code gets written in C, largely due to the
C chauvinism rampant in the Athena project (X windows development).

<FLAME_OFF>

Still, in most instances, the choice of languages is a personal one, and should depend on how well the language features match your needs, especially if you are starting from scratch. It may also depend on which language you learned first, or which compilers are the best or most widely available on the chosen hardware. Frankly, if speed isn't an issue, I'd rather use APL, which is also available for the Atari ST line; now there's a REAL computer language...

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
Bethesda, MD 20892 USA |
rvenable@helix.nih.gov | -- the Phantom Nerd

1573. Atari 7800 carts for sale - NEW

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 01:08:39 UTC
From: Rob-G@cup.portal.com
Message-ID: <85665@cup.portal.com>
Source record: 203653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Attention Atari 7800 collectors!

I have access to a limited number of the following Atari 7800 video game cartridges. These are NEW, in the box, in the shrinkwrap, with manuals. I can sell these for $5 each plus $1 per cartridge for shipping. Please send me Email if interested!

Pole Position II
Jinks
Choplifter
Robotron: 2084
Crossbow
Hat Trick (hockey)
Food Fight
Asteroids
Ballblazer

1574. Re: first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 01:21:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.446423@cix.compulink.co.uk>
Source record: 203669

In article <226vnf$jvt@uxa.ecn.bgu.edu>, ujwb@uxa.ecn.bgu.edu (Jeff Beer) writes:
>
>Does anybody know what Cubase is up to?
>

Cubase Audio for the Falcon is due any day. It gives 4 direct-to-disk
audio tracks and another 4 RAM tracks (for using as a MIDI sampler).

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1575. ***nova256.tos upload??***

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 02:44:27 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul17.024427.26625@mnemosyne.cs.du.edu>
Source record: 203655

I need to get in contact with the person who uploaded the (large) file
nova256.tos to atari archive. The file has been inadverdantly destroyed.
If you are reading this could you please e-mail me at either
dcable@nyx.cs.du.edu or prefereably at dcable@terminator.rs.itd.umich.edu

Dan

--
dcable@nyx.cs.du.edu

1576. Re: conn_200.zip (It is there, but will not dl?)

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 02:53:20 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul17.025320.27120@mnemosyne.cs.du.edu>
Source record: 203656

molin@ptb.cl.msu.edu (Michael Olin) writes:

>swell ideas here deleted for brevity

>2) do not send self-extracting archives unless it is really necessary.
> There's no way to test them at terminator.... As an example, there
> is a file sitting in /New right now that is 2.5 megs. It appears to
> be an sfx-type file, so in order to test it someone is going to have to
> download it to a fairly large machine when we could otherwise test it
> "on-site" and move it appropriately.

There was such a file. It was named nova256.tos. SZ ate it as it was being downloaded for testing and identification. If the uploader (who is a this point unknown) can send e-mail to atari-archivists@atari.archive.umich.edu, we'll make it available there.

Dan

--
dcable@nyx.cs.du.edu

1577. Re: conn_200.zip (It is there, but will not dl?)

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 02:59:04 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul17.025904.27438@mnemosyne.cs.du.edu>
Source record: 203657

wells_s@kosmos.wcc.govt.nz writes:

>All of the SFX archives I've seen can be treated as normal archives by
>the respective programs - they just scan past the SFX code and look
>for actual archive info'..... I'm not sure if the unix etc. programs
>will manage that, but....

That is quite correct when done on an ST, not so when done with the Unix
programs.

Dan

--
dcable@nyx.cs.du.edu

1578. Re: I saw a Falcon in Mass.

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 03:02:29 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul17.030229.27827@mnemosyne.cs.du.edu>
Source record: 203658

ekrimen@netcom.com (Ed Krimen) writes:

>In article <4156.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>>About heating problems on the Falcon, I heard that there are some MAJOR
>>problems with it. I've heard stories of them getting so hot that they
>>actually melted the motherboard.... Dunno if they got that fixed up yet
>>or not.

>There are no heating problems in the Falcon, and there never have been
>any. It runs very cool because it has a fan, and you can't even hear it.

I'll second that. Mine's on all day every day and we've been having 80-90
degree (F) weather and it stays cool and QUIET.

Dan

--
dcable@nyx.cs.du.edu

1579. WATCH_IT.ZIP on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 03:27:49 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCAAHMD.G8n@netcom.com>
Source record: 203660

I just sent WATCH_IT.ZIP to atari.archive. Thanks to Ofir Gal for sending
it to me.

Watch It is a GIF viewer that can display multiple images in
VDI-compatible windows.

It works just okay in Geneva. It doesn't process the images in the
background, but the 16-color dither is very good.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1580. Notator Logic - MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 03:45:00 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <742901386.AA03020@tdkt.kksys.com>
Source record: 203680

Notator Logic is shipping for the ST/Falcon in the US at least.
Curt

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1581. Re: Atari h/w, s/w, and books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 03:50:54 UTC
From: pchang@ic.sunysb.edu
Message-ID: <227suu$g9o@max.physics.sunysb.edu>
Source record: 203662
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

In article <1993Jul15.073814.1127@batman.bmd.trw.com> jharres@batman.bmd.trw.com writes:
> SC1224 color monitor $175
> Original (circa1985) no problems

cool.. i did not know these were still worth that much...
i will sell my sc1224 for $100 ! (new style chasis)
--
o======o
| \\|
< <<<\ ||
** (0-0-) || ***
* C_ommon | Internet: PChang@ic.SunySb.edu | MS CEO -> \^_/ ||
* S_ense +----------------------------------+ /()\ ||
* E_ngineer | Microsoft Windows: WYSI_N_WYG GUI | Potato Butt -> ( ) /||\
o || o****
_____ _____ _____ _____ // \\
/_____/ / /____/ /_____/ /\ / / ___ oS/2
/ /_____ / / / / / \/ /_____/ OS/2 Os/2

1582. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 04:07:08 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <227ttc$sdh@terminator.rs.itd.umich.edu>
Source record: 203661

```
drwxrwxr-x root 4096 Jul 10 05:21 ./Mint
-rw-rw-r-- entropy 6471 Jul 10 05:21 ./Mint/0index
drwxr-xr-x entropy 2048 Jul 10 05:19 ./Mint/Lib
-rw-r--r-- entropy 111433 Jul 10 05:20 ./Mint/Lib/mntinc34.zoo
drwxrwxr-x root 4096 Jul 11 00:06 .
drwxrwxr-x weiner 2048 Jul 12 15:09 ./Info
-rw-r--r-- dpz 56496 Jul 12 14:43 ./Info/csast-faq.zoo
drwxrwxr-x root 4096 Jul 14 16:37 .
drwxrwxr-x root 6144 Jul 14 23:55 ./8bit
drwxrwxr-x weiner 2048 Jul 14 23:55 ./8bit/Diskutils
drwxrwxr-x weiner 8192 Jul 14 18:49 ./8bit/Zmag
-rw-r--r-- lenn 29839 Jul 14 18:49 ./8bit/Zmag/zmag113.arc
-rw-r--r-- lenn 21680 Jul 14 18:49 ./8bit/Zmag/zmag127.arc
-rw-r--r-- lenn 23762 Jul 14 23:54 ./8bit/cacugcat.arc
-rw-r--r-- lenn 33483 Jul 14 23:54 ./8bit/diskcat1.arc
-rw-r--r-- lenn 38340 Jul 14 23:55 ./8bit/dir
-rw-r--r-- lenn 39003 Jul 14 23:57 ./8bit/0index
drwxrwxr-x root 4096 Jul 14 02:13 ./Archivers
-rw-r--r-- molin 24064 Jul 14 02:13 ./Archivers/esscod43.zoo
-rw-rw-r-- entropy 3254 Jul 14 02:16 ./Archivers/0index
drwxrwxr-x root 10240 Jul 14 16:15 ./Games
-rw-r--r-- dpz 133253 Jul 13 06:03 ./Games/biglife.zoo
-rw-r--r-- lenn 14778 Jul 14 16:24 ./Games/0index
drwxrwxr-x weiner 2048 Jul 14 16:15 ./Games/Kids-games
-rw-r--r-- dpz 175011 Jul 14 02:24 ./Games/Kids-games/numbrs10.zip
drwxrwxr-x weiner 2048 Jul 14 18:36 ./Gnustuff/Tos/Updates
-rw-r--r-- entropy 92895 Jul 14 18:34 ./Gnustuff/Tos/Updates/update32.zoo
-rw-rw-r-- entropy 6472 Jul 14 16:21 ./Mint/0index
drwxrwxr-x entropy 2048 Jul 14 16:19 ./Mint/Utilities
-rw-r--r-- dpz 102116 Jul 13 08:43 ./Mint/Utilities/bmintzoo.tos
drwxrwxr-x root 10240 Jul 14 23:40 ./Utilities
-rw-rw-r-- entropy 20228 Jul 14 23:41 ./Utilities/0index
-rw-r--r-- molin 58321 Jul 14 13:35 ./Utilities/hdx504.lzh
-rw-r--r-- molin 66304 Jul 14 02:22 ./Utilities/mb26abin.zoo
-rw-r--r-- molin 74112 Jul 14 23:40 ./Utilities/xcontrol.zip
-rw-r--r-- dpz 68037 Jul 14 16:33 ./0ls-lR.Z
drwxrwxr-x root 2048 Jul 14 16:14 ./Magazines
drwxrwxr-x weiner 2048 Jul 14 16:14 ./Magazines/Aeo
-rw-r--r-- dpz 69540 Jul 12 23:14 ./Magazines/Aeo/aeo_0212.zip
drwxr-xr-x dpz 2048 Jul 14 16:14 ./Magazines/Press-releases
-rw-r--r-- dpz 1536 Jul 11 18:32 ./Magazines/Press-releases/gebeta.txt
-rw-r--r-- dpz 2304 Jul 11 18:32 ./Magazines/Press-releases/gedesc.txt
-rw-r--r-- dpz 8884 Jul 11 18:32 ./Magazines/Press-releases/geneva.txt
-rw-r--r-- dpz 68173 Jul 14 16:36 ./0ls-lRc.Z
```

```
-rw-r--r-- dpz 90679 Jul 14 16:29 ./0compind.Z
-rw-r--r-- dpz 193143 Jul 14 16:28 ./0index
drwxrwxr-x root 4096 Jul 15 16:52 .
drwxrwxr-x root 6144 Jul 15 00:14 ./8bit
drwxrwxr-x root 6144 Jul 15 16:35 ./Demos
-rw-rw-r-- weiner 7872 Jul 15 16:37 ./Demos/0index
-rw-r--r-- dpz 753844 Jul 15 08:58 ./Demos/choiceg1.lzh
-rw-r--r-- dpz 598965 Jul 15 08:59 ./Demos/choiceg2.lzh
-rw-r--r-- dpz 68121 Jul 15 16:49 ./0ls-lR.Z
-rw-r--r-- dpz 68167 Jul 15 16:52 ./0ls-lRc.Z
-rw-r--r-- dpz 90823 Jul 15 16:44 ./0compind.Z
-rw-r--r-- dpz 193569 Jul 15 16:43 ./0index
drwxrwxr-x root 4096 Jul 16 13:58 .
-rw-rw-r-- weiner 4919 Jul 16 23:33 ./Applications/0index
drwxrwxr-x weiner 2048 Jul 16 23:31 ./Applications/Math
-rw-r--r-- molin 233813 Jul 16 13:41 ./Applications/Math/solution.lzh
drwxrwxr-x root 2048 Jul 16 13:28 ./Editors
drwxr-xr-x dpz 2048 Jul 16 13:33 ./Editors/Mutt
-rw-r--r-- dpz 417514 Jul 16 11:14 ./Editors/Mutt/me2bin.zoo
-rw-r--r-- dpz 293401 Jul 16 11:20 ./Editors/Mutt/me2src.zoo
-rw-r--r-- entropy 1338 Jul 16 13:33 ./Editors/0index
drwxrwxr-x root 8192 Jul 16 23:43 ./Graphics
-rw-r--r-- entropy 10903 Jul 16 23:45 ./Graphics/0index
-rw-r--r-- molin 18930 Jul 16 23:17 ./Graphics/watch_it.zip
drwxrwxr-x root 2048 Jul 16 23:37 ./Misc
-rw-rw-r-- weiner 2064 Jul 16 23:40 ./Misc/0index
-rw-r--r-- molin 32389 Jul 16 15:10 ./Misc/artweird.arc
drwxrwxr-x root 6144 Jul 16 13:39 ./Telecomm
-rw-r--r-- dpz 268972 Jul 15 18:32 ./Telecomm/conn202u.lzh
-rw-r--r-- dpz 319124 Jul 15 18:34 ./Telecomm/connect200.zip
-rw-r--r-- weiner 5564 Jul 16 13:39 ./Telecomm/0index
-rw-r--r-- dpz 68275 Jul 16 13:55 ./0ls-lR.Z
drwxrwxr-x weiner 2048 Jul 16 11:47 ./Magazines/Aeo
-rw-r--r-- weiner 73713 Jul 16 11:46 ./Magazines/Aeo/aeo_0212.lzh
-rw-r--r-- weiner 74932 Jul 16 11:47 ./Magazines/Aeo/aeo_0211.lzh
-rw-r--r-- dpz 68447 Jul 16 13:58 ./0ls-lRc.Z
-rw-r--r-- dpz 90849 Jul 16 13:53 ./0compind.Z
-rw-r--r-- dpz 193762 Jul 16 13:52 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1583. Programming Help

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 05:57:23 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAAoJn.6pq@sdf.lonestar.org>
Source record: 203682
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a few questions. I would like sone info on using the STE DMA sound. How do I access the micro-wire interface, and I remember something about the MFP seeing a change in the mono detect line at the end of a sample or something like that. I would also like some info on programming the MFP. Preferablly in C!

Why should we use shel_write()? Last I knew it killed the calling program. And that really sucks for 90% of the reasons why I'd ever call Pexec(). In fact there is no way to make shel_write load a program and load it concurrently either, like in MiNT. shel_write knows that some programs are text and some are GEM, will it use the TOSRUN pipe to execute programs?

I'm writing a transfer ACC and I'd like to it to multitask cooperatively on old systems, and pre-emptively with MiNT. I was planning on using Tfork() to do the actual transfer since that way it gets executed in the background pre-emptively under MiNT (and I can just sit in an evnt_multi call during the transfer), and will execute as a function call without MiNT. The problem with this is that I need to call evnt_multi() while the transfer is going if there is no MiNT. Can I latch onto some interrupt and make an evnt_multi() call from a timer interrupt? If so, how? I'd rather not just use evnt_multi after every block as that would slow down high speed transfers ALOT, and would eat CPU time for lunch at slow speeds. I would like to call evnt_multi() once per second. Also, how are semaphores used? MintLib, in its mentioning of Tfork() says that semaphores must be used for things like malloc(). Exactly what calls must be "semaphor"'d and how is this done?

Does MiNT 1.04 still use the blocking Pfork()? If so, should I assume that there is no magical fix in Mintlib 33 either and so fork() is still blocking?

Thanks a bunch for all your help, please send replies as E-Mail to :
evanlang@sdf.lonestar.org

1584. EE Times: "Atari Jaguar an IBM Animal"

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 06:33:50 UTC
From: rjung@netcom.com
Message-ID: <rjungCAAq8F.7r4@netcom.com>
Source record: 203664
Cross-posted to: rec.games.video,rec.games.video.misc,comp.sys.atari.st

For those of us who don't read the EE TIMES, here's the Jaguar/Atari/IBM article that's provided a good dose of net.news.fodder for the last few weeks...

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The following article was published in the July 5, 1993 issue of Electronic Engineering Times. Permission to upload the text of this article was granted from CMP publications by Ms. Martha Rosaril.

(I thought the Atari community would like to read this
-- Greg Matthijetz, G.MATTHIJETZ)

"Atari Jaguar an IBM animal"

by Junko Yoshida
Sunnyvale, Calif.

Atari Corp. will score a new level of video-game performance this fall with the introduction of Jaguar, a 64-bit RISC-based system offering real-time 3-D shaded surfaces with texture mapping.

The $200 system, able to tap into the growing network of cable and telephone video services, will take videogames into a graphics realm once the province of midrange 3-D workstatins. In yet a further departure, the system will be built by IBM Corp.

Jaguar, billed as an interactive multimedia system, is based on an Atari-designed proprietary 64-bit RISC processor and its proprietary digital signal processors. The cartridge-based system features 24-bit true color graphics, shaded 3-D polygons and real-time texture mapping.

Atari claims that Jaguar offers four times the processing power of the current 16-bit videogames from Sega and Nintendo, and believes it is even more powerful than the coming 32-bit ARM CPU-based machine from 3DO Co. "If a spaceship goes around a moon, or a person walking on a street turns on the next corner, every object, every detail in such scenes is reproduced in shaded 3-D images with texture. It's truly amazing stuff," said Atari president Sam Tramiel.

--Dense ASIC's--
The system's graphics performance is compared by the company to that of the 3-D engines in midrange Unix workstations. And like those egines, Jaguar is based on advanced, very dense digital ASIC's.

Jaguar's core consists of two chip sets, one holding the 64-bit RISC processor and the other containing DSP hardware. "But the partitioning between the two chip sets is ambiguous." said Richard Miller, vice president of research and development at Atari, as the two share some functions. The two sets apparently pack a whole range of components, including controllers, video processors and encoders, leaving outside the core only "a very small amount of TTLs and DRAMs," said Miller. They were designed at an Atari facility in England, said Tramiel.

The 64-bit RISC processor is capable of processing video data at a high rate, handling various video effects as well as full-motion video compression on its own, Miller claimed.

--Lots of bandwith--
Atari would not disclose any more about the core ASICs, such as gate counts or data bandwidth, but Miller pointed out that Atari engineers had to concentrate most of their design efforts on bus bandwidth. "Graphics eats a lot of bus bandwidth. What's available today for other 64-bit processors such as PowerPC is only just enough for what we want to do," he said. "What we designed is right up on the level of expensive 64-bit processors."

To meet its cost goals, Atari had to push ASIC technology to the limit. The chip sets will be manufactured by "one of the top four silicon vendors in the world" using the "smallest geometry" available, said Miller. It is believed that with Jaguar Atari has become one of the early customers for a major Japanese 0.5-micron ASIC process, bt the company would not confirm this.

Clearly, manufacturing volume is essential to the Jaguar plan. The company intends to introduce an add-on PC card featuring the company's proprietary 64-bit RISC processor, said Tramiel. "It could also help minimize the cost of our chip sets," he said.

Atari is also considering licensing the chip set to other silicon vendors, but has not determined any details yet, said Tramiel.

The future holds more integration. But before working on the ultimate, a system on a chip, the next step for Atari's engineering team is to shrink what is currently a set of rather large custom chips further, reducing the whole system to "one processor, one DRAM, one ROM and one custom chip," said Miller. The company is looking at both synchronous DRAMs and Rambus DRAMs for future use, "but we are waiting to see some of the standards issues get settled first," he noted.

Miller does have a technological wish list. "First," he said, "we'd love to have 0.3-micron process technology as soon as possible for custom IC's. Second, we'd like to see some form of synchronous DRAMs appear as a standard commodity DRAM, and, naturally, a very high bus bandwidth to produce higher video persormance. The existing improvements for faster bus interfaces so far have been very

disappointing for us. Lastly, I'd love to play the Atari Jaguar system on a 10 X 10-foot display. I'm waiting for a very low cost, low power, large-screen-size display, using probably not an active matrix but FED-type technology."

In the long run, Jaguar is designed not just as a cartridge-based game machine. It will use a 32-bit expansions port to connect to cable and telephone networks, and a digital signal processing port for modem usage and connection to digital audio peripherals.

This I/O structure reflects Time Warner's 25 percent stake in Atari. "In the course of our product development, we've had frequent discussions with Time Warner. It has set the direction for our machine to have cable and telephone connections," said Leonard Tramiel, vice president of operating systems.

The company designed and built a 16-bit prototype home-entertainment machine two years ago, said Sam Tramiel, but scrapped the plan in favor of a grand attempt to leapfrog the 16-bit systems that were then coming onto the market. But then Atari engineers started to look for enabling technology, "there were no RISC processors and no DSP's that fulfilled our requirements, especially at our cost," said Miller. Atari's design team even had to develop its own HDL simulation tools, he said.

"People tend to forget that, unlike business users, comsumers do have much higher expectations in video quality, speed and cost," Miller said. "In order to match that demand, we had to really push the technological envelope, driving the chip counts down, designing the system to be highly manufacturable and depending on the smallest geometry prcess technology."

--IBM the OEM--
Atari will also push the envelope in another way, turning its back on traditiional East Asian manufacturing sites and calling on IBM to build Jaguar. IBM, working with a 30-month contract worth $500 million, will be responsible for component sourcing, quality testing, console assembly, packaging and distribution, and will build the system at its Charlotte, N.C., facility. The motherboard will come from an IBM-approved manufacturer, said Herbert Watkins, director of application solutions manufacturing at IBM Charlotte.

For IBM, producing the Atari Jaguar system makes it for the first time a major OEM for highly cost-competitive, mass consumer-electronics products, Watkins noted.

"To manufacture one of the most sophisticated game machines in the world, we needed someone who understood a high-volume, fast digital machine," said Miller. "IBM was a natural choice."

According to IBM, the prototypes of the Atari Jaguar system will come out in July, ramp-up models in August and mass-productions versions in September. The system will be available first on a limited basis

in the fall in New York and San Francisco areas. A national rollout
is scheduled for next year.

- Additional reporting by Roger Woolnough.
==========

I just like to sit back and watch the net's EE experts analyze stuff like
this to pieces...

--R.J.
B-)

//////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
---------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1585. Re: Atari 7800 carts for sale - NEW

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 07:07:35 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <cNLT7B4w165w@cybernet.cse.fau.edu>
Source record: 203665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Rob-G@cup.portal.com (Robert - Glover) writes:

> Attention Atari 7800 collectors!
>
> I have access to a limited number of the following Atari 7800 video game
> cartridges. These are NEW, in the box, in the shrinkwrap, with manuals.
> I can sell these for $5 each plus $1 per cartridge for shipping. Please
> send me Email if interested!
>
> Pole Position II
> Jinks
> Choplifter
> Robotron: 2084
> Crossbow
> Hat Trick (hockey)
> Food Fight
> Asteroids
> Ballblazer
>

Are you willing to throw in the 7800 as well?
Grin...

1586. Re: More recent C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 07:07:58 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.&TJ3mt&hzJ6@albemuth.equinox.gen.nz>
Source record: 203670

In <1993Jul15.132029.11296@desire.wright.edu>, Karl C. Hansen writes:
>Does anyone know if someone picked up after Mark Williams after they dropped
>(or so I've heard) their version of a C compiler for the ST? I have an early
>copy and would like to know if there are later/better around. I have been out
>of the Atari scene for about 5-6 years, so anything in the interim would be
>news to me.

No-one directly picked up from MW though there are some other newer C compilers. In the commercial area the main two are Lattice C from HiSoft which is a very complete system. Also available is Pure C from Germany which used to be Turbo C. In the free software area the port of GCC the GNU C Compiler, is pretty strong (if you have the memory and HD), and Sozobon C is about the only other competition (there are two different releases, the proper Sozobon release and also a port to run better as a GEM application call Heat 'n Serve).

Hope this helps.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1587. FALCON NVDI!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 07:42:05 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAAtE6.CMq@freenet.carleton.ca>
Source record: 203667

I was wondering where I would have to go to in Canada to get the
Falcon version of NVDI? I just got my Falcon today; I love the TOS 2.04
desktop and all the video modes but when running MTOS the screen redraws
are a tad slow in the 256/TC modes.
I have had no problems whatsoever with the falcon so far and it was
very nice to be able to take the computer home, hook it up to my IBM ps2
VGA monitor, and boom!! there is the desktop, and all sorts of goodies on
the Hard Disk (84 MB) all running under tos 2.04. If anyone from ATARI is
reading (there must be) : GOOD JOB!!
maybee a tad late but nevertheless a job well done.

Every piece of software from my ST
library has performed flawlesly(deluxe paint, jpeg decoders...)
Devpac3 is awesome!!!
True paint is VERY nice and fast and if Ishar and Transartica are any
indication of what Falcon games are going to be like then Falcon owners
are in for a very nice surprise..!! The sound capabilities of the beast
are truly incredible. And the machine is still extremely fast, even with
what some of the Amiga posters called the 'crippeled 16 bit ST ram'.
If you have the money by all means go to your local Atari dealer and
order/buy one. You will not be disappointed!

Jack
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1588. Re: OverScan

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 07:51:21 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <awkT7B4w165w@sys6626.bison.mb.ca>
Source record: 203668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is overscan?

1589. Re: first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 11:25:42 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.447075@cix.compulink.co.uk>
Source record: 203671

>Cubase is working on/ready to release Cubase Audio. It works in
>conjunction with the $3k Yamaha outboard D/A, A/D, DSP unit. It'll
>work just like Cubase, only you'll be able to manipulate digial audio
>as well as sequenced tracks... Sounds really nice but really
>expensive...
That's Cubase on the Mac. On the Falcon it uses the built in hardware
to achieve multichanel direct to HD sampling. Not so expensive!

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

1590. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:18:15 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2291n7$m59@msuinfo.cl.msu.edu>
Source record: 203672

only_bbs!King_Midas@under.mind.ORG writes:

>
> Multi-TOS is indeed available, but I have no idea where one could
>purchase it. I spoke to one TT owner who had tried it, and he
>wasn't too impressed: he thought it too slow to do anything useful.
>I haven't seen it myself, so I won't lay down any kind of
>judgement... 8|

Your initial reaction may also be that it is slow. BUt my experience
is that it is not any slower than a stock 8MHz ST and that running
additional programs under it doesn't slow it down even more. The
most glaring slow down seems to be in mouse responses.
--
=-=-=-

1591. Re: Is Multi-Tos for TT out yet ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:20:45 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2291rt$11jg@msuinfo.cl.msu.edu>
Source record: 203673

Keep in mind how much memory you need on other platforms to do serious
multi-tasking... Two meg overhead isn't unreasonable compared to
Windoze on a peecee, which requires 8 meg and 30 megs of your hard drive.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1592. Re: Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:34:47 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2292m7$p37@msuinfo.cl.msu.edu>
Source record: 203674

Bob_BobR_Retelle@cup.portal.com writes:

>MIke, where does the new memory upgrade fit in the Falcon..? Does it
>replace the original sockets, or does it go somewhere else..?

Well, now that I've seen how it installs, I'm impressed. The old board (rectangular) comes out and the new board replaces it on the same pins. What happens is that that new board extends perpendicular into a small (but large enough...) space between the hard drive and the floppy mech. and the SIMMs stand vertically between the two drives. Nice design.

Now, for the part that DIDN'T impress me: It didn't work. Put in the 4meg SIMMs and lock up the computer. Not a blink. Figuring the board may be defective, we took a close look and found the thing to APPEAR to be entirely hand soldered, and several SIMM socket pins had not been soldered at all. We opened a second one, tried it. Same result. Dead. Zip. Nada. We tried re-soldering every pin to no avail. We tried 256K SIMMs just to see if we had some bad 4Meg SIMMs, and we did indeed get the computer to boot. Looked like it was running properly but the screen was munged beyond hope. You could see that the computer was working, but video interference was hopelessly extreme. We decided not to try it with 1Meg SIMMs. Instead, we called the manufacturer who insisted that every board is tested before shipping. (Wonder how the unsoldered pins worked at the shop, but not in our store...) So, at his request, we sent the devices back to them WITH OUR 4 MEG SIMMs for testing. Here's hoping we see the things returned sometime this century...
--
=-=-=-

1593. Re: Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:36:50 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2292q2$p16@msuinfo.cl.msu.edu>
Source record: 203675

Alan Edwards <EDWR@UNB.CA> writes:

>Anyone who has upgraded a mac would probably _give_ you 256K SIMMs.
>Often they just throw them away. I have a whole box of them at work
>that are useless, worthless, and I don't know why I am hanging on to
>them, but it seems such a waste to throw out perfectly good memory.
>If I can ever find a Falcon for sale, I might get one of these boards
>and pop some 256Ks in until I can afford 4M jobs.

No need for me to wait for someone to GIVE me 256K SIMMs, I have a
stack of them too. My point is, what's the use of having a 1Meg
Falcon? I don't even want a 1Meg ST, to tell the truth, but a
1Meg Falcon would be useless.
--
=-=-=-

1594. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:40:31 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22930v$hfb@msuinfo.cl.msu.edu>
Source record: 203676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ralph@cerfacs.fr (Ralph Sobek) writes:

>>>>>> On 28 Jun 93 09:10:57, ralph@cerfacs.fr (Ralph Sobek) said:

>Me> I have just received my upgrade of ICD's AdSCSI diskette containing
>Me> ICDBOOT 6.1.4. Unfortunately, after printing out that it is loaded it
>Me> does not scan *any* of my disks! My Mega 4 ST just sits there until I
>Me> reboot from floppy. My Mega 4 runs TOS 2.06 and my disk has autoboot
>Me> set. IDCHECK works fine!

>First off, thanks to those that have answered but I still can't get it
>to work! I have tried enabling and disabling the drives all to no
>avail! Furthermore I have now remarked that the C: drive is greyed
>out when I enable/disable the drives in order to configure ICDBOOT.

>Me> Any suggestions?

>Further suggestions are most appreciated.

I have seen ICDBOOT 6.1.4 work on both a Falcon and a Link, and it
performed flawlessly. My guess is that you have a munged disk or
some corrupted files... My suggestion is that you talk to ICD.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1595. Re: FALCON NVDI!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 14:48:21 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2293fl$p03@msuinfo.cl.msu.edu>
Source record: 203677

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

> I was wondering where I would have to go to in Canada to get the
>Falcon version of NVDI? I just got my Falcon today; I love the TOS 2.04
^^^^
4.02

>desktop and all the video modes but when running MTOS the screen redraws
>are a tad slow in the 256/TC modes.
> I have had no problems whatsoever with the falcon so far and it was
> very nice to be able to take the computer home, hook it up to my IBM ps2
>VGA monitor, and boom!! there is the desktop, and all sorts of goodies on
>the Hard Disk (84 MB) all running under tos 2.04. If anyone from ATARI is
^^^^
4.02

>reading (there must be) : GOOD JOB!!

Yes, indeed. The Falcon IS a nice machine.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1596. Re: FALCON NVDI!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 15:52:53 UTC
From: dud@stein.u.washington.edu
Message-ID: <22978l$1ce@news.u.washington.edu>
Source record: 203678

molin@ptb.cl.msu.edu (Michael Olin) writes:

>ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

>>Falcon version of NVDI? I just got my Falcon today; I love the TOS 2.04
> ^^^^
> 4.02
^^^^
4.04

>>the Hard Disk (84 MB) all running under tos 2.04. If anyone from ATARI is
> ^^^^
> 4.02
^^^^
4.04
:)

Dan Aylward
dud@u.washington.edu

1597. Re: STuff 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 16:04:55 UTC
From: randyh@sad.hp.com
Message-ID: <CABGo8.Cs9@srgenprp.sr.hp.com>
Source record: 203679

All right, so no one one bit, so here are the new reduced prices in US dollars.
~~~~~~
FOR SALE:

ST mono monitor. Works fine. Expanded the screen for larger
viewing area. $70.00

ST single-sided floppy disk. $15.00

Avatex 1200 baud modem. $10.00

STAR NX1000 color printer. Extra Ribbon. $65.00
This is 3 years old but looks like new. I will also
include some print utilities for it if you have an ST.

Make an offer.

Buyer pays shipping.

Randy Hosler
~~~~~~

1598. Re: NEOchrome on 1040STE.

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 16:12:49 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <3Vau7B4w165w@ham.almanac.bc.ca>
Source record: 203681

rfalanga@tiguex.cs.unm.edu (Rod Falanga) writes:

>
> Does NEOchrome have any difficulty with 1040STE? How about Degas?

Nope... both programs work just fine on my 1040STe.
Cheers!
>
> Rod
> --
> **
> Rod Falanga, Work: 505-822-7393, ABQ87D::FALANGA, abqrs1::falanga
> CEN: FALANGA:ABQ87D, FAX: 505-822-7002, Internet: rfalanga@unmvax.cs.unm.edu
> **

****
| Bruce Hawker ||| InterNet: bhawker@ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Atari powered... and proud of it!!! |
************ Manual Writer's Creed: Garbage in, Gospel out ************

1599. Re: GEM-View 2.31

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 21:55:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <229sgsINN17g@golem.wcc.govt.nz>
Source record: 203683

On this subject, any chance of distributing a _smaller_ version of GEM-View!? (e.g. without the sample pictures and un-necessary stuff....) 600k+ is pretty large for what ends up taking up about 250k of disk space!

1600. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 21:58:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <229smqINN17g@golem.wcc.govt.nz>
Source record: 203684

] >] Then what's the point of putting it on your hard drive? I don't know
] >] about you, but I want my programs to load NOW, not load and then wait
] >] long time while it unpacks.
] >
] >Who said anything about Hard-Drive?
]
] You don't have to wait a long time. It's still much faster to load a
] packed program from a hard drive than to load it *unpacked* from a
] floppy. Try it.

That's pretty obvious! Any programs I use over about 50k in size I
give the treatment with PFX-Pack, as it's fast and gives pretty good
compression! It saves huge amounts of space! (Especially with some
of these 300k+ programs that pack down to around 100k!)

1601. Atari system for sale...

Newsgroup: comp.sys.atari.st
Date: 1993-07-17 22:07:41 UTC
From: sachlebe@sumax.seattleu.edu
Message-ID: <229t7dINNidj@sumax.seattleu.edu>
Source record: 203685

Well I hate to do it but it's time to put up my trusty Atari equipment
software, and books for sale. This is a very trustworthy system. All
components work like they are supposed to. Damn, I'm gonna miss this
system but I need the money for college tuition.

HARDWARE

Atari 520st w/2.5 meg and TOS 1.4
Real Time clock Cartridge
Atari SM124 Mono and SM1435 color Monitors
Monitor switch box
Atari Megafile 30 Hard disk
Jin mouse and Atari mouse
External generic double sided disk drive-720k
Avatex 1200 hc modem
Star 2400c modem

SOFTWARE

Silent Service
Sundog
Starglider II
Falcon w/ operation Firefight
Gunship
GFA Basic 2.0,3.0,3.5
Stalker 3
1st Word Plus
Pha$ar
VIP Professional
Multidesk Deluxe
Degas Elite
Timeworks Desktop Publisher ST + clip art disk
Neodesk 3
Universal Item Selector ver 3.3
G+ Plus by Codehead
Turbo ST
Flash 1.2
Write 90
Regent Base Relational database
ATARI DEVELOPERS KIT W/DISKS & MANUALS

lots and lots of START disks and various magazine disks
GFA basic programming books by Michtron(some good ones here)

I really would prefer to sell this all in one piece but if the
offer is high enough and it doesn't kill the value of the rest
of the package we'll see what we can do. EVERYTHING FOR $600.00.

Respond by e-mail to sachlebe@seattle.edu or by phone at (206) 328-5096.

--
Sign This..

1602. WANTED: Xenon II for ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 00:04:39 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAC2vr.Jww@cs.uiuc.edu>
Source record: 203686

I am looking for a version of the game Xenon II for the Atari ST. Docs are necessary, and I strongly favor the original box as well. Does anyone have this game that they might want to sell me for a price a grad student can afford?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

1603. Atari SC1224 monitor for sale (JVC)

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 01:06:53 UTC
From: Rob-G@cup.portal.com
Message-ID: <85743@cup.portal.com>
Source record: 203687
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I have a JVC model Atari SC1224 for sale. It is in mint
condition and works perfectly. Includes original box.

$125 plus shipping.

Please send me Email if interested. Thanks!

Rob

1604. -ATI Mach32 Ultra Pro 2MB $350-

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 06:37:14 UTC
From: burggrt@ucunix.san.uc.edu
Message-ID: <22ar2q$9so@ucunix.san.uc.edu>
Source record: 203688
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
-
----ISA----
Mach32 for sale (includes 400 dpi BUS mouse) $355

FIVE_YEAR WARRANTY!

Some of the features include:

RESOLUTION COLORS SYNC RATES
1280x1024 256 43.5-74.0
1024x 768 65000 43.5-76.0
800x 600 16.7 M 44.5-76.0
640x480 16.7 M 60.0-72.0

Zero Wait-State VGA

Crystal Fonts-smoothes True Type, ATM, and other Windows fonts.

FlexDesk controls Windows modes: res, color font, desktop size
PAN & ZOOM with their DESKSCAN virtual desktop

ULTRACAD Drivers for popular CAD programs.

e-mail if you have any questions
Todd Burggraf
BURGGRT@UCUNIX.SAN.UC.EDU
```

1605. Looking for a LaserJet Printer Driver (GCR)

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 10:31:33 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CACvwM.MuB@watserv1.uwaterloo.ca>
Source record: 203689
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.system,comp.sys.atari.st

I have cross posted this to a couple mac groups as well as the
atari group... I just got my Spectre GCR up and running. For you mac
people, the GCR is a hardware/software mac plus emulator for the atari
ST. I working in White Knight right now!
I am looking for an appropriate driver so that I can print to
my non-postscript ROland LP110 (Panasonic 4450/55) which has HP
Laser Jet emulation (or Epson). I would prefer a proper 300dpi LJ
driver but if epson is all I can get... can you please tell me which
site might have soemthing like this?

Thanks,
brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1606. Blue Ridge Atarifest `93

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 14:09:09 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Jul18.140909.18804@ncsu.edu>
Source record: 203690

Here's the latest Press Release for the show in Asheville:

BLUE RIDGE ATARIFEST '93
Press Release - July 17, 1993

FOR IMMEDIATE DISTRIBUTION

The Blue Ridge Atari Computer Enthusiasts (BRACE) and Computer STudio invite you to participate in the fourth annual Blue Ridge AtariFest on Saturday, July 24 and Sunday July 25, 1993. The show will take place in the Courtyard Shop area of Westgate Shopping Center in Asheville, North Carolina (Home of Computer STudio).

Our confirmed exhibitors include (Alphabetical Listing):

Atari Corp/Applied Audio Marketing . Atari's Southeast Regional Representatives will be on hand to let you know what's going on in the Atari world, especially here in the Southest U.S.

Accusoft-ST ..... PD/Shareware Software (Desktop Publishing Clip Art Libraries)

Barefoot Software ..... Professional MIDI Software applications (SMPTETrack, EditTrack Platinum, GenEdit, EZ Score Plus, etc.)

Binary Ink ..... David St Martin will discuss his own desktop publishing business and conduct informative seminars on "Marketing Your DTP Skills" and "Newsletter Desktop Publishing".

Codehead Technologies ..... Productivity software & enhancements (G+Plus, MultiDesk Deluxe, HotWire, CodeHead Utilities, Warp 9, Calligrapher, MaxiFile, Lookit & Popit, Avant Vector, MegaPaint, TOS Extension Card, etc.)

Computer STudio ..... Visit a 'real' Atari Dealership in the mall (Atari computer systems, software and

accessories)

DMC Publishing ..... Desktop Publishing System
Solultions (Calamus/SL, PKS
Write, Outline Art, Invision
Elite, tms Cranach Studio, etc.)

GEnieLamp/GEnie ..... Telecommunications and
Electronic Publishing

Gribnif Software ..... Utilities and Productivity
Software applications (NeoDesk,
STalker, STeno, XBoot, CardFile,
Convector Professional,
Arabesque Professional, XBoot,
Crazy Dots, etc.)

JV Enterprises ..... Developers of low-cost
license-ware software and games.

Lexicor Software ..... Professional animation and
rendering software (Prism Paint,
Phoenix Render, Meridian, etc.)

MajicSoft ..... Entertainment Software (Dropix
ST, Cyberdroid, Awari, Asalto,
Excalabur, Moons of Sol, etc.)

Missionware Software ..... (Flash II, lottODDS, Printer
Initializer, etc.)

STReport Online Magazine ..... Weekly Electronic Online
magazine. Current events in
the Atari marketplace.

Showtimes are 10am - 6pm on Saturday, and noon-5pm on Sunday.
Seminar sessions will be scheduled throughout the show.

A SWAP ROOM will also be available for use by anyone who has any
personally owned Atari related hardware or software they no longer
want or need and would like to sell (software sales are restricted
to packages containing ORIGINAL program disks only -- no shareware
or copies of software will be allowed to be sold in the swap room).
Tables will be available for $5 for half a day; three sessions are
available: 10am-2pm & 2pm-6pm on Saturday, and Noon-5pm on Sunday.
Tables may be reserved by E-mail (C.ALLEN17) or calling Cliff Allen
at (704) 251-0201.

Since this year's show coincides with Asheville's annual Bele Chere
Street Festival, we are not having a Saturday evening banquet, but
are instead encouraging guests to hop the shuttle bus at the front
entrance of the mall and spend Saturday evening downtown enjoying
the outdoor festivities (live entertainment, food booths of all
types, dancing, etc.).

Advance registration is only $3; or $4 at the door. Door prize winners will be selected from registered guests (you need not be present at the time of the drawing to win). Advance registration checks should made out to "COMPUTER STUDIO" and mailed to:

Computer STudio
Westgate Shopping Center
40 Westgate Parkway - Suite D
Asheville, NC 28806

For additional information, please contact either:

Sheldon Winick Cliff Allen, Show Coord.
GEnie: S.WINICK GEnie: C.ALLEN17
Computer STudio Internet: CALLEN@UNCA.EDU
Westgate Shopping Center phone: (704) 258-3758
40 Westgate Parkway - Suite D
Asheville, NC 28806
(704) 251-0201

or the Blue Ridge AtariFest topic on GEnie (Atari Roundtable, Category 11, Topic 13).

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+-----------------------------------------------------------------+
| |
| BLUE RIDGE ATARIFEST '93 - GUEST REGISTRATION FORM |
| """""""""""""""""""""""""""""""""""""""""""""""""" |
| |
| Name: _____ |
| |
| |
| Address: _____ |
| |
| |
| City: _____ ST: ______ ZIP: _____ |
| |
| |
| Telephone: (_______) _____ |
| |
| |
| Please enclose a separate registration form for each person, |
| and return to us at the following address along with your |
| check in the amount of $3.00 per person ($4.00 at the show) |
| made payable to "COMPUTER STUDIO": |
| |
| Computer STudio |
| Westgate Shopping Center |
| 40 Westgate Parkway - Suite D |
| Asheville, NC 28806 |
| |
| Alternate Credit Card Payment Method: |
| """""""""""""""""""""""""""""""""""" |
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| __ MasterCard __ VISA __ Discover __ American Express |
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| |
| Credit Card Number: _____________________________________ |
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| |
| Expiration Date: ________________________________________ |
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| Authorized Signature: ___________________________________ |
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+++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1607. Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 15:48:36 UTC
From: garth@splunge.uucp
Message-ID: <1993Jul18.154836.15373@splunge.uucp>
Source record: 203691

For those of you who expressed interest, here is the Real-Time
Conference from CompuServe concerning GENEVA, the new multitasking
operating system for the Atari line of computers from Gribnif
Software in the United States. Enjoy!

****

(3-1,Brad [sysop]) Maybe with just four of us here...
(3-1,Brad [sysop]) we don't have to worry about formal protocol...
(3-2,Rick @ Gribnif) True.
(3-1,Brad [sysop]) if it gets more crowded, we can move into it then...
(3-1,Brad [sysop]) OK with everybody?
;;[2] Rick @ Gribnif - Yep!
(3-2,Rick @ Gribnif) Sounds good.
(3-4,Rob Rasmussen) Sure

(3-1,Brad [sysop]) OK...
(3-1,Brad [sysop]) Celeste and Rob, this is Rick Flashman ...
(3-1,Brad [sysop]) of Gribnif software, as you know <g>...
(3-1,Brad [sysop]) who's going to talk a bit about GENEVA...
(3-1,Brad [sysop]) and answer any questions we may have...
(3-1,Brad [sysop]) Rick, would you like to make an opening
introductory-type little speech? <g>
(3-2,Rick @ Gribnif) Sure.

(3-2,Rick @ Gribnif) Geneva is our newest program for the Atari.
It is a Multitasking Application Environment.
For those more familiar with the Atari
operating system, Geneve is a complete
replacement of the "AES".
Geneva works on all Atari computers and only
requires less than 120k of memory. We are
considering an optional cartridge port version,
that will require 0k.
I can add lots, of I'd be mostly repeating the
press release. Why don't we let it
go from here, and see how the conversation
takes us.
(3-1,Brad [sysop]) OK... I have a couple of questions...
but will defer first to Rob or Celeste.
Any questions, guys?

(3-3,celeste moran) multitasking do you resolutions
(3-2,Rick @ Gribnif) Celeste, do you mean if you can have different
resolutions at once?
(3-3,celeste moran) yes, I don't have falcon yet

(3-2,Rick @ Gribnif) It works in all resolutions. However, it cannot
display different resolutions at the same time.
Not even Windows can do that, that's a hardware
limitation.

(3-1,Brad [sysop]) Rob?
(3-4,Rob Rasmussen) Does it work with MIDI applications?

(3-2,Rick @ Gribnif) It theory yes. However, since so many MIDI
programs don't work with anything (buggy
code) we are not sure how it works with all MIDI
programs out there. We are releasing
a major beta release today that will help answer
that. Never underestimate the ability of a MIDI
programmer to create software that refuses to work
with other programs (grin).

(3-1,Brad [sysop]) Will GENEVA work on all ST-or-later machines...
(3-1,Brad [sysop]) and all TOS versions?

(3-2,Rick @ Gribnif) Yes. I personally run Geneva on a TOS 1.4
Stacy 4. We have tested it on a 512K machine
with TOS 1.0.

(3-1,Brad [sysop]) How does it fit in with MultiTOS?
(3-4,Rob Rasmussen) Would it slow down an 8 mhz ST?
(3-2,Rick @ Gribnif) Brad - That's a complex question, let me answer
Rob first.
(3-1,Brad [sysop]) OK

(3-2,Rick @ Gribnif) Rob - The speed loss in Geneva is minimal.
I have some speed tests I uploaded to the
Gribnif section in Atari Vendors. Basically,
you lose about 2% overhead. The speed slowdown
for multiple programs is dependent on
that program. But it is VERY similar to the
speed slowdown you get when running desk
accessories.
(If you haven't noticed, each additional desk
accessory steals between 2-5% of your machine's
speed).

(3-1,Brad [sysop]) I didn't know that...
so if you're running six of them, your machine is
30% slwer?
(3-2,Rick @ Gribnif) Not really...because most accessories have a
very small event loop. Sometimes, though, one
accessory can slow you down lots more than others.
(3-1,Brad [sysop]) So about MultiTOS...
is it similar to GENEVA, or does one run GENEVA
within MultiTOS?
(3-2,Rick @ Gribnif) What we know as "MultiTOS" is actually several

products in one. First you have the new AES 4.0,
which is what gives you the 3D buttons, secondary
drop-down menus, enhanced alerts, etc.
AES 4.0 is also included in the Falcon, without
the rest of MultiTOS. However, AES 4.0 does not
offer any multitasking, unlimited accessories, etc.
MultiTOS also includes MiNT. An enhancement to
TOS that allows for true multitasking.
Put them both together, and you have what is
known as MultiTOS. A new version of the AES
capable (thanks to MiNT) of multitasking GEM and
TOS applications.
(3-1,Brad [sysop]) So AES is like a new desktop?
(3-2,Rick @ Gribnif) No, the "desktop" is technically a separate part
of the OS.
(3-1,Brad [sysop]) OK...
(3-4,Rob Rasmussen) I thought GEM was the desktop?
(3-2,Rick @ Gribnif) No, let me rewind a little.
(3-2,Rick @ Gribnif) TOS = The underlying portion (like MS-DOS on a
PC) that runs basic programs.
AES = Portion of GEM that handles running GEM
programs, desk accessories,
menus, drop-downs, buttons, alerts, etc.
VDI = Portion of GEM that handles drawing to the
screen, etc.
Desktop = A separate GEM application that allows
for file management and program lauching.
Geneva replaces the AES.
It is fully AES 4.0 compatible, so it has all
the new features. Plus, it lets you run any
programs that "requires" AES 4.0 on any machine.
Also, unlike the Atari AES, Geneva can multitask
unlimited GEM applications and load/unload
unlimited desk accessories.
(3-4,Rob Rasmussen) What about non-GEM prgs - TTPs, etc?
(3-2,Rick @ Gribnif) Since we do not replace TOS, those are
technically unnafacted.
HOWEVER...
We add several enhancements: Our TOS programs
run in a GEM window, when our TOS programs stop
at a prompt waiting for user input your regain
control of your system (poor man's multitasking),
and...if you add the freeware or commercial
version of MiNT, you *can* Multitask TOS
(TOS,TTP) programs.
(3-2,Rick @ Gribnif) If you already own a MultiTOS, there are several
reasons why you would still prefer Geneva:
1. You can replace Atari's AES with ours, adding
many new features.
2. Ours is faster.

3. Ours lets you use standard screen accellerators.
(Warp 9, NVDI, etc)
4. You can remove MiNT, and multitask GEM
applications with minimal speed loss.

(3-4,Rob Rasmussen) I had wondered about desk accs...
they are a crude multitasking on the ST, but with
your program, would DA's even be needed?
(3-2,Rick @ Gribnif) You have unlimited desk accessories (load and
unload on the fly).
They are needed, because there are so many out
there. But technically, no. Geneva always makes
very little difference between them. You can
double-click on either to run them. <grin>
(3-1,Brad [sysop]) The press release talks about multi- and single-
tasking programs...
I'm not sure what the difference is.
(3-2,Rick @ Gribnif) Single tasking simply means that other programs
are temporarily suspended (windows closed) until
that singletasking program you are
running either quits or it itself is suspended.
(3-4,Rob Rasmussen) Sounds great!
(3-2,Rick @ Gribnif) This is needed for programs that are not
multitasking compatible, such as the old Flash or
the old Degas.
(3-1,Brad [sysop]) Two of my favorites!
(3-4,Rob Rasmussen) <--uses both
(3-2,Rick @ Gribnif) In that case, Geneva acts as a switcher. However,
you can sleep those singletasking applications at
any time, and get full multitasking.
You also, STILL have access to all the other
Geneva features, such
as unlimited desk accessories, desk accessory
loading/unloading, tear-off menus.

(3-1,Brad [sysop]) I have Flash 1.6... where does that stand?
(3-2,Rick @ Gribnif) Flash 1.x = old flash
(3-1,Brad [sysop]) Right.
(3-2,Rick @ Gribnif) You actually don't notice that much. Visually
it is not that different if
(3-2,Rick @ Gribnif) a background programs is running or sleeping.
Unless you are running
(3-2,Rick @ Gribnif) a compiler or rendering program in the background.
(3-1,Brad [sysop]) so that means, for example...
(3-1,Brad [sysop]) that I can't be using Flash online, and jump to...
(3-1,Brad [sysop]) a word-processor during an online session?
(3-2,Rick @ Gribnif) Right. You can still switch, but you might
lose information coming over the modem.
(3-1,Brad [sysop]) I see.
(3-2,Rick @ Gribnif) Flash was just written that way. If you use the
new Flash, STalker, etc. then you have no problem.

(3-1,Brad [sysop]) I have a question about desktops...
(3-2,Rick @ Gribnif) Shoot.
(3-1,Brad [sysop]) OK...
(3-1,Brad [sysop]) the press release says that the ROM desktop is not
compatible...
(3-2,Rick @ Gribnif) Right. The ROM desktop isn't even MultiTOS
compatible.
(3-2,Rick @ Gribnif) (MultiTOS ships with its own disk loaded copy
of a desktop.)
(3-1,Brad [sysop]) Can you use GENEVA f you don't have any alternative
desktops?
(3-2,Rick @ Gribnif) You can, you just can't copy files, etc. without
one. Though I've seen some good PD accessories
that handle file management pretty good.
Actually, one of our beta testers said the
shareware Terradesk works fine.
Though I prefer NeoDesk...<grin>...

(3-4,Rob Rasmussen) I have a lot of prgs in my auto folder, including
ones that take up a lot of memory. Does GENEVA
not effect those and only applications that have
been loaded, up and running?
(3-2,Rick @ Gribnif) I still use all the same AUTO folder programs as
before. Any specific ones you are worried about?
(3-4,Rob Rasmussen) Shadow ram disk, foldr150, cache, print buffer,
Warp 9, Hotwire, etc.
(3-2,Rick @ Gribnif) Those should all work fine, as far as I know.
By not replacing TOS, those type of programs are
not really affected. Hotwire is a special case,
let me explain. Hotwire probably works great.
But when run from the AUTO folder, it is
designed to hook into the built-in ROM desktop,
which we don't load. So, you never see it. But
if you run Hotwire as a regular shell (as you
can), it should work fine. HOWEVER...
Hotwire has yet to be upgraded to be multitasking
(MultiTOS) compatible.
That means that it can only launch things in
"singletasking" mode.
We've given the Codeheads a copy of Geneva.
Though the changes needed are identical to the
changes needed to make it work with MultiTOS.
(Actually, the changes for Geneva are LESS than
what you need for MultiTOS).

(3-1,Brad [sysop]) Rick...
(3-1,Brad [sysop]) since GENEVA can be activated from the desktop,
what do you mean by you "don't load" the ROM
desktop? <still confused about desktops!>
(3-2,Rick @ Gribnif) The ROM desktop only works with the ROM AES, etc.
That's the way Atari wrote it. It doesn't even
work with MultiTOS. Hardwired.

The desktop is nothing but a "separate" program.
Stop thinking of it as part of the operating
system, will make it easier. Look at Windows 3.1
as an example.
(3-1,Brad [sysop]) <g> OK, but I though GENEVA was launched FROM the
desktop?
(3-2,Rick @ Gribnif) Sure, why not? You launch Geneva, it basically
"re-starts" your system into our brand new AES
environment.
(3-2,Rick @ Gribnif) When you quit, it returns you to where you were
in the old environment.
(3-1,Brad [sysop]) Oh, OK, I see.

(3-1,Brad [sysop]) Is 9/1 still the release date?
(3-2,Rick @ Gribnif) Beta version shipped today, so I guess we are
looking good. (You can still order the beta
version, btw.)
(3-1,Brad [sysop]) How will it be distributed... mail-order and also
retail?
(3-2,Rick @ Gribnif) The final version will go everywhere
(retail, mail order, direct, etc.)
(3-3,Mike Mortilla) Rick, Will Geneva save the current activity
(like Revolver's Roll Out)?
(3-2,Rick @ Gribnif) Mike. The comparison doesn't apply. Revolver
partitioned the ST's memory into multiple
computers. Geneva is more like Windows,
allowing multiple GEM applications to co-exist
in the same ST.
(3-3,Mike Mortilla) Then can you save a "preferences" file?
(3-2,Rick @ Gribnif) What do you mean?
(3-3,Mike Mortilla) To run certain programs all the time w/o loading
every time?
(3-2,Rick @ Gribnif) Mike, you mean like having multiple program sets
launched at once?
(3-3,Mike Mortilla) Yes! Sequencing/Notation for 1. Word
Processing/DTP as another.
(3-2,Rick @ Gribnif) You can specify any number of programs to be
loaded at bootup. With NeoDesk 4, we are adding
"program groups" so you can launch multiple
programs groups at once. (That's more of a
desktop feature.)
(3-3,Mike Mortilla) But you have run each program? I guess
w/Neodesk 4 it'll do it.
(3-2,Rick @ Gribnif) Actually correction. I *think* that with the
Geneva RUN command you can just select as many
programs as you want, and it will launch them all.

(3-2,Rick @ Gribnif) Multitasking is GREAT. I get so spoiled. I
keep 1st Word Plus and LDW Power loaded at all
times. Then load STalker whenever I want to
log into something.

(3-2,Rick @ Gribnif) I think the biggest difference between Geneva
and previous attempts at multitasking is that
Geneva "works".
(3-1,Brad [sysop]) Rather an important difference <g>.
(3-2,Rick @ Gribnif) True, but that seemed to be the key problem with
previous attempts.
(3-4,Rob Rasmussen) I just got Midi Spy, which is "supposed to work"
with everything, but with all the TSR's and ACCs
I use, something conflicts.
(3-2,Rick @ Gribnif) That's cool. I hear it is quite the program.
Codehead stuff is pretty good, so even if there
is some small quirk, it would be easy to fix.
Geneva has a lot of compatibility "Flags" that
let you customize how a program runs. Most of
these will be preset, but you can tweek things
to make them work better.
(3-4,Rob Rasmussen) I guess any new prg I add like that, or Geneva,
would take some tweeking or adjusting.
(3-4,Rob Rasmussen) How practical on a 1040 ST with TOS 1.4 and
4 megs RAM?
(3-2,Rick @ Gribnif) Very. That's basically the same EXACT setup I
have on my 4 meg, TOS1.4 STacy. It works great,
I use it all the time. Heck...all our employees
have 4 meg, 68000 machines. One one TT in
(3-2,Rick @ Gribnif) the main office.
(3-4,Rob Rasmussen) Would it affect the ram disk (the one I use is
one meg)?
(3-1,Brad [sysop]) Good question.
(3-2,Rick @ Gribnif) Should work fine with the ramdisk. Geneva only
needs 120K (actually, current BETA version uses
114K).
(3-4,Rob Rasmussen) Maybe Shadow is an old prg and hasn't been updated.
(3-2,Rick @ Gribnif) Not really familiar with it. But since we don't
replace TOS, I am not too worried about it.
Should work. (Ramdisk programs work at the TOS
level.)
(3-2,Rick @ Gribnif) If we make the cartridge version, it will take 0K.
Even save you some, as we don't load the ROM
desktop.
(3-2,Rick @ Gribnif) We've been working on Geneva for two years...
it's not an overnight hack.
(3-4,Rob Rasmussen) Still using DeskCart cartridge for the clock!
(3-2,Rick @ Gribnif) Heh...oh well...run the disk version...
(3-4,Rob Rasmussen) Will Toad be selling it?
(3-2,Rick @ Gribnif) Sure, Toad sells lots of our stuff...
(in good numbers).
(3-4,Rob Rasmussen) OK, I'll check with them.
(3-2,Rick @ Gribnif) There are some screen shots you can download
from the Gribnif area in Atari Vendors.
(3-1,Brad [sysop]) Are you soliciting beta-testers?
(3-2,Rick @ Gribnif) We are. Download the file GEBETA.TXT from our

library here.
(3-1,Brad [sysop]) OK.

(3-4,Rob Rasmussen) What's the price again?
(3-2,Rick @ Gribnif) $99.95 - Geneva & NeoDesk 4 (our recommended
package) $69.95 - Geneva by itself
$50.00 - Beta price (you get the final release
free of charge)
(3-1,Brad [sysop]) Is NeoDesk 4 out yet?
(3-2,Rick @ Gribnif) No, NeoDesk 4 is a *major* rewrite with a whole
new look. It will come out with Geneva.
(3-4,Rob Rasmussen) Was MultiGEM a flop?
(3-2,Rick @ Gribnif) MultiGEM was a hack. It sort of worked, but was
too limited. Plus it had no enhancements. If
Geneva didn't multitask, it would still sell
just for the 3D buttons, tear off menus,
unlimited DAs, etc. Plus the fact that you can
run AES 4.0 applications on any machine
(for compatibility with newer applications).
(3-4,Rob Rasmussen) Would I get the 3D buttons and those menus on an
ST, or only on a Falcon?
(3-2,Rick @ Gribnif) Rob....."there are no limitations". You can
get EVERY feature on a 512K, TOS 1.0,
low-resolution (hooked up to a TV set) ST.
(3-4,Rob Rasmussen) I'll look for those screen shots
(3-2,Rick @ Gribnif) Actually...I haven't tried it...but it might
even work with disk loaded TOS. <grin>
It would even work on one of those 256K STs
Atari sold during the first months in Europe.
Hee hee.
(3-4,Rob Rasmussen) It replaces the desktop, but isn't NeoDesk the
"desktop"?
(3-2,Rick @ Gribnif) The "desktop" is a separate program from the
operating system. We don't do anything with it.
NeoDesk is a recommended desktop that works
great with Geneva.
(3-2,Rick @ Gribnif) NeoDesk 4 will have many Geneva/Multitasking
specialized features.
(3-4,Rob Rasmussen) Where are the 3D buttons?
(3-2,Rick @ Gribnif) Everywhere...all window gadgets, all alert boxes,
most dialog boxes... Ever see Windows 3.1? If
you have, you get the idea.
(3-4,Rob Rasmussen) No I haven't, guess I'm one of the few.
(3-2,Rick @ Gribnif) They go "down" when you push them with mouse.
Kinda cute. You can turn that off, though, if
you miss the older flat look.
(3-4,Rob Rasmussen) Sounds fascinating, I'll check it out!
(3-2,Rick @ Gribnif) Screen shot shows them pretty good...
Plus, unlike Windows or MultiTOS, if you have a
program that "slows" down your system, you can

just put it to "sleep" when you want to keep it
(loaded but don't need it running. Get all your
speed back.
(3-1,Brad [sysop]) Great feature!
(3-2,Rick @ Gribnif) I wish our stupid PC (running Windows) had that
feature. I can't wait for a good review
comparing Geneva to Windows...<grin>.
(3-1,Brad [sysop]) <g>

(3-2,Rick @ Gribnif) I have a question. Do you guys like the name
Geneva? We spent 2 months on a name...had a
hard time finding the right one.
(3-4,Rob Rasmussen) I was wondering about the name...
(3-1,Brad [sysop]) I like it. What made you choose it?
(3-2,Rick @ Gribnif) Considered hundreds...probably thousands of names.
(3-2,Rick @ Gribnif) It stands for a city that brings "different"
countries together, like we bring programs
together. It is in a country that no one dislikes.
(3-1,Brad [sysop]) That's what I thought. I like it!
(3-2,Rick @ Gribnif) And the "foreign city" name gave it an exotic
name...pointing to its uniqueness.
(3-2,Rick @ Gribnif) It also wasn't a preposterous name...
better than calling it "MultiMax Plus Ultra
Pro II" or some other horrible techy name.
(3-1,Brad [sysop]) <g>
(3-2,Rick @ Gribnif) During beta we used to call it "Magic".
(3-1,Brad [sysop]) GENEVA is better.
(3-2,Rick @ Gribnif) You know...if you take Geneva (replacement AES),
NVDI (replacement VDI), PowerDOS (replacement
TOS)...you could build.....a.......
clone ROM!
(3-1,Brad [sysop]) Hmmm!
(3-2,Rick @ Gribnif) It's an idea...though I doubt anybody has the
money to do it...
(3-4,Rob Rasmussen) And I'll bet someone already has? <g>
(3-2,Rick @ Gribnif) They haven't talked to us. We are the only
complete replacement AES (as far as we or anyone
we've talked to knows). The AES is the biggest
nightmare on the Atari to deal with, which is why
nobody has tried it before.
(3-2,Rick @ Gribnif) Well, I'll be at the Asheville, NC show in a week
from now showing Geneva. I'll also be at the
Indianapolis show. People can go there and see
it running.
Or they can just call us at (413) 247-5620 and
order their own beta copy today!
(3-1,Brad [sysop]) When is the Asheville show exactly?
(3-2,Rick @ Gribnif) Next weekend, Sat & Sunday.
(3-1,Brad [sysop]) When is the Indianapolis show?
(3-2,Rick @ Gribnif) The weekend after that. Saturday only.

(3-1,Brad [sysop]) OK!
(3-1,Brad [sysop]) Well, thanks Rick for taking the time to CO...
(3-2,Rick @ Gribnif) Your welcome.
(3-1,Brad [sysop]) I have a much clearer understanding not only
of GENEVA, but how TOS works in general!
(3-4,Rob Rasmussen) Thanks Rick and Brad
(3-2,Rick @ Gribnif) Reminds me of when we released NeoDesk. Spent a
lot of time explaining to people what a desktop
was and how we could replace it.
(3-1,Brad [sysop]) Well, we can do this again at the release date if
you want; just let me know.
(3-2,Rick @ Gribnif) Sure...it is no problem for me.

****

(Transcript ends.)

Hope that cleared up a few questions for all you anxious Atari types.

Garth

--
| "The foremost of all the forces that drive
| the world is falsehood."
Garth E.T. Wood | -- Jean-Francois Revel,
garth@splunge.uucp | The Flight from Truth

1608. Re: OverScan

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 20:34:34 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4ljy@terapin.com>
Source record: 203692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>
>I've downloaded the 3 overscan docs and noticed that there are no instructions
>for a TOS 1.62 STE, and the MMU, GLU, and Video Shifter, the 3 chips that are
>used in th modification, are all different on the STE.
>
>Has anyone done this modification to an STE machine? I have an NEC 3D
Multisyc,
>
>and I would KILL for a little extra resolution (the monitor can certainly
handle
>
>it!!). Also, the video shifter of the STE will sync to an external input,
like
>the Falcon (kinda) and also has some other improvements. I would think such a
>modification would be easier. Anyone got it working (please no guessing, I'm
>willing to open the machine and play, but I'm no tech and would rather not let

>the magic smoke out of my computer. Nothing works after the magic smoke goes
>away!!)
>
>Thanks a bunch.
>
>.. please email me ..
>
>evanlang@sdf.lonestar.org
>
>
Yes, I know what you mean. I have an ATARI SC1435 color monitor, and am not
getting anything out of it other than the stereo sound! I have a 14' monitor,
but the actual screen is the same size as the 12' monitor, and THAT has a
border! Well I also have an ATARI 1040 STE, TOS 1.62. I had heard that you
couldn't get overscan to work on an STE, but if you find out please let me
know.

Thanks,

Alberto Fonseca
afonseca@terapin.com

1609. Re: Mics questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:14:14 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul18.211414.4005@ugle.unit.no>
Source record: 203693

Ogal@cix.Compulink.Co.Uk,
In a message on 11 July, wrote :

(some stuff deleted)

oR> >
oR> >Q: Is there any REAL Emacs for ATARI ?
oR>
oR> There's a version of EMACS for the ST. Don't know if it's 'real' or not.
oR> Give it a try, it's avaiable on many BBSs.

I have ported a version of the "real" GNU Emacs (18.59) for the st/tt
running under MiNT. It features all the stuff from Un*x Emacs, like shell
in a window, compiling in the background +++. It should be at
atari.archive, directory Mint/Editors, file mntemacs.tar.z for the
TT-version, or stemacs.tar.z for the non-68030 ataris. (*NOTE* the
filenames may have changed)

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

1610. wanted: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:22:12 UTC
From: ps1@cbnewsi.cb.att.com
Message-ID: <CADq12.4tG@cbnewsi.cb.att.com>
Source record: 203694

Hi,

I want to buy a used Atari ST, mainly to run some MIDI applications.
Can be a 1040 or Mega model etc., as long it is ST compatible.
I need a b/w monitor too. A harddisk would not be that important now.
Just in case, I would prefer a SCSI HD and an interface to the Atari
HD port.
Send reasonable offers to: ps1@spin.att.com

Thanks, Peter

1611. Falcon software? (comm, MIDI and others)

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:28:32 UTC
From: azog@world.std.com
Message-ID: <CADqBL.78G@world.std.com>
Source record: 203695

I am still using good ol' Uniterm for my communications, but now on
a Falcon, its starting to suck: it wont run properly under MultiTOS,
and looks horrible in any of the Falcons 'native' video modes so I
run it under ST High compatability mode...

So now Im wondering what others are using? I have Connect, but something
isnt right there: it locks up the RS-232 port. too bad, Connect looks
fine under MTOS and 16 colour mode...

And also, are there any Falcon specific MIDI sequencers? I have something
called MIDISoft Studio, by Passport. It runs, but only properly under
MTOS, and ST High... Id like something that allows me to take advantage
of the DSP, for all the fun stuff...

Finally, long time ago, before the Falcon was a reality, there was talk
about some DSP-specific stuff, like a video phone, and a software
modem, plus one or two others Ive forgotten. Any word on these?
I admit, I havent kept fully up to date on things, but do read AEO
on a semi-regular basis.

Thanx

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1612. HOW TO CONNECT 2 HD'S

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55220@K.maus.de>
Source record: 203696

-A46223@K

>What's involved in connecting 2 hard drives (Megafile's)? I know you
>have to set some jumpers on one of the drives - which jumpers, and how
>should they be set?

A Megafile 20,30,60 or SH205 unit is changed from unit #0 to #1 by doing the
following:

Remove the top cover (9 screws, sitting in square holes)
Look through the larger holes in the metal shielding. Through one of them,
you'll find a set of 3 DIP switches.
Flip the middle one.
Reassemble.

>Also, what do you have to do in the operating system to get it to see
>both drives?

The driver on your unit #0 will do that automatically.

bye, Peter

1613. Re: Mics questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55219@K.maus.de>
Source record: 203697

-A46186@K

>> Q What are the largest capacity that ST
>understand > as harddisk ? I'm not sure but I _think_ that
>depends on your HD-driver (or am I talking

The absolute limit is 1 GB per drive.

1614. Re: I saw a Falcon in Mass.

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55222@K.maus.de>
Source record: 203698

-A46956@K

>About heating problems on the Falcon, I heard that there are some MAJOR
>problems with it. I've heard stories of them getting so hot that they
>actually melted the motherboard.... Dunno if they got that fixed up yet
>or not.

This is a stupid rumour. Never ever heard or seen of such a problem. (I've been selling Falcons for almost eight months now...)

1615. Re: Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-07-18 21:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55221@K.maus.de>
Source record: 203699

-A46774@K

>Comes in on-size-fits-all version: use 256K SIMMS, get 1 meg. 1 meg
>SIMMs get you 4 meg and, of course, 4 meg SIMMs gets you (!) 14 meg.

>Can someone tell me why you might want to put this kit into a Falcon and
>then only install 1 meg? I can't figure why this is even an option
>unless the developer figures on Atari shipping machines with no memory
>at all...

Well, it's from the "useless feature dept." (C) Atari Corp.

Seriously, since the pinout of the three SIMM types mentioned is the same, the
256 KB SIMMs can also be used - at no extra cost for the board developper.

No end user will do so, though...

bye, Peter

1616. Re: Civilization: end-game bug?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 00:43:08 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <743063448.0@cyberhm.royle>
Source record: 203452

If you return your disks to Microprose with a covering letter, they will replace them with the latest version as they were aware of this bug. I am now on my third set of disks and it still has the odd problem but nothing too serious now.
Keep on Truckin'

Craig

* Origin: Craig's Point @ CyberHome NeST (Fido 2:255/404.14)

1617. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 01:33:31 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <105428@hydra.gatech.EDU>
Source record: 203700

In article <H.ea.qtD9MWsiLwg@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <104796@hydra.gatech.EDU>, David Forrai writes:

<stuff deleted>

>C++ takes all the work out of it, if somebody else has already written
>the class for you.

Ah yes, now if C++ could only take the work of learning C++ out of
itself, such that I didn't have to spend time learning it in lieu of
getting my work done :-)
--
Opinions expressed are my own.

1618. Re: GIF Viewers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 02:31:14 UTC
From: hamo@titan.cc.deakin.OZ.AU
Message-ID: <22d11i$pom@sol.deakin.OZ.AU>
Source record: 203551

Staalman H (hstaalm@cs.vu.nl) wrote:
: cirith@eskimo.com (David Wehner) writes:

: > Would someone please direct me to a decent GIF viewer or upload it
: >somewhere? The few on atari.archive that actually un-arc successfully
: >really arn't that good...:(Thanks for any help...
: >
: >cirith@eskimo.com

: Try mgif4.? on a monochrome monitor, you can find it on a.a.u.e too.
: I don`t know which gifviewers are the best on color monitors.

: Hans Staalman

There are a couple of GIF viewers I know of:

GEMview : Displays GIFs and a whole lot of others, try to find the
latest version for compatibility with the Falcon.

ViewGIF: Fairly decent, but can't convert GIFs larger than 320*200 to
Spectrum 512 format.

Photochrome V3: Probably the best. Squashes GIFs to fit on screen,
has a 4096 colour mode on normal ST's and a 19,200
colour mode on STE's which looks absolutely stunning.
Can also save in Spectrum 512 format and its own
special Photochrome format. Who needs a graphics
board with stuff this good!

Hope that's of some help.
Hamo
hamo@deakin.edu.au

1619. Re: -ATI Mach32 Ultra Pro 2MB $350-

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 02:43:40 UTC
From: fitzy@titan.ucs.umass.edu
Message-ID: <22d1os$ccc@nic.umass.edu>
Source record: 203552
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Todd Burggraf (burggrt@ucunix.san.uc.edu) wrote:

: ----ISA----
: Mach32 for sale (includes 400 dpi BUS mouse) $355

Not to piss you off, but the ATI GUP Mach32 ISA can be had new for $315
from DPS in colorado...800-669-8194. They also have the VLB version for
the same price and the EISA version for $329!!! The Plus is only $209.
All these are the OEM version (the poster is advertising the retail version),
so no mouse is included. These are new boards...ATI just drastically dropped
the price on this stuff in preparation for it's new line due out soon.

Joe Fitzgerald
fitzy@titan.ucs.umass.edu

1620. Re: GEM-View 2.31

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 03:01:25 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAE5qE.GG4@freenet.carleton.ca>
Source record: 203556

In a previous article, Martin_Bartsch@mk.maus.ruhr.de (Martin Bartsch) says:

>-A32351@MK
>
>
>Hi Dieter,
>
>F>I could include the DSP-JPEG-Decompressor from Brainstorm (licenced by
>F>Atari) into GEM-View. The problem is this package is commercial and i
>F>must pay for a licence to "sell" it!
>F>If enough interest for the DSP-JPEG-Decoder it will possible to buy it
>F>and sell it to all are interest in! I think about DM 10,- to DM 15,--
>F>for the package (US$ 6,-- to US$ 10,--). If enough interest it could be
>F>cheaper???
>F>PLEASE SEND ME A MAIL!
>
>yeah, please do it! My Falcon is waiting for it! I hope, there are more
>people like me. I would pay up to DM 25,- for that speed enhancement!
>
>Tschau,
>
> /Martin/
>

I would definately be interested in such a deal.
BTW where can I get the newest version of gview? The only viewer I have
for my falcon is SPEEDOFLIGHT.
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca--------------------

1621. Re: FALCON NVDI!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 03:10:23 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAE65B.IG5@freenet.carleton.ca>
Source record: 203557

In a previous article, molin@ptb.cl.msu.edu (Michael Olin) says:

>ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>> I was wondering where I would have to go to in Canada to get the
>>Falcon version of NVDI? I just got my Falcon today; I love the TOS 2.04
> ^^^^
> 4.02

sorry. I believe it is 4.04. It was very late...

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1622. Geneva Snapshot

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 04:37:13 UTC
From: humphrie@cs.umd.edu
Message-ID: <69404@mimsy.umd.edu>
Source record: 203553

Would someone put the GENEVA screen snapshots up on an FTP site?

jim
--
---
t P h A i R n A k L i L n E g L

1623. Re: GIF Viewers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 05:45:12 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <22dcd8INN105@tom.rz.uni-passau.de>
Source record: 203554

In article <22d11i$pom@sol.deakin.OZ.AU> hamo@titan.cc.deakin.OZ.AU (Jason Hamilton) writes:
>Staalman H (hstaalm@cs.vu.nl) wrote:
> There are a couple of GIF viewers I know of:
>
> GEMview : Displays GIFs and a whole lot of others, try to find the
> latest version for compatibility with the Falcon.

Clean GEM program, but slow (written in C), will work with any Atari in any resolution. Good dithering algorithms, but no support of time-critical Spectrum interrupts, of course.

> Photochrome V3: Probably the best. Squashes GIFs to fit on screen,
> has a 4096 colour mode on normal ST's and a 19,200
> colour mode on STE's which looks absolutely stunning.
> Can also save in Spectrum 512 format and its own
> special Photochrome format. Who needs a graphics
> board with stuff this good!

Dirty as hell. Won't work on anything than ST/STE computers in 320*200 rez.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Here comes the modern rat, here comes the terror squad, -
- ours is the salt of wisdom, here we come all dressed in black. [Alphaville] -

1624. TruePaint - opinions wanted (esp. on TT)

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 06:55:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14377@uqcspe.cs.uq.oz.au>
Source record: 203555

I'm looking at getting TruePaint for my TT. The only features I really need are:

- Arbitrary resolutions (up to 640x480x16 at least)
- Zoom-in modes for pixel-by-pixel editing
- Output in useful formats like GIF

Any opinions from users please!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _____|

1625. _Common_-LISP wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 07:37:32 UTC
From: hbrock@unix-ag.uni-kl.de
Message-ID: <hbrock.743067452@unix-ag.uni-kl.de>
Source record: 203558

Hello.

I'm searching for a Common Lisp for Atari ST.
(Hopefully Free-, Shareware or PD....)
If you have one or know how (where on Internet) to get
one, please mail to:
b_becker@informatik.uni-kl.de
or send a reply for this article.

Thank you.

Stefan Huelbrock & Bjoern Becker.

1626. need 56k assembler for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 08:55:58 UTC
From: stenz@wegy.waldorf-gmbh.de
Message-ID: <5389@wegy.waldorf-gmbh.de>
Source record: 203580

Subject says it all, where can i get a 56k assembler for
my Falcon by mail ?

--
&(Stefan Stenzel)= E-Mail: | Snail-Mail:c/o S.Stenzel
stenz@wegy.waldorf-gmbh.de | Waldorf Electronics GmbH
Phone : +49 (0)2636-80294 | Neustrasse 9-12
Fax : +49 (0)2636-80205 | D-53498 Waldorf, Germany

1627. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 11:49:37 UTC
From: atari@cs.ruu.nl
Message-ID: <CAEu6p.ECz@cs.ruu.nl>
Source record: 203560

In <nollert.742750252@ceres> nollert@ceres.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:

>>>>>>> On Thu, 1 Jul 1993 13:12:38 GMT, atari@cs.ruu.nl (Atari-ST
>>>>>>> Software) said:
>
>>Ate> And
>>Ate> ah// foo.zoo a:/foobar
>>Ate> ah// foo.zoo a:\foobar
>>Ate> ah// foo.zoo a:/foobar/
>>Ate> ah// foo.zoo a:\foobar\
>>Ate> will all archive all files in directory A:/foobar.
>
>>Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the
>>Ate> .zoo file are absolute paths starting with "/".
>
>WRONG. The first two examples will store RELATIVE path information, starting
>at (and not including) foobar.
Not on my ST. I just tried it again and it still creates absolute paths.
Maybe different behaviour in different ZOO versions? I use zoo 2.1
(date 1991/07/14) from ftp.cs.ruu.nl.

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

1628. Re: NO LUCK WITH ZOO..

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 12:01:39 UTC
From: atari@cs.ruu.nl
Message-ID: <CAEuqs.EJs@cs.ruu.nl>
Source record: 203561

In <1993Jul15.154320.107404@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:

>In article <RALPH.93Jul14070408@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>>Ate> BUT the drive number is NOT stored in the .zoo file. All paths in the
>>Ate> .zoo file are absolute paths starting with "/".
>>I love zoo, but this is the absolute ultimate worst (enough
>>superlatives?) thing that I have ever heard. An absolute path
>>starting with "/"??? This makes it unextractible on Unix boxes. Yes,
>>sometimes I look at the docs at work before bringing it home.
>
> I dont understand your post. Unix paths on ALL Unix machines use the
>/ character. That makes the files extractable! It is MS-DOS and some
>others that user \. And MS-DOS in particular has a problem with /
>because it is reserved for options (switches). A Unix box can use \ for
>other things even though it is used for "quoting" or special characters.
>
> Anyhow, dont flame me if I misinterpreted. But if zoo uses / for
>paths, that is the correct way to do it if you want to be similar to
>unix.
This is not the problem. Zoo really knows how to handle the path separator on
all platforms.
The problem with absolute paths is that on Unix systems users can't create
files or directories in the root directory (/). Only the superuser (root)
can do things like that.
But, as is said before by a few others, you can solve this problem by forcing
zoo to extract to the current directory.

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

1629. ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 12:07:31 UTC
From: tyjori@uta.fi
Message-ID: <22e2q3INNsdq@kielo.uta.fi>
Source record: 203563

Where I find ARJ-packing utilities for ST ?

-jr
--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

1630. Re: TruePaint - opinions wanted (esp. on TT)

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 12:31:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.451190@cix.compulink.co.uk>
Source record: 203453

In article <14377@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>I'm looking at getting TruePaint for my TT. The only features I really
>need are:
>
>- Arbitrary resolutions (up to 640x480x16 at least)

Any resolution is fine.

>- Zoom-in modes for pixel-by-pixel editing

Yes.

>- Output in useful formats like GIF

Can't remember if TP can save GIFs, but it can save IMG, Degas, TIFF and JPG.
It can load many other formats.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1631. Re: New TT?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 12:56:55 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CAExAw.F35@cs.ruu.nl>
Source record: 203562

In <H.ea.eFi0Gn777e6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <38331@castle.ed.ac.uk>, Herbert Sauro writes:
>>
>> What's this I hear about a 'new' TT? Is Atari simply producing another
>> batch of the original TT design or are they going to produce an updated
>> version?
>
>Maybe they're going to put it in the "classic" ST case instead of the
>TT/MegaSTe case.

Yes! Yes! Yes!

(finally!)

:)
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

1632. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 13:13:02 UTC
From: hoosier@rider.cactus.org
Message-ID: <1227@rider.UUCP>
Source record: 203566

garth@splunge.uucp (Garth Wood) writes:
]
]
]For those of you who expressed interest, here is the Real-Time
]Conference from CompuServe concerning GENEVA, the new multitasking
]operating system for the Atari line of computers from Gribnif
]Software in the United States. Enjoy!
]
] ************************************
]
](3-2,Rick @ Gribnif) Geneva is our newest program for the Atari.
] It is a Multitasking Application Environment.
] For those more familiar with the Atari
] operating system, Geneve is a complete
] replacement of the "AES".
] Geneva works on all Atari computers and only
] requires less than 120k of memory. We are
] considering an optional cartridge port version,
] that will require 0k.
] I can add lots, of I'd be mostly repeating the
] press release. Why don't we let it
] go from here, and see how the conversation
] takes us.

This refers to a press release that I've not seen. Has it been posted
here and I've just missed it? If not, might someone post it here, or
at least indicate where it's available, either on line or off?

AdvTHANKSance.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

"Let me tell you about Cool Papa Bell. One time he hit a line drive
right past my ear. I turned around and saw the ball hit his ass
sliding into second."

- Satchel Paige.

1633. cron for ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 14:30:48 UTC
From: lemmens@dutind5.twi.tudelft.nl
Message-ID: <1993Jul19.143048.13013@donau.et.tudelft.nl>
Source record: 203568

Hi folks,

I have built a cron program for the ATARI & MULTITOS, because I couldn't find
a cron for ST on any of the FTP sites. Was a lot of work after all !

This cron behaves in (almost) the same way as the UNIX cron: it can start jobs
(in the background) at regular intervals.

This can vary from playing a tune on your synthesizer every hour, make a
backup every Friday at 02:00 AM to collecting mail automatically twice
an hour or so over your telephone line.
All output produced by the programs is send as mail to the user who
submitted the job, including the exit status.

Cron can run up to 5 jobs at the same time and has an internal joblist of
25 jobs maximum. This could easily be increased, but that is to prevent overloading the
system.
Default priority for all processes is -5, so it is also 'nice' to other users.

Many timemasks are possible: intervals, commma separated specifications and
* for setting all possible values. (just the same as UNIX)

The programs are started by the Mintshel, so the syntax of the commands should
be according the Mintshel rules. (redirection and piping is also possible.)

I'm curious what you think of it ! Please let me know if anyone is interested
in these things.

It is available on atari.archive as soon as I'm able to connect and I already
put it on ftp.tu-clausthal.de

--
Kees Lemmens, | Phone : +31-15-787229
Dep. Applied Analysis, | Fax : +31-15-787209
Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

1634. Ghostscript 2.6.1

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 14:31:41 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul19.143141.9905@ibr.cs.tu-bs.de>
Source record: 203564

Hi,

is someone out there, who is porting GS 2.6.1 to the
Atari?

There is no information about the Atari specific graphic modes,
thats why i wont try it myself.

The reason i'm asking is the following:

GS 2.5.2 works fine, even with MiNT, but every time i get
a VM-error (which is very often since i have only 4 MB) the
system crashes with an illegal instruction and leaves MiNT
=> reboot.

Another problem is, whenever an error occurs reading a file,
the file will never be closed, thus writing to this file from
my editor fails.

Maybe recompiling GS 2.5.2 with a new gcc and the new MiNTLib
will fix some of the problems, but GS 2.6.1 will sure be much
better.

Axel Kielhorn

c0031098@ws.rz.tu-bs.de

PS: Even without GS 2.6.1 it is a good idea to get the
GS2.6 fonts:
There a four new fonts with Umlauten like "a"o"u etc.
The Courier and Bitstream Charter fonts are real Type 1
not converted Bitmaps.

1635. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 14:40:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul19.144056.25325@newshost.lanl.gov>
Source record: 203565

In article 93Jul19111206@essex.x.co.uk, bov@x.co.uk (Andy Bovingdon) writes:
>
>
>>Atari is supposedly coming out with a new video game this year. It is
>>a high end unit called Jaguar. They want to compete with Sega and
>>Super Nintendo. We'll see...
>
>I read about this in the August What Video in the UK. It says it is a
>CD based system with a 64 bit processor, 16 Million colors and 16 bit
>sound. All for about $200. has anyone heard any more about this beast?

More than most of us who attend this newsgroup care to think about. <groan>

Look up the earlier messages from a week or so ago in this newsgroup for all
the Jaguar announcement info. Or perhaps look into rec.games ???

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1636. WMF -> GEM

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 14:52:41 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1993Jul19.145241.16776@rhrk.uni-kl.de>
Source record: 203569

I'm looking for a program which can convert *.WMF (Windows MetaFile) into
*.GEM ore anything else I can read with Calamus:
Who has an Idea ??

1637. GCC 2.4.5

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 15:08:59 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul19.150859.11272@ibr.cs.tu-bs.de>
Source record: 203567

Help!

I got the gcc 2.4.2 some weeks ago in order to use the
new MiNTLib 32.
After linking the GNU names to the MiNT names i had
no problems using it.
Last week i got gcc2.4.4 (binary only)

My question is what are the differences between the
diferent gcc Versions?
I started with 2.2.2, switched to 2.3.3 and now i have 2.4.4.

But with neither Version came a history file.

Thats why i fetched the source this morning:
5 MB gzip, 21 MB unziped!
I had no idea where to look for the changes.
(The diffs didn't help either)

Will i have to recompile everything compiled with gcc 2.4.2 with
gcc 2.4.4 in order to remove some bugs, get better optimizing, etc.?

Well, i will have to recompile the old <2.4.2 things to use
the new lib, that's sure.

Any help is welcome.

Axel Kielhorn

c0031098@ws.rz.zu-bs.de

1638. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 15:19:06 UTC
From: mathew@mantis.co.uk
Message-ID: <22ee1a$c2k@news.mantis.co.uk>
Source record: 203570
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

bov@x.co.uk (Andy Bovingdon) writes:
>I read about this in the August What Video in the UK. It says it is a
>CD based system with a 64 bit processor, 16 Million colors and 16 bit
>sound. All for about $200. has anyone heard any more about this beast?

Yes. It's powered entirely by cold fusion, was designed by Elvis, and
can be ordered directly from Craig Shergold.

mathew

1639. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 16:04:15 UTC
From: remyh@cco.caltech.edu
Message-ID: <22eglvINN477@gap.caltech.edu>
Source record: 203571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When did 6.1.4 come out? I called the BBS less than two weeks ago, and the current version was still 6.0.7

Remy Hathaway

--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ 3cpu!remy@percy.rain.com I -Sartre) You do not want to believe. /

1640. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 16:12:06 UTC
From: bov@x.co.uk
Message-ID: <BOV.93Jul19111206@essex.x.co.uk>
Source record: 203559
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

>Atari is supposedly coming out with a new video game this year. It is
>a high end unit called Jaguar. They want to compete with Sega and
>Super Nintendo. We'll see...

I read about this in the August What Video in the UK. It says it is a
CD based system with a 64 bit processor, 16 Million colors and 16 bit
sound. All for about $200. has anyone heard any more about this beast?

Bov!
--

_ __ __ _ `'`'`'`

1641. GENEVA

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 16:26:45 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAF70M.6Cw@sdf.lonestar.org>
Source record: 203464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't have access to GEnie (with FIDONET, INTERNET, ATARINET, and VERVAN-NET who has time?). I was reading the GENEVA-conference that someone posted here and I noticed they need BETA-testers. If anyone has the file they said to get to apply, please E-Mail it to me. I've been getting real sick lately about the software I get because its so buggy, so I figure maybe if I send my bug-list BEFORE the product is released, maybe they would actually get fixed.

Anyone wanna buy a copy of Warp9?

Thanks .. email at evanlang@sdf.lonestar.org

1642. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 16:39:45 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul19.103947.798@janus.arc.ab.ca>
Source record: 203486

In article <93196.085557ASI503@DJUKFA11.BITNET>, ASI503@DJUKFA11.BITNET (Erik Sodtke) writes:
>Well, one should choose the language suitable for a specific problem, that's
>certainly true! But there are other points that should be considered. For
>example: Ease of maintaining large pieces of software, possibility of writing
>clearly structured programs and so on. From that point of view, I don't think
>that any kind of FORTRAN is a good choice.
>

Well I would disagree here as ANSI-77 FORTRAN can be as structured as any other language. If you are using the standard the code is quite portable with the possible exception of some I/O.

>I guess the main reason why many scientists use FORTRAN is that large
>software libraries exist for whatever problem you have to solve numerically.
>

This is true. For example IMSL is simply a library with numerous mathematical and statistical subroutines that can be called from FORTRAN. These routines are also written in FORTRAN

>I too am a scientist, but I would be VERY reluctant "to think in Fortran".
>I write programs for the simulation of superconducting devices, which
>requires the integration of lots of ordinary and partial differential
>equations. I am using C and feel no need to use any other language.
>
>Erik Sodtke asi503@djukfa11.bitnet

To each their own....

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1643. Re: Fortran Compiler for ST??

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 16:54:27 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul19.105428.799@janus.arc.ab.ca>
Source record: 203487

In article <93197.095348ASI503@DJUKFA11.BITNET>, ASI503@DJUKFA11.BITNET (Erik Sodtke) writes:
>>> Still I don't see why C is better for numerically intense work ...
>
>Okay, I really did not intend to participate in the holy war against Fortran/
>pro C. Rather the opposite! Personally I prefer the syntax and the look of
>C programs. Of course it is possible to write well structured, well documented
>programs in Fortran as well as horrible cryptic code in C. But still I think
>that C (or Pascal or ...) is more convinient for structured programming.
>
>Some systems may provide better performance for Fortran written programs.
>Because of the long history of Fortran and its hardware platforms this is
>understandable.
>

DEC's VAX line was initially optimized for FORTRAN. I am not sure if this is
still true or not.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1644. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 17:22:35 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAF9Ln.DIp@cs.uiuc.edu>
Source record: 203575
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

In article <22ee1a$c2k@news.mantis.co.uk>, mathew@mantis.co.uk (mathew) writes:
|> bov@x.co.uk (Andy Bovingdon) writes:
|> >I read about this in the August What Video in the UK. It says it is a
|> >CD based system with a 64 bit processor, 16 Million colors and 16 bit
|> >sound. All for about $200. has anyone heard any more about this beast?
|>
|> Yes. It's powered entirely by cold fusion, was designed by Elvis, and
|> can be ordered directly from Craig Shergold.

As I understand it, the cold fusion power source will only be an option in the future, if at all. The entry product uses a conventional fission device.

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

1645. BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 18:21:19 UTC
From: wabe@ukc.ac.uk
Message-ID: <5283@eagle.ukc.ac.uk>
Source record: 203572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have today (or WILL - if I can get access!!) downloaded my Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.

This is a program to safeguard against disaster should your Hard Disk Fats and RootDirectory Info be corrupted - by imperfect hardware and/or software - as has, alas, been reported quite often to this Newsgroup in the past few months. It enables the Fats and RootDirectory Info of specified Hard-Disk Partitions or other Volume(s) to be quickly saved to .FBU files on floppy A:\. The info on these can be restored should disaster occur. It takes but a minute or so to back up this Info for ALL partitions on a 100 Mbyte Hard Disk - and so you can afford to do this backup every time you boot-up by including BFRDBU.PRG as one of your AUTO Folder Programs. Also it can safely be used with BGM partitions. Only you can judge whether your Hard Disk is sufficiently reliable for you NOT to take this precaution.

Further - suppose you typed "rm *" whilst in directory C:\ from a shell by mistake - and the shell promptly goes about deleting very many files before, in panic, you hit the Warm-Reset button - then, as I found (once), the easiest way to redeem the situation is to restore the FATS & Root Directory Info if you have a fairly recent copy. All files that have not been disturbed since the backup was made become accessible again thus avoiding utter disaster (note "UNDELETE" programs fail with fragmented files).

Anyway, personally, I've found this useful over the past two or three years and I think many out there might also. As it's easy, I reproduce below an extract from the DOC file that accompanies BFRDBU.PRG - so that you can judge whether it's what you've been waiting for or not.

Cheers,
W. Alan B. Evans

********** Extract from BFRDBU.DOC **********

A few years ago, I had Hard Disk Troubles of the kind that led to the FATS and ROOTDIRECTORY info on my SH205 being frequently over-written. This of course results in making the files on that partition, though largely undamaged, virtually inaccessible. In an ideal world this should NEVER happen but imperfect hardware and/or software can lead to this disastrous situation. Initially I wrote a "full" Hard Disk backup program (HDQBUR - "Hard Disk Quick Backup & Restore" which was distributed to the Archives in the past as part of HD_UTILS). However, a "full" sector copy backup to floppies takes

rather a long time AND uses rather many floppies. I quickly realised that what I really needed was an utility that simply copied the FATS/ROOTDIRECTORY Info on a selected Partition to file (stored on floppy or, perhaps, on another Partition). This of course is quick and can be done every time you boot up. Then if a subsequent disaster occurs this info can be restored and thus access is regained to the locations of ALL rootdirectory files (and directories) that have not been altered since the last backup - provided, of course, they are undamaged by the initial disaster!!. However new files you may have created or files that have been edited since the last backup will of course be lost or "uncomplete". But often this is not so bad as they tend to be fresh in your mind and are usually fairly easily redeemable from some other source (e.g. floppy copy etc.). After "restoring" such Partitions it is advisable to check its FATS' integrity with some suitable Utility such as ICD's "CLEANUP" (which I personally find excellent) or, maybe, with Jorge Lohse's FSCK.PRG (though this is old and works only on non-extended {<= 16 Mbyte} and non-BGM partitions) and doubtless with other more recent disk-tools. Most imperfect files can be "weeded-out" this way.

Thus BFRDBU.PRG came to be born - and in the past couple of years has saved me a great deal of hassle, alas on several occasions. However I was under the impression that my "problem" Hard Disk was rather uncommon, but reading various ST-Newsgroups over the past few months alerted me to several others who have experienced similar difficulties. This prompted me to "tidy-up" the program a bit and offer it to the PD Archives - hence this submission. Basically BFRDBU is a simple program that makes minimal use of GEM - and is configured so that it can be optionally used as an AUTO-folder backup program at boot time.

BFRDBU will save the Bootsector-Fats-Rootdirectory Info on selected partitions (or Volumes) into .FBU (Fats Back-Up) files such as C_BFRD.FBU, .., E_BFRD.FBU that are saved on the Floppy Drive A:\. (an alternative scheme would be to save these in different partitions cyclically - e.g. if you have Partitions C:\, D:\ and E:\, then save C_BFRD.FBU to D:\, D_BFRD.FBU to E:\ and E_BFRD.FBU to C:\ - but the current BFRDBU.PRG does not offer this feature though it would make the back-ups even faster). Note the first letter of the Filename corresponds to that of the Volume whose info is saved in the file. BFRDBU also maintains one level of backup in .BAK files e.g. C_BFRD.BAK etc. The selection of drives to be backed is done simply by entering a string e.g. "CEF" (case or order does not matter) which is made up of the Drive Letters of all selected drives i.e. in this example you would be selecting Partitions C:\, E:\ anf F:\. The BACKUP option of BFRDBU does not use any GEM and so may be used at booting-up time. However, for the RESTORE option I thought it convenient to have some FormAlerts and the GEM FileSelector so that this (hopefully rarely needed) option must be done after boot-up within the GEM/AES environment. No elaborate explanations are needed - BFRDBU will prompt you with simple questions at each stage. Note it

does take into account logical sector size so that you can safely use it on BGM Partitions etc. (I have been doing so for years!).

I note, recently, that this simple (obvious?) idea has also been utilised in the recent (and, by all accounts, quite comprehensive) Disk Utility Program "Diamond Edge" of John Cordes et. al. (the UK importers are Hisoft). From what I read, I think "Diamond Edge" (in its "quick-backup" or whatever-they-call-it option) goes further than BFRDBU in that it will also store all subdirectory tree info also on the floppy. Of course, this is, in principle, better than the task that BFRDBU currently performs. However, it will take that much longer time and, of course, will still not be as good as a "full" backup. I will simply say that I, personally, have yet to know of an accident where both subdirectory AND rootdirectory contents were simultaneously damaged but with virtually all the files intact. Thus I never found it necessary to code this "subdirectory" feature in and I trust this will also be true for most potential users of BFRDBU. It does help a little if you ensure that the FIRST file on your disk (that follows immediately after the rootdirectory ends) is NOT a subdirecory sector but, preferably, some large, static and easily-replaced program e.g. CALAMUS.PRG or similar. If you _must_ have all Rootdirecory AND Subdirectory Info backed, then investigate "Diamond Edge".

Good Luck,
W. Alan B. Evans. July 1993.

****

1646. Re: What's up with Atari? 5 1/4

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 18:31:33 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul19.183133.20247@btree.uucp>
Source record: 203573

In Friday's Investor's Business Daily at the beginning of the NYSE quotation page, there is a "what happened today in the market" article. It quoted some analyst who is really bullish on several well-known companies _and_ Atari Corp.

Once the analysts begin recommending a stock, the limit on "how high is up" is pretty high.

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********** *
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
****

--

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

1647. Re: Trackball Problems

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 18:43:22 UTC
From: mho@uniware.de
Message-ID: <1993Jul19.184322.2666@uniware.de>
Source record: 203590

Andreas Bernreuther (UG2E@IBM3090.RZ.UNI-KARLSRUHE.DE) wrote:
: Is there an accessory to reinvert the mousebuttons of a trackball.

Why don't you just open it up and xchange the wires of the buttons ?
--
mho@uniware.de - a thing like this could warp his mind for life -

1648. Market for an Atari 850 Interface?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 18:49:12 UTC
From: dkibler@wrdis01.af.mil
Message-ID: <3045@wrdis01.af.mil>
Source record: 203579

I am looking to see if there is a market for my atari 850 serial/parallel interface. I got it several years ago and its collecting dust in my closet. If you would be interested in buying this, please E-mail me at the following: dkibler@wrdis01.robins.af.mil and we can discuss terms.

By the way, I even have a cable for a printer I would be willing to part with too! Thanks in advance!!

==========
David Kibler

1649. Re: TruePaint - opinions wanted (esp. on TT)

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:19:06 UTC
From: alex@falcon.demon.co.uk
Message-ID: <743109546snz@falcon.demon.co.uk>
Source record: 203304

In article <14377@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>I'm looking at getting TruePaint for my TT. The only features I really
>need are:
>
> - Arbitrary resolutions (up to 640x480x16 at least)

Yes.

> - Zoom-in modes for pixel-by-pixel editing

Yes.

> - Output in useful formats like GIF

GIF, not yet; the current list of output formats is IMG, XIMG, Prism Paint, Art Director, MTV Raytracer (simple raw format), TIFF, JPEG and an internal format (for speed).

GIF export is on my to do list, plus I have many more importers on the drawing board; as of last count I think there were 22 import filters which we had working in house, including things like PhotoCD.

--
Alex Kiernan
alex@falcon.demon.co.uk

1650. ANSI and VT52 menu editors?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:32:11 UTC
From: dud@stein.u.washington.edu
Message-ID: <22esrr$ljt@news.u.washington.edu>
Source record: 203574

Anyone know of any ANSI and/or VT52 screen menu editors, for things such as BBS menus, etc.? What FTP site? I couldn't find any on atari.archive...

Dan Aylward
dud@u.washington.edu

1651. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:36:31 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <CAFFsw.1F7@cs.bham.ac.uk>
Source record: 203577

Interesting. Gribnif seem to have a very smug perspective about all this.
Can't say I'm so impressed, but then I'm a MultiTOS fan...

David
--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

1652. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:36:45 UTC
From: dud@stein.u.washington.edu
Message-ID: <22et4d$lml@news.u.washington.edu>
Source record: 203576

hoosier@rider.cactus.org (Jerry Dunham) writes:

>This refers to a press release that I've not seen. Has it been posted
>here and I've just missed it? If not, might someone post it here, or
>at least indicate where it's available, either on line or off?

>AdvTHANKSance.

Here it is:

```
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Gribnif Software
News Release
June 30, 1993

/----------\
| Geneva |
\----------/

Multitasking Application Environment
====================================

After almost two years of development, Gribnif Software is proud to
announce their newest software offering for the Atari ST, STE, TT/030,
Falcon, and compatibles.

"Geneva" is a Multitasking Application Environment (Multitasking AES)
that allows any Atari to:

o Multitask unlimited GEM applications+
o Load and unload unlimited desk accessories+
o Put applications and accessories to "sleep", keeping them from using
valuable CPU time, temporarily closing all their windows.
o Run MultiTOS applications (it supports the new AES 4.0 calls)

+ subject to available memory

Geneva also adds the following features to the Atari:

o Task Manager
-for total control of all applications and accessories
o Tear-off menus
-drag any drop-down menu into its own window
o 3-D buttons and 3-D window gadgets
-easily customizable
o Keyboard control of drop-down menus
-similar to Windows, "walk the menus" of any application
o Ability to run singletasking applications
```

-for applications that are not multitasking compatible
o Enhanced compatibility when compared to Atari's MultiTOS
-special flags let you run even the most troublesome programs
o Keyboard control of window gadgets & dialog buttons
-keyboard equivalents for dialog & alert buttons, plus the
ability to assign keyboard equivalents to window gadgets
o Ability to change mouse shapes, including mouse animation support
o MiNT compatibility for MiNT applications
-multitask TOS programs, run MiNT-specific applications,
requires either freeware or commercial version of MiNT
o Enhanced file selector
-with powerful pattern matching, file searching, renaming,
deleting, dual column display, and multiple file selection

When compared to Atari's MultiTOS, Geneva offers the following
advantages:

o Smaller memory requirements (less than 125K of RAM when active)
o Faster application speed, mostly due to Geneva not requiring
MiNT loaded to multitask GEM applications.
o Faster window redraw and window gadget operation, due to Geneva's
faster AES code.
o Higher compatibility with older applications, thanks to Geneva's
special application flags and support for singletasking
applications.

If you do NOT have MultiTOS, Geneva offers you:

o A very easy and fast way to multitask unlimited GEM applications,
subject to available memory.
o The ability to load and unload unlimited desk accessories as you
need them, subject to available memory.
o The ability to run AES 4.0 (MultiTOS) applications.
o An inexpensive way to give your computer a whole new look & feel,
including 3-D buttons, tear-off menus, multitasking, keyboard
control, and much more.

If you DO have MultiTOS, Geneva offers you:

o A faster AES which offers several new features, including tear-off
menus, keyboard controls, faster windows, and higher compatibility.
o Higher compatibility, thanks to Geneva's special application flags
and support for singletasking applications.
o The ability to not have to run MiNT, therefore giving you:
> A faster way to multitask unlimited GEM applications,
subject to available memory.
> The ability to save substantial amounts of memory.
> Even higher compatibility with non-MiNT compatible
applications.

What Geneva does NOT include:

o Geneva does not include or require a "desktop". The built-in ROM desktop is not compatible (if we could make it so, we would). But, a desktop is not required. You can launch programs and accessories directly from Geneva's Task Manager.

However, for convenience, a desktop replacement is recommended. Geneva will work most MultiTOS compatible replacement desktops and file launching shells.

Also, a patch is included with Geneva that upgrades NeoDesk 3 to version 3.04, allowing it to work correctly with Geneva.

We recommend the soon to be released NeoDesk 4 desktop replacement, which will include many new multitasking oriented features, window menus, true color support, and will take full advantage of Geneva's power and capabilities.

o Currently, Geneva does not include MiNT, the TOS enhancement written by Atari for use with MultiTOS. However, Geneva is fully compatible with MiNT, allowing you to run MiNT applications and multitask TOS applications. Geneva is compatible both with the freeware version of MiNT and Atari's commercial version.

Some common questions and answers about Geneva:

Q: Will I still be able to use my screen accelerator together with Geneva to speed up my Atari?
A: Of course! Geneva does not replace the VDI, the part of the Atari in charge of drawing. It works great with programs like "Warp 9" and "NVDI 2.0"

Q: Do I have to reset my machine to load Geneva, like with MultiTOS?
A: Nope! You can easily load Geneva right from the built-in desktop (or your favorite shell). No need to reboot the computer.

Q: How compatible is it?
A: Quite. Almost any program can be executed. The real question is if a specific GEM program can actually support multitasking. You will find that many do, but some programs, like the original Flash, will only run in singletaskting mode. Other compatibility options in Geneva let you specify if an application can receive AES 4.0 (MultiTOS) messages, should only use a specific amount of memory, or any other special handling it might require.

Q: How does singletasking work?
A: Geneva is aware that certain applications are not multitasking compatible. When you run Flash, for instance, all other GEM applications are temporarily suspended until you either quit Flash or suspend it (letting you switch back to the other multitasking applications while keeping Flash loaded in memory). However, you still have full access to all of Geneva's other capabilities, including the ability to load and unload desk accessories.

Q: How complex is it to set all these settings?
A: It isn't at all. To make things even easier, Geneva keeps a special GENEVA.CNF file which serves as a small database that already tells Geneva how to run most programs. We will continue to update this file (releasing it on-line, etc.) as we try out more and more programs with Geneva. This means that all you may have to do is actually run your programs, the settings are most likely already set!

Q: What about TOS (text based) programs?
A: Currently, TOS programs run as singletasking applications. In Geneva they run inside their own GEM window, allowing you to easily change their font size and control their output. However, if you run the freeware or commercial version of MiNT, you can multitask TOS programs.

Q: Can I still use file selector replacements like UIS III or Little Green Selector?
A: Yes, they will work, though you might find that they might not support some of the more advanced Geneva features (such as the advanced pattern matching, selecting multiple files at once, etc.)

Q: I'm a developer, how can I take advantage of Geneva's new features and capabilities?
A: Every copy of Geneva includes a complete developer's kit. This includes full information, libraries, and sample code on how you can easily take advantage of Geneva's power and capabilities. There are no royalties or licenses involved in making your application "Geneva Aware".

Release Dates & Prices:

"Geneva" is slated for release in North America around September 1st, 1993. Foreign versions, including a German version, will be available shortly thereafter.

"Geneva" will be available commercially from your local dealer for $99.95 and will include the new "NeoDesk 4" desktop replacement.

"Geneva" will also be available by itself (without NeoDesk 4) for $69.95. NeoDesk 4 will be available separately for $69.95.

For more information, contact:

Gribnif Software
P.O. Box 779,
Northampton, MA 01061-0779
U.S.A.

Tel: (413) 247-5620 (10am to 6pm, Eastern Standard Time)
Fax: (413) 247-5622 (24 hours a day)
GENIE: GRIBNIF
CIS: 75300,1131

1653. BRIAN TOTTY: were are you???

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:40:20 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34319@galaxy.ucr.edu>
Source record: 203578

Hi Brian!
You system keeps sending back my mail. Anyway, both mouse buttons work.
The mouse itself is just like new. I take care of my stuff. Here is my
address:

Paul Hruby
1469 Rosehill Dr.
Riverside, Ca. 92507

I'll mail it out when I recieve your check. Thanks!

--Paul
phruby@ucrengr.ucr.edu

1654. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:49:16 UTC
From: cjfst4@pitt.edu
Message-ID: <16805@blue.cis.pitt.edu>
Source record: 203583
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

mathew (mathew@mantis.co.uk) wrote:
: bov@x.co.uk (Andy Bovingdon) writes:
: >I read about this in the August What Video in the UK. It says it is a
: >CD based system with a 64 bit processor, 16 Million colors and 16 bit
: >sound. All for about $200. has anyone heard any more about this beast?

It IS real, but sans CD. It has a 64 bit custom-designed RISC
processor and custom-designed DSP for sound, and will be manufactured
& distributed for Atari by none other than IBM (who will not take part
in advertising, etc.). This has been widely reported, even in the
news media, I'm suprised you haven't heard about it.

--
Chad Freeman mail: cjfst4+@pitt.edu
Neat toys I own include: Amiga 2000, Atari Lynx II, Super NES, AD&D stuff
---
"Life finds a way." -Jurassic Park by Michael Crichton

1655. Re: first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 19:51:42 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul19.195142.16950@ugle.unit.no>
Source record: 203581

```
Lancer@ramanujan.Wpi.Edu,
In a message on 16 July, wrote :

lR> >>>>> "ujwb" == Jeff Beer <ujwb@uxa.ecn.bgu.edu> writes:
lR> ujwb> Does anybody know what Cubase is up to?
lR>
lR> Cubase is working on/ready to release Cubase Audio. It works in
lR> conjunction with the $3k Yamaha outboard D/A, A/D, DSP unit. It'll
lR> work just like Cubase, only you'll be able to manipulate digial audio
lR> as well as sequenced tracks... Sounds really nice but really
lR> expensive...

Well, if you have a Falcon, you won't need the $3k Yamaha outboard, since
the falcon has DA/AD+DSP on-board :-) ==> Not expensive !
```

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

1656. Redrawing corrupted icons--how?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 20:04:25 UTC
From: timg@emx.cc.utexas.edu
Message-ID: <22euo9INNnoq@emx.cc.utexas.edu>
Source record: 203582
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Thanks to all those who answered my question about the bug in vr_trnfm(). Now for a nice question about icon handling.

I recently began playing around with icons, and I have encountered the following problem. There appears to be no way to tell when an the image of an icon has been corrupted by a window from another program.

I can draw an icon on the screen with objc_draw, select it, move it around, and even redraw it if a window from my own application destroys the icon image. BUT if the icon is covered by a window from another application (like the xcontrol window), there seems to be no way for my program to find out. What is generally done in such cases?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

1657. Re: BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 20:06:24 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jul19.170624.15063@ac.dal.ca>
Source record: 203584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5283@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> I have today (or WILL - if I can get access!!) downloaded my
> Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.

< material deleted >

> I note, recently, that this simple (obvious?) idea has also been
> utilised in the recent (and, by all accounts, quite comprehensive) Disk
> Utility Program "Diamond Edge" of John Cordes et. al. (the UK
^^^^^^^^^^^
This is very flattering, but unfortunately not correct. This excellent
program comes from Bob Luneski of Oregon Research Associates.

> importers are Hisoft). From what I read, I think "Diamond Edge" (in its
> "quick-backup" or whatever-they-call-it option) goes further than BFRDBU

> W. Alan B. Evans. July 1993.
>

John Cordes
email: cordes@ac.dal.ca

1658. Re: ANSI and VT52 menu editors?

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 21:20:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <22f36d$pcb@usenet.INS.CWRU.Edu>
Source record: 203585

In a previous article, dud@stein.u.washington.edu (Dan Aylward) says:

>Anyone know of any ANSI and/or VT52 screen menu editors, for things such
>as BBS menus, etc.? What FTP site? I couldn't find any on atari.archive...
>
>Dan Aylward
>dud@u.washington.edu
>

Dan,

I was just looking for some myself. I would love to be able to see color ANSI
with Interlink, or some other communication programs.

I couldn't find any either. Anyone know of any, please let us know!

Len

--

1659. Atari 7800 carts for sale (NEW!)

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 23:08:00 UTC
From: Rob-G@cup.portal.com
Message-ID: <85871@cup.portal.com>
Source record: 203587
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.st

tra

Attention Atari 7800 collectors!

I have access to a limited number of the following Atari 7800 video game
cartridges. These are NEW, in the box, in the shrinkwrap, with manuals.
I can sell these for $5 each plus $1 per cartridge for shipping, up to $5.
Please send me Email if interested!

The number next to the title is how many are left.
Pole Position II - 10
Jinks - 3
Choplifter - 10
Robotron: 2084 - 8
Crossbow - 3 (two not in shrinkwrap)
Hat Trick (hockey) - 2 (No shrinkwrap)
Food Fight - 1 (No shrinkwrap)
Asteroids - 2 (one not in shrinkwrap)
Ballblazer - 3
Xevious - 1 (No shrinkwrap)

A few of these are no longer in the shrinkwrap, but the package is in good
shape, and I have tested the cartidges myself to ensure that they work.

1660. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 23:48:33 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAFrGx.FMG@dscomsa.desy.de>
Source record: 203586

In article <CAFFsw.1F7@cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>Interesting. Gribnif seem to have a very smug perspective about all this.
>Can't say I'm so impressed, but then I'm a MultiTOS fan...

Me neither. But I'm a Mag!X fan. ;-) Geneva will have a lot of problems
comparing to this system ;-)

Wolfgang

1661. Atari SMM804 printer emulates a ??????

Newsgroup: comp.sys.atari.st
Date: 1993-07-19 23:49:39 UTC
From: putnam@msc.cornell.edu
Message-ID: <1993Jul19.234939.17864@msc.cornell.edu>
Source record: 203588

What kind of printer is an Atari SMM804 most closely akin to?
If you had to run it on another machine what would
be the best driver substitute?
Epson ???, IBM ???, Panasonic ???.
Who OEM'ed the SMM804?

Albert Putnam
Cornell Materials Science Center

putnam@msc.cornell.edu

1662. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 00:25:49 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul20.002549.6250@microsoft.com>
Source record: 203589

In article <4500003@isoit109.BBN.HP.COM> yanfali@isoit109.BBN.HP.COM (#Yan Fa Li) writes:
>/ isoit109:comp.sys.atari.st / t-davep@microsoft.com (Dave Plummer) / 6:25 pm Jul 7, 1993
/
>> Alright everyone, now is the time for about 2500 people to uuencode the
>> entire Linux distribution and email it to this this guy, to keep his
>> mailer to busy to send more of this stuff...
>
>Hey, their's a guy at Microsoft who reads Atari and uses Linux ?
>Will wonders never end... ;)
>
>No offense Dave, I just couldn't help but notice your email address.
>
>Yan

There are a few of us Softies that use Atari. I also have an Amiga 2000
C64 and soon a genises VR kit.

Plus my wife wants a Mac (SSSHHUUUDDDEERRRR.... :-))

DFS
Lost in my own Mind.

(And the computer room)

1663. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 02:16:42 UTC
From: dud@stein.u.washington.edu
Message-ID: <22fkia$t8u@news.u.washington.edu>
Source record: 203591

D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:

>Interesting. Gribnif seem to have a very smug perspective about all this.
>Can't say I'm so impressed, but then I'm a MultiTOS fan...

I ordered the beta test version; it should be here this week. I'll let
you all know what I think. From what I've heard, it's just the gap that
needs to be filled. There were until now no good replacements for the
AES; just desktop, VDI, and TOS replacements.

Dan Aylward
dud@u.washington.edu

1664. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 02:40:19 UTC
From: dud@stein.u.washington.edu
Message-ID: <22fluj$bm@news.u.washington.edu>
Source record: 203593

warwick@cs.uq.oz.au (Warwick Allison) writes:

>> "Geneva" is a Multitasking Application Environment (Multitasking AES)
>> that allows any Atari to:

>Does this use preemptive multitasking, or just co-operative multitasking?

>For example, if PageStream is converting some huge GIF to a bitmap,
>can other programs be used while you wait, or can programs only
>be switched between when they are in the evnt_multi() call (ie.
>waiting for user input).

>If the former, then GREAT! If the latter then GROAN - that's nothing
>special.

>The reason why I suspect the latter is because in an RTC I think they
>said that TOS programs will only multitask when at the prompt waiting
>for input.

I don't think Geneva multitasks programs; it just allows them to run at the same time, same as the MultiTOS AES. The actual method of multitasking depends on what kernel is running. If you're using TOS, then it can only multitask cooperatively (like accessories). But if you're using MiNT, it will multitask preemptively. I'm sure the MultiTOS AES would do the same thing if it could be run without MiNT. They are both just replacement AES's that let more than one GEM program to run at once.

Dan Aylward
dud@u.washington.edu

1665. Re: ANSI and VT52 menu editors?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 03:32:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <19JUL199322322005@pavo.concordia.ca>
Source record: 203592

In article <22esrr$ljt@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes...
>Anyone know of any ANSI and/or VT52 screen menu editors, for things such
>as BBS menus, etc.? What FTP site? I couldn't find any on atari.archive...
>
>Dan Aylward
>dud@u.washington.edu

Hi,

I have a handy program called EDITV2_1 written by Damien M. Jones. It's a text screen editor that lets you paint in VT-52. The version that I have is 2.1 and it was last updated in 1990. If you are interested, I could UUencode it for u. Please, let me know in E-Mail.

1666. C=64 emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 04:52:00 UTC
From: brian.hart@uttsbbs.uucp
Message-ID: <4439.78.uupcb@uttsbbs.uucp>
Source record: 203454

Yes, there is a C=64 emulator for the ST. I had it u/l'd to my board in fact.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

1667. Unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 05:17:24 UTC
From: clemens@server.informatik.uni-siegen.de
Message-ID: <22fv54INN9bm@homer-lab.FB5.Uni-Siegen.DE>
Source record: 203594

Please unsubscribe me.

Clemens

Clemens Wagner
clemens@server.informatik.uni-siegen.de

1668. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 06:55:01 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAGB7q.1H9@netcom.com>
Source record: 203596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Remy Adam Hathaway (remyh@cco.caltech.edu) wrote:
: When did 6.1.4 come out? I called the BBS less than two weeks ago, and the
: current version was still 6.0.7

: Remy Hathaway

Version 6.2.0 is the most recent version. It came out a couple of weeks
ago. I have it, so it's definitely out. Has a new retry option of disk
read failures.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1669. Re: OverScan

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 07:06:39 UTC
From: gehnen@uni-paderborn.de
Message-ID: <22g5hv$84g@news.uni-paderborn.de>
Source record: 203595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Has anyone done this modification to an STE machine?
No one has done this to a STE, because there is no possibility to do so.
Overscan works by manipulating the Controlsignals from the Glue to the MMU and
the Shifter. In the STE the Glue and the MMU are packed into one single chip.
So it is not possible to break the line between the Glue and the MMU.

--
Gerrit Gehnen gehnen@hni.uni-paderborn.de
Rechnerintegrierte Produktion
Heinz Nixdorf Institut
Uni-GH Paderborn
Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon

1670. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 07:54:36 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.AKpstKgZro6@elfhaven.ersys.edmonton.ab.ca>
Source record: 203308

In <CAFrGx.FMG@dscomsa.desy.de>, Wolfgang Wander writes:
[> In article <CAFFsw.1F7@cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
[> >Interesting. Gribnif seem to have a very smug perspective about all this.
[> >Can't say I'm so impressed, but then I'm a MultiTOS fan...
[>
[> Me neither. But I'm a Mag!X fan. ;-) Geneva will have a lot of problems
[> comparing to this system ;-)
[>
[> Wolfgang

Is there any way to get Mag!x in Canada? Also, how much does it
cost? I have seen people saying they love it, and that there will
be a new version soon, but I have never seen anyone describe it.
How does it compare to MultiTOS (speed) on an 8MHZ ST? Does it
support the AES 4.0 system calls? Does it have any of the nice
features (but not neccessary) features of Geneva?

Lastly, how workable is it on a 2MB ST? (Oh, can you put a task
to sleep? That is one of the most interesting Geneva features I
have heard about. I do not need REAL Multi-Tasking for much, but
I could think of many uses for task-switching.) Real Multi-Tasking
would be nice if you could control how much of the system CPU is
used for each application. That way a compiler running in the background
would not bring the system to a halt (it would just be slower).

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1671. 1st-Word to PC or LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 09:14:43 UTC
From: billen@VNWZ00.UNI-MUENSTER.DE
Message-ID: <22gd23$1gav@obelix.uni-muenster.de>
Source record: 203598

Hi there!

I really like my Atari, but I'm using a very stupid Text-Processor: 1st-Word+. It's really to slow to edit and print a Text of 200 pages or more. Now I'm looking for a converter for my 1st-Word Files to a PC-Format (Word, WordPerfect etc.) or even LaTeX (this would be the best!). Does anybody know such a program? The only thing I found on FTP-Servers was 1stw2ps, a converter to PostScript. This is fine for printing, but not for editing.

Thank's in forward!
Elmar Billen, Muenster, Germany.

E-Mail: billen@uni-muenster.de

1672. Re: Redrawing corrupted icons--how?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 09:18:09 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <22gd8h$qh7@obelix.uni-muenster.de>
Source record: 203597

In article 22euo9INNnoq@emx.cc.utexas.edu, timg@emx.cc.utexas.edu (Tim Gallivan) writes:
>BUT if the icon is covered by a window from another
>application (like the xcontrol window), there seems to be no way for my
>program to find out. What is generally done in such cases?
>
As far as I know there is a wind_set call that lets you install your own
desktop background tree. So install it and let AES take care of redraws.
But make sure that you unset it before terminating your program by wind_setting
a NULL pointer.

Hope this helps
Ulrich

1673. Re: Redrawing corrupted icons--how?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 10:34:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CAGLE1.9o5@cs.bham.ac.uk>
Source record: 203599
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <22euo9INNnoq@emx.cc.utexas.edu> Tim Gallivan writes:
>I can draw an icon on the screen with objc_draw, select it, move it
>around, and even redraw it if a window from my own application destroys
>the icon image. BUT if the icon is covered by a window from another
>application (like the xcontrol window), there seems to be no way for my
>program to find out. What is generally done in such cases?
>

You cannot just draw onto the desktop - you must create your own
desktop (basically just a G_BOX with some sort of fill pattern, sized
to fit the screen) containing whatever icons (or whatever) you want to
display on it. Then use the wind_set(WF_NEWDESK, ...) call to register
your object tree with the AES.

I can't remember if the AES redraws it for you, or if you have to
catch redraws for window #0 (the desktop) yourself.

But having a new desktop is not very MultiTOS friendly, as all the
real desktop icons (etc) get obliterated.

--Chris

1674. Re: first impressions

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 11:51:33 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Jul20.115133.26878@Informatik.TU-Muenchen.DE>
Source record: 203451

```
In article <226vnf$jvt@uxa.ecn.bgu.edu>, ujwb@uxa.ecn.bgu.edu (Jeff Beer) writes:
[...]
|> I probably will replace my SC1224 monitor. It doesn't work, or rather,
|> flickers when you go to interlace mode, and Atari's Direct to Hard Disk
|> recorder wants interlaced video. Why, I don't know.
Interlace does flicker of course, but ATARI has 'developed' a little bug for some
TV sets or the SC1224: The frame synchronisation is a bit wrong, so the half
screens are displayed on the screen in the wrong order and much more flickering
results. We are working on a patch...
--
Bye
Georg Acher
+------------------------------------------------------------------+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+------------------------------------------------------------------+
```

1675. Re: BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 12:16:19 UTC
From: wabe@ukc.ac.uk
Message-ID: <5293@eagle.ukc.ac.uk>
Source record: 203600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jul19.170624.15063@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:
>In article <5283@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>> I have today (or WILL - if I can get access!!) downloaded my
>> Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.
>
> < material deleted >
>
>> I note, recently, that this simple (obvious?) idea has also been
>> utilised in the recent (and, by all accounts, quite comprehensive) Disk
>> Utility Program "Diamond Edge" of John Cordes et. al. (the UK
> ^^^^^^^^^^
> This is very flattering, but unfortunately not correct. This excellent
>program comes from Bob Luneski of Oregon Research Associates.
>

Apologies to both you and Bob Luneski and possibly others at
Oregon Research!!

I was remembering things and putting 2 and 2 together to make 5
when I wrote that! I remembered an upgrade program to Diamond Edge
being posted to this Newsgroup quite recently (i.e. few weeks ago) by
you (i.e. John Cordes) if my memory serves me right. So I naturally
assumed ....(alas, erroneously).

W. Alan B. Evans

1676. Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 15:49:48 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <22h46sINN2bk@sheoak.ucnv.edu.au>
Source record: 203465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What should I use to uncompress unix .Z files? I have a couple of compress.ttp binaries, but I'm not sure what to do with them, and can't find anything called uncompress (then again, it wouldn't fit in an st filename, would it?).

Any help much appreciated....

****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

1677. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 16:22:09 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <22h63h$r9d@titan.ucs.umass.edu>
Source record: 203455

```
>
>Does this use preemptive multitasking, or just co-operative multitasking?
>
>For example, if PageStream is converting some huge GIF to a bitmap,
>can other programs be used while you wait, or can programs only
>be switched between when they are in the evnt_multi() call (ie.
>waiting for user input).
>
>If the former, then GREAT! If the latter then GROAN - that's nothing
>special.
>
>The reason why I suspect the latter is because in an RTC I think they
>said that TOS programs will only multitask when at the prompt waiting
>for input.
>
>--
>Warwick - warwick@cs.uq.oz.au
```

Geneva uses event based multitasking when it is run without MiNT. When run with MiNT, it will do preemptive multitasking. It is true that you cannot truely multitask TOS apps without MiNT, but most of the time, at least for many users, this is not necessary. The advantage of Geneva is that it gives you the choice of whether or not to run MiNT. Without MiNT, it is much faster. Even with MiNT it is much more compatible than MultiTOS, especially with older applications.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1678. .AU player for STe ?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 16:33:10 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul20.163310.15665@ibr.cs.tu-bs.de>
Source record: 203456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, the subject says it all:
Is there a .au (SUN) player available for STe?

Axel

c0031098@ws.rz.tu-bs.de

1679. Atomic Robokid (a game from Activision!)

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 17:24:51 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CAH1LA.ELC@ryn.mro4.dec.com>
Source record: 203457

[No readable article body recovered]

1680. Atomic Robokid (LAST POST WAS BLANK)

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 17:27:16 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CAH1qE.Ept@ryn.mro4.dec.com>
Source record: 203458

Hi,

Are there any "Atomic Robokid" fans out there? My friend
bought the game about 2 years ago, and I've been playing
off/on since then. It's a tough game, consisting of 24
out of 28 possible levels.

ANYWAY, I just got through the last level, and was wondering
if anyone else out there is "into the game" as well...

Although I have not discovered any passwords, I have found
a couple "tricks and shortcuts"...

If there is an interest, please reply to this note...

John

1681. SCSI Interface for Atari MegaST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 18:37:08 UTC
From: lembark@sysjj.ug.eds.com
Message-ID: <1993Jul20.113708.1@sysjj.ug.eds.com>
Source record: 203459

A friend has an atari and has no access to news. Please reply to me and I can forward the info. Thanx for any help...

What he needs is a SCSI interface for an atari megaST. He will be plugging CD, Magnetic storage and sound interfaces into it (thing's gotta have pretty decent thruput).

Does anyone know of a reliable SCSI interface for ATARI's and whatever passes for device drivers?

thanx,
steve lembark
(lemberk%workhorse@oxy.edu <= please reply here!)

1682. Re: TruePaint - opinions wanted (esp. on TT)

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 19:20:58 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.458229@cix.compulink.co.uk>
Source record: 203303

```
>- Arbitrary resolutions (up to 640x480x16 at least)
Yup. You specify x/y co-ords when you ask for a new screen.
>- Zoom-in modes for pixel-by-pixel editing
Yup. Not brilliant but usable zoom. select zoom and then use +/-
buttons,
>- Output in useful formats like GIF
And GEM, JPEG, MTV raytrace, Prism Paint, TIFF, TPA, True Paint Image
and a few more I didn't bother installing.

I haven't used it very heavily but my overall impression is it
works well enough but is lacking on the sort of pixel manipulation
that DPaint had. It's more of a Degas Elite sort of affair. Worth
the money but not the ultimate by an means.
-------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

1683. *** BLOWOUT SALE!! UTTER MADNESS!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 19:50:00 UTC
From: v115lue3@ubvms.cc.buffalo.edu
Message-ID: <CAHB07.BHK@acsu.buffalo.edu>
Source record: 203460
Cross-posted to: comp.sys.atari.st,comp.sys.music,misc.forsale

****** $900 ********
****** $900 ********

I'm selling all of my ST equipment for the price listed at the
top of this message, $900 dollars. Please buy it!! I've grduated from school,
and due to work I've had to get an MS-Dos notebook instead (for what it's
worth, I prefer the ST - more intuitive and fun to use...sigh). I am only
interested in selling everything as a package, primarily because I do not have
the time to start splitting everything up. On the off chance that you want a
specific item, send me a bid. I will only consider giving a really good deal
to someone who either buys the entire setup, or at least a large chunk.
Here goes:

*** Mega ST2 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the
motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2
channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch
myself; it allows you to have complete compatability with any
software by choosing the operating system it's most compatible
with. 2.06 is extremely fast and has TONS of features - nicer to
use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy,
monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive

**SC1224 Color Monitor
- will accept either 60 or 50 hertz sinc

**SM124 Mono Monitor
- internally adjusted for maximum screen size

**2400 baud modem & software

**external DS/DD floppy

**Epson LQ-850 high speed 24 pin printer (needs ribbon)

**Navarone Video Digitizer

**Monitor Master

**Mouse Master

**software:
|
- I have a ton of stuff, almost everything you could ever need/want
word processing, telecomm, dtp, programming, graphics, music, a *TON*
of games.

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost $4,000 +
****
******
I will sell it all for $900 <---- (that's a good deal)
******

plus shipping (or will deliver within 2 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

1684. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 20:51:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22hlstINN6g9@golem.wcc.govt.nz>
Source record: 203461

] Where I find ARJ-packing utilities for ST ?

You can get an ARJ Depacker on atari.archive.umich.edu in the
Archivers directory. After testing it I found that both LHarc and
ZIP beat it for speed, and efficiency! (ZOO lost again :)

1685. Re: Atomic Robokid (LAST POST WAS BLANK)

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 20:55:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22hm3dINN6g9@golem.wcc.govt.nz>
Source record: 203462

```
] Although I have not discovered any passwords, I have found
] a couple "tricks and shortcuts"...
]
] If there is an interest, please reply to this note...
```

On the title screen, type TUESDAY 14TH (Including the space), then when starting the game, you can a config' menu to give yourself weaponry, lives etc. etc.

The Mercenary

1686. SC1224 on Mac?

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 21:44:00 UTC
From: mbrinkho@nyx.cs.du.edu
Message-ID: <1993Jul20.214400.19129@mnemosyne.cs.du.edu>
Source record: 203463

Just wondering - I would like to hook my ST color monitor up to my Mac LC II.

Has anybody done this? Is it possible? I'd love to be able to run both
my ST and my Mac on the same monitor (with an adaptor cable, of course.)

--

Matt Brinkhoff
mbrinkho@midland.UUCP

1687. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-20 22:34:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca>
Source record: 203477

In <CA6rE9.AFC@world.std.com>, azog writes:
> Ok, so I picked up my new Falcon last Tuesday night, and have had about
> a full day to play around, and some questions pop into mind...
>
> Firstly. Is it just a phsycological (sp?) effect, or is the Falcon
> a bit bigger than an ordinary ST? It seems that the keyboard is just
> a little bit higher off my desk. Not that it matters to me, or will
> effect the operations, but just curious.

Ah, more brilliant ergonomic design from Atari. You should probably buy
a keyboard wrist-rest as soon as possible, so you don't develop
carpel-tunnel syndrome or other repetitive-motion diseases.

> The manual says the within the General CPX, the Blitter option may
> or may not be preset. Well, there is no Blitter option here, just
> the speaker off/on. Why is this? There *is* a blitter here in this
> machine, yes? (more on this later). Again, not that it really matters,
> I would just always leave it enabled. The TOS is marked 4.04.

There is a BLiTTER in your Falcon, but you can't turn it off... I don't
think the Falcon VDI works without the BLiTTER (good thing, too... it
can use all the extra speed it can get).

> I did run an old indexing program I had, and it reported a blitter,
> but it also reported a 68000 (at 40MHz)...

Hey, maybe you got a new and improved Falcon000 at 40Mhz! :-)

> Thats about it. All in all, I am pretty pleased, with some minor grumbles.
> Like why did Atari use the damned 9 pin RS-232C instead of the 25 pin?
> Why are there no pin signals on the DSP pinout?

9-pin RS-232C is quite a bit smaller than the 25-pin... is there room on
the back for a big RS-232C socket?

Then again, "Why didn't they use SIMMs?", "Why didn't they use a
detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc... The
ways of Atari are mysterious...

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1688. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 00:24:52 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAHntH.89M@sdf.lonestar.org>
Source record: 203473

In article <14394@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>> Gribnif Software
>
>Does this use preemptive multitasking, or just co-operative multitasking?
>
>For example, if PageStream is converting some huge GIF to a bitmap,
>can other programs be used while you wait, or can programs only
>be switched between when they are in the evnt_multi() call (ie.
>waiting for user input).
>
>If the former, then GREAT! If the latter then GROAN - that's nothing
>special.
>
>The reason why I suspect the latter is because in an RTC I think they
>said that TOS programs will only multitask when at the prompt waiting
>for input.

I asked them about this. I was told that it was event driven multitasking
if used by itself. It is pre-emptive if used with MiNT.

1689. Re: Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 03:51:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22iegdINN8g5@golem.wcc.govt.nz>
Source record: 203466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] compress.ttp binaries, but I'm not sure what to do with them, and can't
] find anything called uncompress (then again, it wouldn't fit in an st
] filename, would it?).

Using COMPRESS.TTP use this command line....

-d -I[Input Path] -O[Output Path] [Filename without the .Z part!]

e.g., for a file called temp.Z I would type

(The file is coming from C:\DOWNLOAD and going to C:\TEMP!)

-d -IC:\DOWNLOAD -OC:\TEMP temp

(I'm not too sure if you need a \ after the pathnames, but I don't
think you do!)
```

1690. FTP mailing sites?

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 04:40:12 UTC
From: aa244@Freenet.carleton.ca
Message-ID: <CAHzn0.I57@freenet.carleton.ca>
Source record: 203467

I know that umich offers BART (which hasn't been working for me
in the past week) and was wondering if there are any other
available sites which offer similar services.

Francisco X. Dominguez fdomingu@zeus.uwaterloo.ca
University of Waterloo aa244@freenet.carleton.ca
Dept. of Systems Design Engineering

--

1691. IBM Formater

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 05:41:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22ikubINN8t0@golem.wcc.govt.nz>
Source record: 203468

HELP....

What is the best 720k Formater for the Atari that will give
me 100% Compatibility with a IBM Clone etc..

Also is it on a E-Mail site......

Thanks.............

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1692. Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 06:32:07 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAI4tJ.Lvv@netcom.com>
Source record: 203469

Wow! the Geneva betas for most people who signed up arrived today. I though
that I'd put a couple of comments up about my impressions after playing for
the last 5-6 hours.

Summary
Geneva is GREAT.

Detail
In some ways the environment under geneva is a bit like MS Windows. You will
have keyboard shortcuts for almost all menus, dialogs and window gadgets. You
can have applications setup that will all, some or almost none of geneva's
features. You don't setup the applications configuration via a pif file or
pifeditor. You instead have a taskmanager DA that allows you to set a large
number of flags for applications defined by names or wildcards. (ie *.tos
will have one set of flags while flash2.prg has another set.) So in the
best case you will have applications that will multitask, support 3d look,
keyboard shortcuts, and various other minor features. In the worst case you
will have an application that works just like it did without geneva minus
a bit of memory but with task switching. I guess some tos type programs
might not support task switching.

Speed, this is where Geneva differs from MS Windows. Geneva is fast. I've
not run zilions of apps at once but I have been running the task manager,
help system, edhak, and playing with neodesk all at once without any real
noticable difference in speed. Right now I'm running Neodesk, Geneva,
Task Manager and Flash2. I don't notice any difference in operation with
flash2.

Compatability, I've only run 6-8 programs so far but I think it is significant
that nothing I've tried running hasn't worked. Oh I almost forgot, I accidently
loaded about 10 Desk Accessories at once...

So Geneva adds function to your environment. Doesn't cost speed or
compatability. Provides a method for old ST machines to get access to
AES 4.0 and Multitasking. Lastly, this is only the beta version the final
version will be better.

I think that you might want to send Gribnif Software some email at.
75300.1131@compuserve.com

BTW I am not in any way associated with Gribnif. I'm just a very Happy
ST owner.

John

--
+--+

```
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+-------------------------------------------------------------------------+
```

1693. 1Word+ --> WinWord

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 08:29:12 UTC
From: wieland@idtsun1.kfk.de
Message-ID: <CAIA8p.I21@iai.kfk.de>
Source record: 203471

Hi, I'm looking for a converter from 1WordPlus (Atari) to WinWord (MS-Dos)

Any hints? Thanks in advance ....

Peter
--
---
o Peter Wieland -- Baerenweg 13 -- 76149 Karlsruhe -- Germany
O\/ email: wieland@iai.kfk.de Home: 49/721/700064
_L/__, Remember: Telemark is it! Job: 49/7247/825707

1694. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 09:31:55 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <22j2ebEets@uni-erlangen.de>
Source record: 203472

wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>To avoid flames: Mag!x developpers allowed me to talk about the
>beta in public.
Obviously quite a clever decision. ;-)

What could be a better commercial than a satisfied customer ? ;-)

However we should not forget that everything has to be compared to
the original, MultiTOS.
I doubt that MiNT is - as Wolfgang puts it - slow. And i do think
that Eric works hard to make it faster... (Eric, do you ? ;-))
Personally - having the opportunity to work with MultiTOS on my TT -
I think that MiNT / MultiAES is quite a good combination to work
with - at least on powerfull machines

Regards
Tommi

|| Thomas_Kuenneth@N.maus.de
/||\ tskuenne@cip.informatik.uni-erlangen.de
TT030 ...and nothing else...

1695. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 09:45:23 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAIDro.n4y@dscomsa.desy.de>
Source record: 203470

In article <jhoffmanCAI4tJ.Lvv@netcom.com> jhoffman@netcom.com (John Hoffman) writes:

>Speed, this is where Geneva differs from MS Windows. Geneva is fast. I've
>not run zilions of apps at once but I have been running the task manager,
>help system, edhak, and playing with neodesk all at once without any real
>noticable difference in speed. Right now I'm running Neodesk, Geneva,
>Task Manager and Flash2. I don't notice any difference in operation with
>flash2.

Sounds quite impressive. If I hadn't access to the Mag!x 2.0 Beta I'd
surely consider to buy Geneva. But with Mag!x I have have a complete
replacement for the ATARI OS which is compatible to TOS but lots of
faster. I will have to generate some benchmarks in the next days. In
addition, Mag!x offers preemptive multitasking, yes - PREEMPTIVE multitasking -
without relying on the slow MiNT Kernel. It recently got a impressive
speed improvement for its serial devices and running Flash2 on Mag!X
will let you notice a enormous difference in operation speed - it will
be lots of faster.
For the AES, Mag!X now is nearly AES 4.0 compatible.

>BTW I am not in any way associated with Gribnif. I'm just a very Happy
>ST owner.

I'm neither with Mag!X. I'm just a very happy Mag!X User ;-)

Wolfgang

To avoid flames: Mag!x developpers allowed me to talk about the
beta in public.

1696. Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 12:22:19 UTC
From: selick@csa.bu.edu
Message-ID: <22jcdr$gim@news.bu.edu>
Source record: 203475

In response to my previous question about reading/writing MS-DOS
formatted disks in Spectre GCR, I went to ftp.apple.com to try and get
the utilies-2 disk. Of course, it comes in some msa type image program,
so I got their copy program that supports this (is this correct?). Ran
the program, loaded the image file, and then got some system error -7?
Any ideas on how to get this image file onto a floppy?
-Steve
<selick@csa.bu.edu>

1697. GEM-Files questions ...

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 12:25:31 UTC
From: in11wpcg@sbusol.rz.uni-sb.de
Message-ID: <22jcjrINNb9m@sbusol.rz.uni-sb.de>
Source record: 203476

Hi there.

I have a problem. I have a set of really huge .gem-Files, and I want
to change the linewidth of some of the objects in the .gem files.
Because the gem-files are really big, and there are lots of lines
to change, I don't want to make it with a standard software package.
I think writing a program to make the changes would be a better solution.

So I have the following questions:

1.) Is there a program which does some line-style changing on gem Files ?
2.) If not, is C-source-Code for reading/writing gem-format available via
anonymous FTP ?
3.) If not, where is a description of the gem File-Format so I can write
a program of my own ?

Thanks in advance for your answers.

Christian

+-------------------------------+-------------------------------+
Christian Gill	Building 36, Room 107.2
Universitaet des Saarlandes	Phone: +49-681-302-2036
Computer Science Department	Fax : +49-681-302-4421
Im Stadtwald	Email:
	cgill@obelix.cs.uni-sb.de
W-6600 Saarbruecken	[134.96.252.184]
Germany	
+-------------------------------+-------------------------------+

1698. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 12:35:20 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.njg58dZgD&Y@nasim.sta.sub.org>
Source record: 203305

tyjori@uta.fi (Johan Rimminen) writes:

> Where I find ARJ-packing utilities for ST ?

Nowhere! There's only an unarj (V2.30) available.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

1699. Re: Falcon software? (comm, MIDI and others)

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 12:58:14 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.Lo9r7Xi6rMM@nasim.sta.sub.org>
Source record: 203306

azog@world.std.com (azog) writes:

>I am still using good ol' Uniterm for my communications, but now on
>a Falcon, its starting to suck: it wont run properly under MultiTOS,
>and looks horrible in any of the Falcons 'native' video modes so I
>run it under ST High compatability mode...

>So now Im wondering what others are using? I have Connect, but something
>isnt right there: it locks up the RS-232 port. too bad, Connect looks
>fine under MTOS and 16 colour mode...

CoNnect 2.02 works great on my FALCON (tested with TOS 4.01 and 4.04). If you
have TOS 4.02, there might some problems. If you have an older version
of CoNnect (<= 1.92 i think), it won't work, too.

Also note there are two official FALCON-Patches: FPATCH1 and FPATCH2.
Both try to solve Bconmap problems on TOS 4.00-4.04 in a very different
way. Try both. (Rufus 1.20-1.30 works only with FPATCH1, 'cause the
author means he's right and FPATCH2 is wrong. How ignorant!). Since
CoNnect 2.0 (with fast internal ZModem!) it works great with MultiTOS!
Uploads with 1900cps are possible (57600 baud, 16800/V.42b). Download is
not that fast, but this will be fixed, because FastSer (0.95) will be
available for FALCON very soon! With latest beta-Version we got 5600cps
(57600 baud, nullmodem to MSTE).

>And also, are there any Falcon specific MIDI sequencers? I have something
>called MIDISoft Studio, by Passport. It runs, but only properly under
>MTOS, and ST High... Id like something that allows me to take advantage
>of the DSP, for all the fun stuff...

I'm not in the music scene, but Cubase Audio for FALCON seems to be
great!

>Finally, long time ago, before the Falcon was a reality, there was talk
>about some DSP-specific stuff, like a video phone, and a software
>modem, plus one or two others Ive forgotten. Any word on these?
>I admit, I havent kept fully up to date on things, but do read AEO
>on a semi-regular basis.

I would be interested in that things, too. But the actual FALCON seems
too slow for such things. There are some hardwarerecording tools
using DSP available (Winrec (Shareware) and some (even worse) commercial
stuff). With Wincut you can cut your samples and Fortune plays and
converts (nearly) any Sample on your FALCON. There is a JPEG-Viewer from
Brainstorm available, using DSP for decrunching. There are some fractal
programs using DSP, too.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

1700. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 14:10:01 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAIq0q.3M3@dscomsa.desy.de>
Source record: 203474

In article <22j2ebEets@uni-erlangen.de> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:
>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>However we should not forget that everything has to be compared to
>the original, MultiTOS.
>I doubt that MiNT is - as Wolfgang puts it - slow. And i do think
>that Eric works hard to make it faster... (Eric, do you ? ;-))

OK - MiNT certainly is the best enhancement to TOS we've had so far
and it's way to Posix is the right direction. MiNT itself is not slow
but comparing it to Mag!X (which does not provide MiNTs Posix like
features so far!) there is an incredible speed difference. Ok -
let's say - Magix is faster ;-)

Wolfgang

1701. Ishar - ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 14:45:54 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <743296334.0@cyberhm.royle>
Source record: 203337

Has anyone out there gopt any tip[s to help me get started in Ishar? I get killed out within five minutes every game and can't seem to get more than one recruit before this happens!

An ascii map would be handy, if there is anyone who has mapped any of it and can do that.

Where do you find your other party members, and how do you survive??

-
+ Want *UseNet News/Internet Email* for less than a fiver-a-month? +
+ CyberHome Systems UK has it on offer - a Public Access System!! +
+ +
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106 +
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week) +
-
-=* Nuke the site from orbit .. it's the only way to be sure *=-

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

1702. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 14:54:45 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <22jlbl$7l4@email.tuwien.ac.at>
Source record: 203478

In <H.ea.9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> Then again, "Why didn't they use SIMMs?", "Why didn't they use a
> detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc... The
> ways of Atari are mysterious...

These questions have been discussed to death already in this newsgroup,
but once again:

- SIMMs are too big to fit in the Falcon030 case
- A detachable keyboard wasn't used according to Atari because
1) The Mega STe and TT cases were not considered appropriate for
a consumer machine.
2) It would have been too expensive and/or time-consuming to
design a new case.
- They didn't use a 33MHz 030 because they considered the 16MHz
030 to be more appropriate for a consumer machine - the 33MHz
030 is more expensive and would (probably) also have required
a more expensive design.

-MY

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

1703. Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 15:16:45 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <22jmku$jhm@usenet.INS.CWRU.Edu>
Source record: 203479

Atari stock is tumbling... It was once at $5.25 and now has hit a low of $4.5.

--

1704. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 15:35:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1399@usdtsg.DaytonOH.NCR.COM>
Source record: 203480

In article <22jcdr$gim@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>Any ideas on how to get this image file onto a floppy?

I've tried a couple programs, and probably ran into the same error.
However, get a copy of MOUNT IMAGE 1.2 (or similar version). This
is a control panel program which will let you treat the IMAGE file
(which is like a MSA file on the Atari) as its own disk, from where you
can execute the files, etc or better yet copy them from the image to
a floppy for backup purposes. MountImage is available on various
FTP sites (see archie) as well as the Apple download area on GEnie.
Hope this helps (it works on the Apple System Disk images found
at ftp.apple.com as well :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com

1705. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 15:50:46 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Jul21155046@rajeesh.WPI.EDU>
Source record: 203490

>>>>> On 21 Jul 93 15:35:18 GMT, anisko@usdtsg.DaytonOH.NCR.COM (anisko) said:
anisko> In article <22jcdr$gim@news.bu.edu> selick@csa.bu.edu (Steven
anisko> Selick) writes:
>Any ideas on how to get this image file onto a floppy?
anisko> purposes. MountImage is available on various FTP sites (see
anisko> archie) as well as the Apple download area on GEnie. Hope
anisko> this helps (it works on the Apple System Disk images found at
anisko> ftp.apple.com as well :-)

So will this allow Spectre users to use standard MS-DOS diskettes
(or ST diskettes)? I have been looking for such a thing for a
while...

Has anyone tried the full version of that program from atari.archive
(I forget the name) which claims to let you transfer disks to and from
Mac format? Can anyone tell me more about macread or macatari, two
programs which were discussed on the German maus.sys.atari groups?
Are there any Mac programs which work with Spectre (not the GCR) which
allow it to use MC-DOS diskettes?

The ideal program would allow Spectre to read and write standard Atari
ST disks _and_ standard Mac disks _without_ the GCR. Can this be
done?

Thanks for any help...

.s.

--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -

1706. Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 15:53:22 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Jul21155322@rajeesh.WPI.EDU>
Source record: 203488

Does anyone know what the "special interface device" which was made
to allow Gauntlet II to be played with 4 joysticks was like? Does
anyone have one they want to part with? Did it plug into the joystick
port? The MIDI port? The cartridge port? I imagine it was just a
few wires to connect the joysticks to one of the STs ports and the
software took it from there...

Thanks,
.s.
--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -

1707. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 16:00:53 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Jul21160053@rajeesh.WPI.EDU>
Source record: 203489

```
>>>>> "wwc" == Wolfgang Wander <wwc@dxhra1.desy.de> writes:
wwc> I'd surely consider to buy Geneva. But with Mag!x I have have a
wwc> complete replacement for the ATARI OS which is compatible to TOS
wwc> but lots of faster. I will have to generate some benchmarks in
wwc> the next days. In addition, Mag!x offers preemptive multitasking,
wwc> yes - PREEMPTIVE multitasking - without relying on the slow MiNT
wwc> Kernel. It recently got a impressive speed improvement for its
wwc> serial devices and running Flash2 on Mag!X will let you notice a
wwc> enormous difference in operation speed - it will be lots of
wwc> faster. For the AES, Mag!X now is nearly AES 4.0 compatible.

wwc> To avoid flames: Mag!x developpers allowed me to talk about the
wwc> beta in public.

Perhaps you could talk more...

Who will produce Mag!x? When will it be available? What can you tell
us about it? It COMPLETELY replaces TOS? Like, we could remove the
ROMs? *grin* And what do you mean it's "nearly" AES 4.0 compatible?

thanks,
.s.

--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -
```

1708. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 16:11:50 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Jul21161150@rajeesh.WPI.EDU>
Source record: 203492

>>>>> "nino" == Marinos Yannikos <nino@vmars.tuwien.ac.at> writes:
nino> In <H.ea.9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca>
nino> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> Then again, "Why didn't they use SIMMs?", "Why didn't they use a
> detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc...
> The ways of Atari are mysterious...
nino> These questions have been discussed to death already in this
nino> newsgroup, but once again:

But it was a DUMB decision! Listen to your customers, Atari!

nino> - SIMMs are too big to fit in the Falcon030 case

So use a different case...

nino> - A detachable keyboard wasn't used according to Atari because
nino> 1) The Mega STe and TT cases were not considered appropriate for
nino> a consumer machine.

But those cases are so great (especially the Mega case)! And they could have used SIMMs! and detachable keyboards. Even Macs (the ultimate expression of consumerism :-) have separate cases, detachable keyboards, and SIMMs nowadays...

nino> - the 33MHz 030 is more expensive and would (probably) also have
nino> required a more expensive design.

I understand this...

now, I'm not yelling at nino, just at Atari for their stupid decisions about the Falcon. I'm a happy Atari owner and have been for years (so don't flame me like some Amigaphile :-) but Atari is just notorious for bad designs.

What I want is this:

A Falcon040 with the DSP, GOOD D/A and A/D, ST compatibility, SCSI 2, VGA, standard serial and parallel ports, RCA in and out for sound (and NO crummy headphone amp), standard SIMMs, a Mega-style case, space inside for an extra hard or floppy drive, a GOOD keyboard...

why can't they do this? It's DAMN close to the Falcon they DID build... Just a little more and they would have had a really winning machine...

Maybe I should just get a TT030...

.s.
--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -

1709. Re: Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 16:59:33 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CAIxvD.KJt@cbnews.cb.att.com>
Source record: 203310

In article <22jmku$jhm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
>Atari stock is tumbling... It was once at $5.25 and now has hit a low of $4.5.
>
>
>--
>

It's not tumbling. It was around 4 for a while. On both Thursday and Friday,
it went up over 1/2 and ended up at 5 1/4. It's now settling down again.

By the way, does anyone know what cauesd the spurt on Thursday and Friday? I
didn't see any news that should have caused it.

Tom

--
+-----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+---+

1710. Re: Geneva Multitasking s

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 17:09:51 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul21.170951.23504@ugle.unit.no>
Source record: 203481

Stewart@titan.Ucs.Umass.E,
In a message on 20 July, wrote :

sG> Geneva uses event based multitasking when it is run without MiNT. When r
sG> with MiNT, it will do preemptive multitasking. It is true that you canno
sG> truely multitask TOS apps without MiNT, but most of the time, at least fo
sG> many users, this is not necessary. The advantage of Geneva is that it gi
sG> you the choice of whether or not to run MiNT. Without MiNT, it is much f
sG> Even with MiNT it is much more compatible than MultiTOS, especially with
sG> older applications.

Is the Geneva AES "memory-protection-friendly" as well ?
I mean, is it possible to use a version of MiNT that supports memory
protection without dying a horrible death ?

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

1711. MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 18:29:36 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993Jul21.182936.1707@midway.uchicago.edu>
Source record: 203482

Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
available from an FTP site?

Thanks

Gustavo

1712. Color Monitor & more for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 18:32:16 UTC
From: cleaves@ctron.com
Message-ID: <22k23gINN3i2@ctron-news.ctron.com>
Source record: 203483

Hello,

The following are for sale, best offers grab them, you pay shipping:

Atari Color Monitor SC1224 (comes with switchbox)
Supra HD 85 Meg in shoebox
Games (not sold separately)
Turrican 2, Lemmings, SunDog, Dungeon Master, Oids, Falcon,
Silent Service
Productivity (not sold separately)
Partnet ST, Timeworks DTP, Neodesk 3.0

Please respond via E-mail to cleaves@ctron.com, thanks.

/\/\/\

1713. Re: SCSI Interface for Atari MegaST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 18:49:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul21.184900.7074@newshost.lanl.gov>
Source record: 203484

In article 1@sysjj.ug.eds.com, lembark@sysjj.ug.eds.com (Steve Lembark) writes:
>
>What he needs is a SCSI interface for an atari megaST. He will be plugging
>CD, Magnetic storage and sound interfaces into it (thing's gotta have
>pretty decent thruput).
>
>Does anyone know of a reliable SCSI interface for ATARI's and whatever passes
>for device drivers?

Sounds to me like he needs the LINK SCSI-host adapter from ICD. I believe
ICD has drivers for most everything. Under $100 at fine stores everywhere. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1714. Re: 1Word+ --> WinWord

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 19:10:57 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.308.743281857@dhhalden.no>
Source record: 203485

In article <CAIA8p.I21@iai.kfk.de> wieland@idtsun1.kfk.de (Peter Wieland) writes:
>Hi, I'm looking for a converter from 1WordPlus (Atari) to WinWord (MS-Dos)
>
>Any hints? Thanks in advance ....

I know there's a 1WP -> RTF converter around. Look for it on Archie, it's
called 1wp2rtf.(something). It might even be on the Archive or some of the
German sites.

>Peter
> --
> o Peter Wieland -- Baerenweg 13 -- 76149 Karlsruhe -- Germany
> O\/ email: wieland@iai.kfk.de Home: 49/721/700064
> _L/__, Remember: Telemark is it! Job: 49/7247/825707

^^^^^^^ Yeah, sure!

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1715. Re: Geneva Multitasking system for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 21:06:12 UTC
From: mk@anuurn.do.open.de
Message-ID: <2c4db19c429403@anuurn.do.open.de>
Source record: 203491

In <CAFrGx.FMG@dscomsa.desy.de>, Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:

>In article <CAFFsw.1F7@cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>>Interesting. Gribnif seem to have a very smug perspective about all this.
>>Can't say I'm so impressed, but then I'm a MultiTOS fan...
>
>Me neither. But I'm a Mag!X fan. ;-) Geneva will have a lot of problems
>comparing to this system ;-)

Mag!X only has one major problem: it can't co-exist with MiNT.
If I have to choose between a fast AES *without* MiNT (Mag!X) and a
slow AES *with* MiNT (MTOS), I'll usually choose the latter.
(Besides, like it or not, it's _THE STANDARD_...)

Martin
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.de

1716. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-21 21:31:43 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93202.52303.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 203493

```
------------------------ Original Article ------------------------
Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!usc!howland.reston.ans.net!noc.ne
From: lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett)
Newsgroups: comp.sys.atari.st
Subject: Re: Apple's diskcopy 4.2 & Spectre w/image files
Date: 21 Jul 93 15:50:46
Organization: ZikZak Corporation
Lines: 33
Distribution: world
Message-ID: <LANCER.93Jul21155046@rajeesh.WPI.EDU>
References: <22jcdr$gim@news.bu.edu> <1399@usdtsg.DaytonOH.NCR.COM>
NNTP-Posting-Host: rajeesh.wpi.edu
In-reply-to: anisko@usdtsg.DaytonOH.NCR.COM's message of 21 Jul 93 15:35:18 GMT

>>>>> On 21 Jul 93 15:35:18 GMT, anisko@usdtsg.DaytonOH.NCR.COM (anisko) said:
Mac format? Can anyone tell me more about macread or macatari, two
programs which were discussed on the German maus.sys.atari groups?

I have MacSee, which was touted to be able to translate MAC files to Atari, and
vice-versa, but I think you need Spectre GCR to use it. Also, the transverter
program on Spectre GCR was supposed to do the same thing, but I could never get
it to work. (i know, I know, there are lots of people out there who can get it
to work, but I can tell you from experience and my E-mail that there are plenty
of us who cannot get it to work, particularly on Mega STe and above). Anyway,
my experience with MacSee is that it is a piece of dog doo-doo. I try to save
ASSCI files of Macintosh Microsoft Word to Atari Word Writer, and vice versa,
and it gets screwed up both ways. When I go from Mac to Atari, parts of
sentences get lost. When I go from Atari to Mac, it only takes a single page.
Any more than a page at a time, and crash city. There is also a lot of wierd
machine language that gets stuck onto files both ways, and by the time you
delete that, you may as well have re-typed your document. What I do is use
Spectre GCR when I need a document in MS word, and put it on a floppy and print
it on the Apple LaserWriter at work (usually such a document is work related).
If I need to use my daisy wheel printer at home, I use Word Writer in Atari
mode. I pretty much have given up trying to transvert files.
-Mark van Wyk
```

1717. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 00:25:24 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CAJIID.2n9@cbnewse.cb.att.com>
Source record: 203496

In article <LANCER.93Jul21155046@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>The ideal program would allow Spectre to read and write standard Atari
>ST disks _and_ standard Mac disks _without_ the GCR. Can this be
>done?

Check out MacSee - sold by CompuSeller West, 220.5 W Main St, St Charles, IL 60174 - phone (708) 513-5220. Don Bahr carries and distributes this fine program which doesn't even require Spectre or GCR to read/write standard Mac disks and convert between Atari disks and Mac disks) etc. He's closed Wednesday's or I would have called and gotten more info for you. Wayne

1718. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 01:08:47 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jul22010847@wpi.WPI.EDU>
Source record: 203500

>>>>> "rjung" == Robert A. Jung <rjung@netcom.com> writes:
rjung> In article <LANCER.93Jul21155322@rajeesh.WPI.EDU>
rjung> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>Does anyone know what the "special interface device" which was made
>to allow Gauntlet II to be played with 4 joysticks was like?
rjung> It plugged into the parallel printer port (for players 3 and
rjung> 4). In fact, if you have GAUNTLET II now, every time you want
rjung> to play it you must disconnect anything attached to your
rjung> parallel port. Even if your printer is off, the game detects
rjung> something plugged in and tries to interpret it as player data,
rjung> which screws up your game if you have an elf who continually
rjung> runs left and never stops...

In fact, that's why I asked! :)

I couldn't figure out how to get that damn elf from firing. I disconnected everything (except the printer obviously :-) to figure out what was going on!

Now can someone tell me more about this gizmo! I assume it's just a connector, ie no "real" parts in it. I further assume that it uses the printer port's native ground and the parallel lines for its data. I further further assume that there is no dangerous voltages (or currents) running around in a printer port and that it would be ok to play around with little wires to see how the joystick thing works by grounding the printer port's pins. I would also assume that this will do no damage to me or the ST and that I could build such a device and live the rest of my life in peace and happiness. Am I assuming too much? :-)

thanks,

.s.
--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

1719. Re: Looking for a LaserJet Printer Driver (GCR)

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 01:15:13 UTC
From: oar@kurp-gw.hut.fi
Message-ID: <OAR.93Jul22011513@kurp-gw.hut.fi>
Source record: 203494
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.system,comp.sys.atari.st

```
We are pleased to announce a new version of HPDJ, version 3.1.
Use the reply address: hpdj-bugs@hut.fi
```

- Outputs neatly to the Hewlett-Packard DeskJet and is compatible with most LaserJets.
- 5 resolutions: 75 dpi, 100 dpi (the one FAX uses, otherwise not a good choice), 150 dpi, 300 dpi, and draft (it uses DeskJet's internal fonts).
- Compatibility with page setups of most Apple and many other printers that are available in 1993. This driver recognizes and tolerates the paper sizes that these printers use. HPDJ can now handle a variable number of "foreign" printer paper sizes and a comprehensive set of paper sizes is readily provided.
- Personal paper sizes.
- Portrait and Landscape printing directions.
- HPDJ reports its progress during printing much in the same way as LaserWriter. (A small dialog box in the upper part of the screen.)
- The HPDJ can take advantage of Color QuickDraw if it is available on your machine. You can instruct HPDJ to pretend to the application that it can print 16 colors although in fact it can output only black and white images. If the "Dither bitmaps" option is set, all bitmaps are dithered and thus color and/or grayscale pixels are approximated with dither patterns.
- HPDJ can "Retain pattern sizes", but for "old-style" 8x8 bit patterns only. Perhaps we might implement "new-style", or, color patterns, too. If we did, this option might as a side effect cause HPDJ to render different solid colors as grayscale patterns everywhere, not just in bitmaps only.
- Bold and underline work in draft output. If you have bought (we haven't) a DeskJet font cartridge for italic output, it should work too. (DeskJet Plus, DeskJet 500, and most of the LaserJets have at least some italic fonts built-in.) You can control how often the print head is repositioned on a document-by-document basis. This repositioning is necessary to achieve a better match between Macintosh and DeskJet fonts, but it consumes more time.
- Support for PrGeneral. This allows an application to find out the resolutions HPDJ is capable of and adjust its behavior accordingly. More and more applications require it (and those who don't, might print more beautifully).
- The printer driver finds out if an operation is allowed on that Macintosh model / system software version and uses only those operations. Thus the printer driver is compatible with System 2.0 onwards.
- Hopefully the driver is 32 bit clean. We have tested it only a little bit (though it didn't show any bad signs). The most of this testing is left to the big public. No dirty operations were knowingly used, though.

Enjoy, have fun,

Olli, Ari
hpdj-bugs@hut.fi

PS. This driver is *freeware*. It is not in the public domain, however:
Copyright (c) Ari Mujunen, Olli Arnberg 1993. Released 15.05.1993.

PPS. There was an error in the HPDJ3.1 documentation. The cable connecting
Mac and HP DeskJet (or in fact the definition of it) had error. A
typo. Here is the correct connection scheme (hope that this time no
typos appear).

```
Mac side HP DeskJet side
4 -+------------------+- 1
8 -+ +- 7
3 ---------------------- 3
2 ---------------------- 20
5 ---------------------- 2
```

The error was that (in the Mac side) number 4 had changed to number 2.

We are sorry for every inconvenience!

Best regards,
Olli Arnberg
hpdj-bugs@hut.fi

1720. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 01:33:39 UTC
From: rjung@netcom.com
Message-ID: <rjungCAJLo4.E9n@netcom.com>
Source record: 203498

In article <LANCER.93Jul21155322@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>Does anyone know what the "special interface device" which was made
>to allow Gauntlet II to be played with 4 joysticks was like?

It plugged into the parallel printer port (for players 3 and 4). In fact, if you have GAUNTLET II now, every time you want to play it you must disconnect anything attached to your parallel port. Even if your printer is off, the game detects something plugged in and tries to interpret it as player data, which screws up your game if you have an elf who continually runs left and never stops...

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1721. HELLOO...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 01:34:37 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <CAJLpp.J1n@usenet.ucs.indiana.edu>
Source record: 203497

Is anybody out there? I haven't seen any new articles here in a few days...

david

1722. Mag!X, was Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 01:46:44 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAJM9x.GKr@dscomsa.desy.de>
Source record: 203495

In article <LANCER.93Jul21160053@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>
>Perhaps you could talk more...

Let me try.

>Who will produce Mag!x?

The authors are Andreas Kromke the author of KAOS, and Sven and Wilfried Behne the authors of NVDI (wilfried_behne@h.maus.de).

>When will it be available?

What I have now is said to be the final beta release. So I personally suppose Mag!X 2.0 to be available in August.

>It COMPLETELY replaces TOS? Like, we could remove the ROMs? *grin*

;-) Seriously I had this probleme a short time ago when I garbled one of my for TOS Eproms while patching the TOS. As the system was still able to boot the harddisk and start the first AUTO folder program (heaven know why) but died afterwards, I was lucky having one partition with the magix booter as the first auto start program. Until I got a new Eprom Mag!X was the only operating system available for me. (This resulted somehow in the devellopment of CoNnect ;-)

So - the TOS ROMs are needed to boot up your system...

>And what do you mean it's "nearly" AES 4.0 compatible?

So far Mag!x does not support 3d Buttons which may have resulted out of the common criticism concerning the 3d Buttons here in Germany. There are other functions missing which I'm currently not able to name. For instance appl_ginfo, shel_write, wind_update and lots of other are compatible to the new AES4.0 specs. (The functions needed for a multitasking system are available...)

Wolfgang

1723. Re: Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 04:36:10 UTC
From: rosenkra@convex.com
Message-ID: <1993Jul22.043610.25717@convex.com>
Source record: 203499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <22h46sINN2bk@sheoak.ucnv.edu.au> i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>What should I use to uncompress unix .Z files? I have a couple of
>compress.ttp binaries, but I'm not sure what to do with them, and can't
>find anything called uncompress (then again, it wouldn't fit in an st
>filename, would it?).

try

compress -d file.Z

with a shell you can alias "uncompress" to "compress -d".

>* wizzard@ironbark.ucnv.edu.au * Banana Banana *
^^^^^^^

a wizard would not need to ask, BTW... :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1724. what to do with C source?

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 05:39:50 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <22l976INNnre@uwm.edu>
Source record: 203301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the source for a program written in C for the PC. Can I do something with the source to make it run on my ST? It is a disk utility...

thanks...

--

Daniel James Frederiksen modE@csd4.csd.uwm.edu

1725. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 05:46:13 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAJxD2.I6A@netcom.com>
Source record: 203302

Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:
: In article <jhoffmanCAI4tJ.Lvv@netcom.com> jhoffman@netcom.com (John Hoffman) writes:

: Sounds quite impressive. If I hadn't access to the Mag!x 2.0 Beta I'd
: surely consider to buy Geneva. But with Mag!x I have have a complete
: replacement for the ATARI OS which is compatible to TOS but lots of
: faster. I will have to generate some benchmarks in the next days. In
: addition, Mag!x offers preemptive multitasking, yes - PREEMPTIVE multitasking -
: without relying on the slow MiNT Kernel. It recently got a impressive
: speed improvement for its serial devices and running Flash2 on Mag!X
: will let you notice a enormous difference in operation speed - it will
: be lots of faster.
: For the AES, Mag!X now is nearly AES 4.0 compatible.

A complete replacement!! That sound pretty impressive. Will it actually
multitask with Flash II? Have you really run Flash II on it? And when
will it be released? Also will Mag!x provide a desktop replacement?

Thanks for the info,
John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1726. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 06:23:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <86082@cup.portal.com>
Source record: 203307

> -SIMMs are too big to fit in the Falcon030 case

Er... so Atari says...

But according to Mike Olin, the memory expansion upgrade boards they got in
at his Atari dealership DOES use SIMMs, and DOES fit in the Falcon030 case.

(The fact that the upgrades didn't WORK doesn't mean they didn't FIT...)

Just like the ST Book, just because Atari can't do it, doesn't mean it
can't be done.

BobR

1727. FTP Sites - Overseas (Germany/UK/France)?

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 07:04:00 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.ly2G&JdnyxA@elfhaven.ersys.edmonton.ab.ca>
Source record: 203447

Hi,

Could someone give me the names of some good FTP sites overseas? In
particular, I would like sites in Germany (what is the complete name
of tu-berlin?) and France, as well as the UK.

Any help would be appreciated.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1728. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 08:09:23 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <22lhvj$q1o@obelix.uni-muenster.de>
Source record: 203312

In article 22hlstINN6g9@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:
>You can get an ARJ Depacker on atari.archive.umich.edu in the
>Archivers directory. After testing it I found that both LHarc and
>ZIP beat it for speed, and efficiency! (ZOO lost again :)

Well, I think you did not read the docs for zoo, it has a high compression mode,
which is off by default for compatibility reasons. When used, it gives as good
compressions as lharc with method lh5 (in fact zoo produces 2 bytes more compressed
output; zoo abd lharc use the same compressor). The speed lost in zoo is due
to being written in C, not assembler, so it is portable.

Ulrich

1729. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 08:17:19 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <22lief$q1o@obelix.uni-muenster.de>
Source record: 203311

In article 3M3@dscomsa.desy.de, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <22j2ebEets@uni-erlangen.de> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:
>>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>OK - MiNT certainly is the best enhancement to TOS we've had so far
>and it's way to Posix is the right direction. MiNT itself is not slow
>but comparing it to Mag!X (which does not provide MiNTs Posix like
>features so far!) there is an incredible speed difference. Ok -
>let's say - Magix is faster ;-)

What makes MiNT so slow is the real slow GEMDOS filesystem, on which MiNT
operates. If you use a faster file system (like the minix fs) mint will gain
a lot of speed. Trust me, the kernel is not so slow as it seems.

Ulrich

1730. Re: Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 08:27:25 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ewV37B3w165w@sys6626.bison.mb.ca>
Source record: 203326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@kosmos.wcc.govt.nz writes:

>] compress.ttp binaries, but I'm not sure what to do with them, and can't
>] find anything called uncompress (then again, it wouldn't fit in an st
>] filename, would it?).
>
> Using COMPRESS.TTP use this command line....
>
> -d -I[Input Path] -O[Output Path] [Filename without the .Z part!]
>
> e.g., for a file called temp.Z I would type
>
> (The file is coming from C:\DOWNLOAD and going to C:\TEMP!)
>
> -d -IC:\DOWNLOAD -OC:\TEMP temp
>
> (I'm not too sure if you need a \ after the pathnames, but I don't
> think you do!)

And if you have an old TOS you must run compress.ttp througha CLI.
'command.prg' for example. Has something to do with TOS 1 converting
everything you type in a .ttp to upper case letters.

1731. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 09:56:05 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAK8xH.BA@dscomsa.desy.de>
Source record: 203309

In article <jhoffmanCAJxD2.I6A@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
>Wolfgang Wander (wwc@dxhra1.cern.ch) wrote:
>: In article <jhoffmanCAI4tJ.Lvv@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
>
>A complete replacement!! That sound pretty impressive. Will it actually
>multitask with Flash II? Have you really run Flash II on it? And when

As I am the author of CoNnect I'm certainly not interested in Flash II ;-)
CoNnect does multitask perfectly with Mag!X .

>will it be released? Also will Mag!x provide a desktop replacement?

I suppose in August. The built-in desktop replacement (without Magix
would not be a TOS replacement) exists. But its also very easy to install
an other desktop like Gemini or Ease.

Wolfgang

1732. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 10:09:05 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <22lp01$13r@email.tuwien.ac.at>
Source record: 203313

In <LANCER.93Jul21161150@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

> nino> In <H.ea.9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca>
> nino> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> > Then again, "Why didn't they use SIMMs?", "Why didn't they use a
> > detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc...
> > The ways of Atari are mysterious...
> nino> These questions have been discussed to death already in this
> nino> newsgroup, but once again:

> But it was a DUMB decision! Listen to your customers, Atari!

Of course it was a dumb decision! But that's the way it is, and
asking why they made it afterwards doesn't help...

> nino> - A detachable keyboard wasn't used according to Atari because
> nino> 1) The Mega STe and TT cases were not considered appropriate for
> nino> a consumer machine.

> But those cases are so great (especially the Mega case)! And they
> could have used SIMMs! and detachable keyboards. Even Macs (the
> ultimate expression of consumerism :-) have separate cases, detachable
> keyboards, and SIMMs nowadays...

You're telling me? I've had a Mega STe for 2 1/2 years, and the
keyboard and case are really very good. But, Atari once again made
a bad decision, and thought they could sell a 2400 DM machine as
a consumer machine...

> What I want is this:

Who doesn't... ;-)

> A Falcon040 with the DSP, GOOD D/A and A/D, ST compatibility, SCSI 2,
> VGA, standard serial and parallel ports, RCA in and out for sound (and
> NO crummy headphone amp), standard SIMMs, a Mega-style case, space
> inside for an extra hard or floppy drive, a GOOD keyboard...

> why can't they do this? It's DAMN close to the Falcon they DID
> build... Just a little more and they would have had a really winning
> machine...

That would have been the next step I guess. At fairs I was being told
that a 040 based machine was being developed at the same time as the
Falcon 030 - but it seems that either
1) they abandoned that machine because they couldn't even sell/produce
enough 030's.

2) it's still being developed
3) Atari are waiting to sell enough 030's before they release the 040
to the public.

> Maybe I should just get a TT030...

Since they're claiming that the TT030 is being produced again, I suppose
what happened is 1). On the other hand, one of the Tramiels (or
B.Brodie?) said recently that Atari will concentrate on the consumer
market - so the TT030 is probably the last `workstation' class machine
from Atari for a while...

-MY
--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

1733. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 10:49:00 UTC
From: elendir@enst.fr
Message-ID: <22lras$d1g@cismsun.univ-lyon1.fr>
Source record: 203314

Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:

: That would have been the next step I guess. At fairs I was being told
: that a 040 based machine was being developed at the same time as the
: Falcon 030 - but it seems that either
: 1) they abandoned that machine because they couldn't even sell/produce
: enough 030's.
: 2) it's still being developed
: 3) Atari are waiting to sell enough 030's before they release the 040
: to the public.

The reality is far worse... believe me. However, I am not authorized to
utter (!) it. Let's just say that neither of those hypothesis are true.

Vincent.

--
PSG Vainqueurs de la coupe de France 1982, 1983, 1993
PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

1734. Reading ST Joystick in C

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 11:48:36 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jul22.114836.27816@iplmail.orl.mmc.com>
Source record: 203316

Does anyone have some info on reading the ST joystick using C? Any source code would also be appreciated. Answer by E-Mail or post it (if anyone else cares).

Larry Richardson
richards@foghorn.orl.mmc.com

1735. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 12:09:29 UTC
From: stud30@iris5.csv.ica.uni-stuttgart.de
Message-ID: <22m01p$p1p@info2.rus.uni-stuttgart.de>
Source record: 203315

In article <22lras$d1g@cismsun.univ-lyon1.fr> elendir@enst.fr () writes:
>Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
>: 1) they abandoned that machine because they couldn't even sell/produce
>: enough 030's.
>: 2) it's still being developed
>: 3) Atari are waiting to sell enough 030's before they release the 040
>: to the public.
> The reality is far worse... believe me. However, I am not authorized to
>utter (!) it. Let's just say that neither of those hypothesis are true.
> Vincent.

Which leaves:

4) It wasn't developed at all :-(((((((((((((

Ciao
Uwe

1736. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 12:13:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1401@usdtsg.DaytonOH.NCR.COM>
Source record: 203319

In article <LANCER.93Jul21155046@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>>>>>> On 21 Jul 93 15:35:18 GMT, anisko@usdtsg.DaytonOH.NCR.COM (anisko) said:
> re: MountImage

>So will this allow Spectre users to use standard MS-DOS diskettes
>(or ST diskettes)? I have been looking for such a thing for a
>while...

No, this particular program is used to handle IMAGE files (like MSA's on the Atari). Two other programs that are supposed to work with these files don't seem to be 100% functional under Spectre (one doesn't recognize the hard drive - thinks it's a disk drive; and the other gives an error when writing to disk). MountImage, however, seems to work fine under Spectre (and I'm using version 2.65/GCR at the moment)...

>Has anyone tried the full version of that program from atari.archive
>(I forget the name) which claims to let you transfer disks to and from
>Mac format? Can anyone tell me more about macread or macatari, two
>programs which were discussed on the German maus.sys.atari groups?

You might be referring to MacSee? I haven't tried this program though...

>Are there any Mac programs which work with Spectre (not the GCR) which
>allow it to use MC-DOS diskettes?

I've used some program at one point that would let Spectre (GCR, and probably just plain Spectre 128) read DOS double-sided disks, provided they had the volume name DEMO or something like that (the program itself was a "demo" version - in order to get more flexibility, etc you would order the full version). There's also "Apple File Exchange" but I haven't tried that one out... (I forget if it comes with the later System versions or if it is a separate product altogether)...

>The ideal program would allow Spectre to read and write standard Atari
>ST disks _and_ standard Mac disks _without_ the GCR. Can this be
>done?

Probably (*anything* can be done, given some ingenuity :-) Probably the best way might be if someone wrote a XFS filesystem to run under MiNT - it would be nice to move between TOS, Minix, and MAC filesystems seamlessly...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com

"if everything else falls, it might be time to give common sense a try..."
-- anonymous cartoon

1737. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 12:18:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22m0jbINNg8l@golem.wcc.govt.nz>
Source record: 203317

In article <22lhvj$q1o@obelix.uni-muenster.de>, kuhnu@math.uni-muenster.de (Ulrich Kuehn) writes:
>In article 22hlstINN6g9@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:
>compressions as lharc with method lh5 (in fact zoo produces 2 bytes more compressed
>output; zoo abd lharc use the same compressor). The speed lost in zoo is due
>to being written in C, not assembler, so it is portable.
>
>Ulrich

To us none Unix people ZOO is a Big Joke, its not that easy to
use with a 520k one drive Atari and it does not archive Empty Folders,
this meens that its not a true Archiver..

The ST version that supports directories is a hack, as its only supported
on the Atari....

ZOO files are baned on Compuserve....

Lets stick with Archivers that work correctly on the Atari and that can be
compatible with the other main PC's...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1738. Re: what to do with C source?

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 12:41:40 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jul22124140@ramanujan.WPI.EDU>
Source record: 203323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>>>> "mode" == Daniel James Frederiksen <mode@csd4.csd.uwm.edu>
mode> writes: Originator: mode@csd4.csd.uwm.edu
mode> I have the source for a program written in C for the PC. Can I
mode> do something with the source to make it run on my ST?

Well, you can compile it! Get Heat n Serve C from the Languages
directory (I think) on atari.archive.umich.edu. It's easy to set up
and use if you have half a clue about using a compiler... And get
Gulam too 'cause it makes working with code easier. It's a CLI (like
csh) with a built-in emacs-like editor...

mode> It is a disk utility...

in this case, you probably can't use your code without some major
modification... If you really want to try, the Abacus book "ST Disk
Drives Inside and Out"" might help...

.s.
--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -
```

1739. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 13:10:24 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <22m3k0$l8@taloa.unice.fr>
Source record: 203318

In article <22m01p$p1p@info2.rus.uni-stuttgart.de>, stud30@iris5.csv.ica.uni-stuttgart.de (U. Seidler) writes:
|> In article <22lras$d1g@cismsun.univ-lyon1.fr> elendir@enst.fr () writes:
|> >Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
|> >: 1) they abandoned that machine because they couldn't even sell/produce
|> >: enough 030's.
|> >: 2) it's still being developed
|> >: 3) Atari are waiting to sell enough 030's before they release the 040
|> >: to the public.
|> > The reality is far worse... believe me. However, I am not authorized to
|> >utter (!) it. Let's just say that neither of those hypothesis are true.
|> > Vincent.
|>
|> Which leaves:
|>
|> 4) It wasn't developed at all :-((((((((((((((
|>

Far worse ?
5) Atari won't develop anymore computer
6) Atari has been bought by IBM
7) Atari has bought IBM to get OS/2 technology and build a
`real' PC.

Just telling `reality is far worse' is not enough... I know some people have non-disclosure agreements, so they'd better not tell anything at all rather than making us think everything is wrong without knowing exactly what happens.

Laurent Desnogues

1740. Falcon and Raytracing

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 14:21:55 UTC
From: gt100@VAX35.hrz.uni-siegen.de
Message-ID: <22m7q3$f1h@si-nic.hrz.uni-siegen.de>
Source record: 203320

Hi Netters,
can anyone give me any information about ray-tracing-software for the Falcon ?
Are there maybe already programs which make special use of the DSP for that
matter ??? Anything welcome, thanks, CG

--

--
// ETG238 Christoph Guelicher, Dohlenweg 4, D-57078 Siegen CG@winfcg.swb.de
\X/ Universitaet Siegen, FTS, D-57068 Siegen CG@hrz.uni-siegen.d400.de
---
MS-DOS is the worst text adventure game I have ever played: poor vocabulary,
weak parser and a boring storyline.

1741. Re: Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 14:42:59 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <22m91jINN88u@sheoak.ucnv.edu.au>
Source record: 203334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Using COMPRESS.TTP use this command line....
>
>-d -I[Input Path] -O[Output Path] [Filename without the .Z part!]
>
>e.g., for a file called temp.Z I would type
>
>(The file is coming from C:\DOWNLOAD and going to C:\TEMP!)
>
>-d -IC:\DOWNLOAD -OC:\TEMP temp
>
>(I'm not too sure if you need a \ after the pathnames, but I don't
>think you do!)
```

Thanks for all the help, folks! You can leave my mailbox empty for a while now :)

Jared


```
*****************************************************************************
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
*****************************************************************************
```

1742. Gauntlet parallel connection

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 16:00:21 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CAKpsn.I72@darkside.osrhe.edu>
Source record: 203321

```
Gauntlet II Interface Instructions
Parts
1-db25 male plug
2-db9 male plugs
wire or cable as needed

Connections:
db25 pin# db9 pin#(player 3)
6_________________________1
7_________________________2
8_________________________3
9_________________________4
11________________________6
18________________________8

db25 pin# db9 pin#(player 4)
2_________________________1
3_________________________2
4_________________________3
5_________________________4
1_________________________6
19________________________8

Hook up the wires,as shown. Plug the db25 into the printer port.
Plug player 3 and 4 joysticks into the db9 connectors.
That's all there is to it.

:q
```

1743. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 16:58:03 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <105923@hydra.gatech.EDU>
Source record: 203328

For what it is worth (probably not much), I read that Bob Brodie said
in a Genie conference that a Falcon 040 was under development. No
further information about it was given.
--
Opinions expressed are my own.

1744. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 17:01:31 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAKsMJ.KJ8@freenet.carleton.ca>
Source record: 203322

In a previous article, lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) says:

>
>Does anyone know what the "special interface device" which was made
>to allow Gauntlet II to be played with 4 joysticks was like? Does
>anyone have one they want to part with? Did it plug into the joystick
>port? The MIDI port? The cartridge port? I imagine it was just a
>few wires to connect the joysticks to one of the STs ports and the
>software took it from there...
>
I have one but am not willing to part with it. It plugs into the
parallel port.
--

!! Computer Engineering at The Carleton Country Club!!
-----------------------ac382@freenet.carleton.ca--------------------

1745. Re: Apple's diskcopy 4.2 & Spectre w/image files

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 17:37:14 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CAKuA7.Lvz@cbnewse.cb.att.com>
Source record: 203324

In article <1401@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <LANCER.93Jul21155046@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

> You might be referring to MacSee? I haven't tried this program though...

I have checked with Don Bahr on the functionality of MacSee. It is intended to work with an Atari with a high density (1.44) floppy only. It will not work with 800K disks. It allows one to read and write on 1.44M floppies between Atari and Mac formats. (The data only - it does not attempt to do any transformation between specialized file formats (like some of the special word processing formats so will not convert from Atari word processor format x to Mac word processor format y) but will copy a file from an Atari formatted disk to a file on a Mac formatted disk. It does not do the formatting of either disk. They must be preformatted. It will work on HD floppies, Syquests, or hard disks. It, itself, does not require either Spectre or GCR to run.

There you have the low down. If interested, contact Compu-Seller West for a copy or further info. (708)_ 513-5220. Wayne

1746. Re: Got my Falcon, now for some questions.

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 17:41:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul22.174131.13675@newshost.lanl.gov>
Source record: 203327

In article 9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Then again, "Why didn't they use SIMMs?", "Why didn't they use a
>detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc... The
>ways of Atari are mysterious...

Answer (pick one):
A. it would cost too much
B. the consumer wants these things
C. it would be logical to do so
D. it will make you appreciate the "Falcon040" even more
E. all the above

:)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1747. Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 18:15:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <22mlfj$abk@cville-srv.wam.umd.edu>
Source record: 203325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earlier this month, I posted asking for help in recovering my D:\
drive which I accidentally deleted with a boneheaded "rm *".

The rm program I used is one of the ones for the Minix filesystem that
also seems to work fine under TOS. I'm not sure what happened, but
the root directory of D:\ was not just deleted with the zero'd FAT
entries and the 0xe5 at the start of each file/folder name, but it
also had zero'd the root directory, and left the files in the subdirectories
completely untouched, since destroying the root unlinked all the rest.

This meant that getting Diamond Edge (Oregon Research) to undelete the
files wasn't possible. So I hunted down a sector editor and found
the excellent program MONOMON.LZH (available at atari.archive.umich.edu) and
I have to say this is the fastest and most comprehensive of the ones I've
tried for this job... it literally can read in and update the display as
quick as I wanted to go when manually hunting the disk for subdirectory
entries. It also had searching and editing capability that were perfect,
as well as the ability to exec another program (which i often did when
trying to fix things... i would exec Diamond Edge to see what the Disk Medic
said about my edited changes to the drive).

The gist of the story is that once I put in a fake deleted entry for the
subdirectory i wanted to recover, and fooled Diamond Edge, it recovered
everything else just as advertised. I'm now using Diamond Edge's "mirror"
option just to be safe. :) $50 well spent on Diamond Edge.

(if i can find out if the author of Monomon is still taking shareware fees,
i'm going to send him a nice shareware fee and a big thank you for his
program)

1748. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 18:16:46 UTC
From: renfro@bnr.ca
Message-ID: <22mlie$a2d@crchh327.bnr.ca>
Source record: 203329

In article <LANCER.93Jul21161150@rajeesh.WPI.EDU>, lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
{much wishful thinking removed}
|>
|> Maybe I should just get a TT030...
|>
Maybe you should. Maybe if they had sold more TT030s they would have seen enough demand and a market for a higher speed, two piece machine. As it is, they probably saw that the TT030 didn't sell all that well to the average consumer and thought it was a good idea to keep costs as low as they could with an ST style machine. I know the price isn't all that cheap (of the Falcon), but we must keep in mind that Atari just does not have the manufacturing or marketing resources to keep costs as low as in the clone market.

RandyH

1749. BUY MY COMPUTER, PLEASE!! I WILL CONSIDER ANY OFFER *****

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 18:28:00 UTC
From: v115lue3@ubvms.cc.buffalo.edu
Message-ID: <CAKwJr.L98@acsu.buffalo.edu>
Source record: 203331
Cross-posted to: comp.sys.atari.st,misc.forsale,rec.music.synth

Below is the message I posted several days ago to which I have had very limited responses. I HAVE to sell this stuff within 2 weeks before I move!! Here's what I'm going to do: make me an offer on the package - if one person offers me $200 and nobody else tops that - they get it.
^
| arbitrarily chosen figure

I really really really really need to sell it as a package. I don't have the time to parcel everything out - unless I absolutely have to. So why not make an offer for the entire thing? Give it as a gift, anything, but please buy it! Everything is in good condition with one or two MINOR quirks - i.e. the built in drive's eject button doesn't like to stay in when you eject a disk. I would like to get at least $800 for everything, but I'm willing to entertain any offer.... 'nuf said.

****

****** $900 ********
****** $900 ********

I'm selling all of my ST equipment for the price listed at the top of this message, $900 dollars. Please buy it!! I've grduated from school, and due to work I've had to get an MS-Dos notebook instead (for what it's worth, I prefer the ST - more intuitive and fun to use...sigh). I am only interested in selling everything as a package, primarily because I do not have the time to start splitting everything up. On the off chance that you want a specific item, send me a bid. I will only consider giving a really good deal to someone who either buys the entire setup, or at least a large chunk. Here goes:

*** Mega ST2 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2 channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch myself; it allows you to have complete compatability with any software by choosing the operating system it's most compatible with. 2.06 is extremely fast and has TONS of features - nicer to use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy,
monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive

**SC1224 Color Monitor
- will accept either 60 or 50 hertz sinc

**SM124 Mono Monitor
- internally adjusted for maximum screen size

**2400 baud modem & software

**external DS/DD floppy

**Epson LQ-850 high speed 24 pin printer (needs ribbon)

**Navarone Video Digitizer

**Monitor Master

**Mouse Master

**software:
|
- I have a ton of stuff, almost everything you could ever need/want
word processing, telecomm, dtp, programming, graphics, music, a *TON*
of games.

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost $4,000 +
****
******
I will sell it all for $900 <---- (that's a good deal)
******

plus shipping (or will deliver within 2 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

1750. Re: FTP mailing sites?

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 20:23:05 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAL1yI.4Bq@sdf.lonestar.org>
Source record: 203444

In article <CAHzn0.I57@freenet.carleton.ca> aa244@Freenet.carleton.ca (Francisco Dominguez) writes:
>
>I know that umich offers BART (which hasn't been working for me
>in the past week) and was wondering if there are any other
>available sites which offer similar services.
>
>---
>Francisco X. Dominguez fdomingu@zeus.uwaterloo.ca
>University of Waterloo aa244@freenet.carleton.ca
>Dept. of Systems Design Engineering
>---
>--

Hey!! BART hasn't been working for me either. What's up? I've been trying to get the MiNT version of GCC 2.4.2, but now it seems that there has already been an upgrade and BART still hasn't given me my files. I got 1 message about not being able to send the files for 3 days, and I sent another request for them, but haven't recieved anything.

Does anyone know what's up?

My current version of GCC got corrupted so its only half working, and I need the new versio.

1751. power supply pin out

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 20:31:24 UTC
From: michaela@tau-ceti.isc-br.com
Message-ID: <3733@tau-ceti.isc-br.com>
Source record: 203330

Could someone please help me out and look in an old 520ST
manual and give me the pinout for the external power supply connector.
I have misplaced my copy of the manual and need to make some repairs
on a 520. Thanks !!!

--

Michael Albo | michaela@isc-br.ISC-BR.COM
ISC-Bunker Ramo | uunet!isc-br!michaela
An Olivetti Company |

1752. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 21:20:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.467908@cix.compulink.co.uk>
Source record: 203432

In article <22m0jbINNg8l@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>To us none Unix people ZOO is a Big Joke, its not that easy to
>use with a 520k one drive Atari and it does not archive Empty Folders,
>this meens that its not a true Archiver..
>

I wouldn't say it's a joke, but I personally find STZIP and LHARC much
better. You can run them as GEM programs or from a CLI and there is the
excellent ARCSHELL as well.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

1753. Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 21:22:11 UTC
From: elvis@watserv.ucr.edu
Message-ID: <34511@galaxy.ucr.edu>
Source record: 203335

Hi,
I recetly got Speedo Gdos from Compo, and was wondering if others who have Speedo could answer a few questions. I've used it with both an HP LaserJet and an Epson 24 pin printer. It looked extremely nice on the HP, but the letters came out about twice as wide, and very bold, on the Epson, to the point that they smeared as the print head moved away. Has anyone else had this experience with a 24 pin printer? When I used regular Gdos fonts, the Epson produced fairly nice characters, but it seems like Speedo will not print thin lines on it (larger sizes look fine, are the right thickness, etc.) Is it a problem with the printer driver? Or is it that scalable fonts are primarily designed for use with Laser Printers, and a 24 pin printer just isn't up to it?
My other option (as I doubt that replacement printer drivers will be available soon, if that is even the problem) is to get an ink/bubble jet printer (can't quite afford a laser). Does anyone have experience with using Speedo with either a DeskJet 500 or a BubbleJet 200 (emulates a 10e)? Does the output match (or at least come close to) a Laser Printer? Is it at least of normal proportions? I'm leaning towards the BubbleJet (kinda looks like a Stylewriter) because with the rebate its about $285, as opposed to about $350 for the HP. Unfortunately, the driver for the 10e only does manual feed (even though you can get paper feeders for it). Is there any way to edit the drivers for Speedo? They are all the same size, so it seems like they must be set up in a similar fashion. Could it be a matter of turning on a flag in the file? Or would I simply have to hope that Atari comes out with a new driver that supports a paper tray?
One last question... how long does it take for Speedo fonts to load normally? On my system, any application that uses Gdos/Speedo fonts seems to take at least a minute longer to load, whereas a friend of mine claims that on his system there's no noticable time difference when using Speedo. I have a plain old ST, while he has an STE, but I don't imagine that could be making too much of a difference, especially as mine is upgraded to 16MHz. Can anyone think of what might contribute to such a big difference in time for loading the fonts? (I think my hard drive is faster than his as well, so it can't simply be time for reading the files...)

Any help for my ramblings would be greatly appreciated.

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)

1754. Some new Uploads at A.A.

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 21:36:53 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CAL5DI.64B@mentor.cc.purdue.edu>
Source record: 203332

I thought I would let everyone know about some great new files at the
Atari Archive.

/Sound/slab11.lzh --> Vers. 1.1 of DMJ's Soundlab replaces 1.04

/Utilities/Desktop/tera_132.zip --> Teradesk 1.32 (replaces 1.30)

/Games/kaboom.lzh --> Yes, the old 2600 game redone by Dave Munsie

Jody Lenn
lenn@atari.archive.umich.edu

1755. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 21:43:59 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul22.154401.830@janus.arc.ab.ca>
Source record: 203349

In article <jhoffmanCAI4tJ.Lvv@netcom.com>, jhoffman@netcom.com (John Hoffman) writes:
>Wow! the Geneva betas for most people who signed up arrived today. I though
>that I'd put a couple of comments up about my impressions after playing for
>the last 5-6 hours.
>
>Summary
>Geneva is GREAT.
>
[stuff deleted]

Just curious what you are running it on and how much memory you have and is left
one all the software is loaded?

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1756. Re: Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 21:48:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22n200INNq2@golem.wcc.govt.nz>
Source record: 203333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi why did you not try Checkdisk 3 also there a PD Mirror program..

those would have not cost you a cent...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1757. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 23:02:52 UTC
From: marshall@cs.uq.oz.au
Message-ID: <14467@uqcspe.cs.uq.oz.au>
Source record: 203336

Will DataDiet run under MultiTos, Geneva, Mag!X?
Can we be told more about Mag!X: cost, when avaialable, (will it be
available in Australia, will docs be in English?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1758. 105 Meg SCSI drive- $125

Newsgroup: comp.sys.atari.st
Date: 1993-07-22 23:19:08 UTC
From: Greg.Hiscott%bbs@quake.sylmar.ca.us
Message-ID: <1993Jul22.161908.7520@quake.sylmar.ca.us>
Source record: 203423

Subject line says it all. The drive is a Quantum 105, 3.5" SCSI
with a 100 mb capacity for $125. Send email if you are interested.
(This deal is for a bare drive. It is practically new. I will
warranty the drive for two months.)

1759. Re: FTP mailing sites?

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 00:12:43 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <16C141111.BWWL@ibm.rz.tu-clausthal.de>
Source record: 203338

In article <CAHzn0.I57@freenet.carleton.ca>
aa244@Freenet.carleton.ca (Francisco Dominguez) writes:

>
>I know that umich offers BART (which hasn't been working for me
>in the past week) and was wondering if there are any other
>available sites which offer similar services.

Try 'mail-server@ftp.tu-clausthal.de' (access of tu-clausthal ftp) or
'ftpmail@decwrl.dec.com' (generell ftp-access).

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
D38678 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1760. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 00:56:46 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <22nd0e$isg@uxa.ecn.bgu.edu>
Source record: 203404

In article <34511@galaxy.ucr.edu> elvis@watserv.ucr.edu (Andrew Cullum) writes:
> My other option (as I doubt that replacement printer drivers will be
>available soon, if that is even the problem) is to get an ink/bubble jet
>printer (can't quite afford a laser). Does anyone have experience with using
>Speedo with either a DeskJet 500 or a BubbleJet 200 (emulates a 10e)? Does the
I have a 550C and the printouts look beautiful from Works, which is the
only thing I have been using with Speedo. There is no driver for the
550C but the 500 works. They do have a driver for the previous color
printer, (180 X 180), but I haven't been able to print anything in color
yet from the Atari. The color works, I got it from the test pattern.

I hope a 500C driver is forthcoming... I am going to check out the
paint programs for printer support in color, that is what I want it
most, is for making fliers.

I do have a screendump program I got from FTP for the color HP printer,
it works but doesn't print color.

One problem I have with the Deskjet is not with Speedo but with Dr. T's
DTP. The character spacing is not as it appears on the edit screen.
Typically you have to mix music symbols with text, i.e. for chord
changes, and the changes come out on the wrong measure.
If I do the fast screen dump, it is ok. I am going to call Dr. T's
tomorrow.

> One last question... how long does it take for Speedo fonts to load
>normally? On my system, any application that uses Gdos/Speedo fonts seems to
>take at least a minute longer to load, whereas a friend of mine claims that
>on his system there's no noticable time difference when using Speedo. I have

Whenever I get a message about loading fonts, or downloading fonts, it
is always very brief. I never used Gdos when I had my Mega, with
the Falcon, you get Speedo. So I have nothing to compare it with.
I must say I am very impressed with it. I was amazed how well the
scalable fonts worked with my lowly Epson.

Jeff

1761. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 01:20:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCALFqs.KG4@netcom.com>
Source record: 203347

In article <22mlie$a2d@crchh327.bnr.ca> renfro@bnr.ca (Randy Hoekstra) writes:
>
>As it is, they probably saw that the TT030 didn't sell all that well to
>the average consumer and thought it was a good idea to keep costs as
>low as they could with an ST style machine. I know the price isn't all

They didn't want to sell the TT030 in large numbers. Just make enough to satisfy those few who would use them, and concentrate on developing other machines. Use of the 68030 prepared Atari to develop other 68030 machines, like the Falcon. Without the theoretical bridge of the TT030, very few would have written resolution-independent and 030-capable code.

Why make large numbers of TT030s? No one was going to buy them, and the majority of the dealers out there weren't qualified anyway. They didn't know enough about STs, not to mention the TT030.

Sure, the TT is a great computer. I have one, and would get another. But that doesn't mean others would buy them. The TT is a tougher sell than the Falcon, because Atari has to go up against the large base of clones and Macs, without a large number of dealers.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1762. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 01:22:52 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCALFu5.Ko6@netcom.com>
Source record: 203340

In article <14467@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>Will DataDiet run under MultiTos, Geneva, Mag!X?

DataDiet, Data Rescue, and Squish II (all of Trace Technologies' products)
work fine under Geneva.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1763. Wanted: EDI file exchange program/file format

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 01:43:50 UTC
From: selick@csa.bu.edu
Message-ID: <22nfom$kh1@news.bu.edu>
Source record: 203339
Cross-posted to: ne.wanted,misc.wanted,comp.sys.atari.st,nj.wanted

I am looking for a program to transfer EDI format files from an Atari ST, Apple 2, or MS-DOS machine to AT&T for business transactions. This is the format that AT&T is requiring for all transactions to be made as of 6 months from now. Any help or info on the file format will be greatly appreciated as the program that they reccommend is $2500.
-Steve
<selick@csa.bu.edu>

1764. The Unnkulian Unventures: Now with Oat Bran!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 02:33:04 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <22nil0INNcpc@life.ai.mit.edu>
Source record: 203341
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games.adventure,comp.sys.atari.st,
comp.sys.dec,comp.sys.sun.misc,comp.sys.next.misc,comp.os.linux,rec.games.programmer

[New this time: Unnkulia Zero is now available for Macintoshes!]

The Unnkulian Unventure Series
Adventure Games for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to any graphics at all? We really miss that emphasis on gameplay rather than glitz, so we've decided to write our own adventure games along the lines of the early text games we liked so much.

If you're looking for top-quality interactive fiction comparable to 1980's commercial offerings, check out the Unnkulian Unventure series, available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Dread Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

In _Unnkulia One-Half: The Salesman Triumphant_, you'll play the role of a down-and-out Acme salesman, forced to work out of the Golden Dragon Inn, dangerously near Dread Unnkulia. Will you accumulate enough loot in this frightful backwater berg to turn your fortunes in your favor?

And, in _Unnkulia Zero: The Search for Amanda_, will you, the Valley King's most trusted warrior, rescue his Lady Amanda from the gruesome clutches of the evil Unnkulians?

Along the way to victory (or, <shudder>, defeat!), you will:

o Find out about the ancient days of the Valley,
o Meet the King's faithful (but not so bright) Valley Patrol,
o Explore *beautiful* Lake Draounheer,
o Discover the ancient burial ground of your ancestors,
o Become frustrated with the pesky Stoll and his Stoll Bridge,

and, of course,

o Meet that wondrously wacky Wowsa Willy!

The Unnkulian Unventures have already gotten rave reviews from numerous adventure game connoisseurs around the world, so why not give them a try?

The games are available for FTP from the if-archive at ftp.gmd.de.
(Note that the site wuarchive.wustl.edu keeps a mirror of the if-archive in the mirrors directory.)

PC and compatibles (running DOS):
---

if-archive/games/adventions/pc/unnk1v30.zip
if-archive/games/adventions/pc/unnk2v30.zip
if-archive/games/adventions/pc/unnkhz10.zip

Macintosh:
---

if-archive/games/adventions/mac/unnk1v30.sit.bin
if-archive/games/adventions/mac/unnk2v30.sit.bin
if-archive/games/adventions/mac/unnkhz10.sit.bin

(These are MacBinary files.)

if-archive/games/adventions/mac/unnk1v30.sit.hqx
if-archive/games/adventions/mac/unnk2v30.sit.hqx
if-archive/games/adventions/mac/unnkhz10.sit.hqx

(These are Binhexed Stuffit 1.5.1 files.)

Others:

TADS now runs on lots of different systems. Because of this, we have TADS .GAM-file only archives that can be used with any machine that runs TADS. The tricky bit is that before you can play the games, you need to get the TADS run-time for your machine.

Fortunately, this isn't hard to do. Just grab the TADS executable package for your machine from the if-archive:

Atari ST/TT/Falcon:

if-archive/programming/tads/atari.tads2exe.arc

Sun Sparcstation (SunOS):

if-archive/programming/tads/sparc.tads2exe.tar.Z

Sun 3:

if-archive/programming/tads/sun3.tads2exe.tar.Z

DECstation (MIPS) running Ultrix:

if-archive/programming/tads/decmips.tads2exe.tar.Z

SGI (Iris/Indigo) running Irix:

if-archive/programming/tads/sgi-irix.tads2exe.tar.Z

Linux (386):

if-archive/programming/tads/linux.tads2exe.tar.Z

NeXT:

if-archive/programming/tads/NeXT.tads2exe.tar.Z

Amiga, other Unix:

In the works!

Once you have TADS running on your system, you can get the games:

if-archive/games/adventions/others/uu1v301.tar.Z
if-archive/games/adventions/others/uu2v30.tar.Z
if-archive/games/adventions/others/unnkhz10.tar.Z

The file How-To-Run-These-Games in the same directory gives
your more information.

NOTE:

The source to TADS 2 is not distributable. However, if your
machine isn't on the list yet, and you would like to volunteer
to port TADS 2 to it, send email about it to Mike Roberts
<mroberts@hinrg.starconn.com>. Porting to Unix-like systems is
fairly trivial.

Unnkulian Unventures I and II are shareware ($10 registration fee
each); registering gets you spiffy maps and agony-sparing hint sheets.

Unnkulia One-Half is free -- don't pay us for it!

Unnkulia Zero is US$25 and is available via mail order from ADVENTIONS
or via phone (credit card order) through High Energy Software.
Unnkulia One-Half comes with a playable demo of Unnkulia Zero, which
includes information on how to order the complete version.

Happy adventioning!

Dave Baggett
ADVENTIONS

Internet: dmb@ai.mit.edu
Compuserve: 76440,2671
GEnie: ADVENTIONS

A Word About TADS

We at ADVENTIONS use a programming language called TADS to write our games. TADS is a product of High Energy Software, and you can get it via FTP.

TADS (and TADS goodies) are available for many systems from ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it if you use it, since we feel it is a powerful, innovative, and very inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1765. Re: Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 03:09:46 UTC
From: cmedley@wam.umd.edu
Message-ID: <22nkpq$778@cville-srv.wam.umd.edu>
Source record: 203342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <22n200INNq2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Hi why did you not try Checkdisk 3 also there a PD Mirror program..
>
>those would have not cost you a cent...
>

Well, i'd already committed to purchasing DiamondEdge... and as for the
Mirror program, that would do me no good since I had not mirrored the
drive before the deletion. So I had to rely on DiamondEdge and Monomon.

I didn't try checkdisk 3 mainly because i got progress out of the other
two so quickly....

1766. Re: Uncompress

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 03:49:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22nn3fINN22d@golem.wcc.govt.nz>
Source record: 203343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] And if you have an old TOS you must run compress.ttp througha CLI.
] 'command.prg' for example. Has something to do with TOS 1 converting
] everything you type in a .ttp to upper case letters.

True, versions prior to 1.02 do that! (My 1.02 has no such problem!)

"Lets play pin the tail on the Donkey" "We don't have a Donkey" "Pin the tail on the chicken" "We don't have a tail" "Pin a Sausage on the chicken" "We don't have a chicken" "Pin a sausage on the fridge" "We don't have a pin" "Tape a sausage to the fridge" "We don't have a Sausage!" "Put a piece of tape on the fridge!!!" "Not much of a game is it - besides we don't have a blindfold!" 'Bottom (Culture)' WELLS_S@KOSMOS.WCC.GOVT.NZ

1767. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 04:45:24 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.jM&uEJnXvtM@albemuth.equinox.gen.nz>
Source record: 203410

In <22m0jbINNg8l@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <22lhvj$q1o@obelix.uni-muenster.de>, kuhnu@math.uni-muenster.de (Ulrich Kuehn) writes:
>>In article 22hlstINN6g9@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:
>>compressions as lharc with method lh5 (in fact zoo produces 2 bytes more compressed
>>output; zoo abd lharc use the same compressor). The speed lost in zoo is due
>>to being written in C, not assembler, so it is portable.
>>
>>Ulrich
>
>
>To us none Unix people ZOO is a Big Joke, its not that easy to
>use with a 520k one drive Atari and it does not archive Empty Folders,
>this meens that its not a true Archiver..

So which other Archivers allow empty folders, (apart from tar or cpio
that is)????????

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1768. AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 05:24:12 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22nsls$ou1@msuinfo.cl.msu.edu>
Source record: 203344

Have heard from a person who bought Works that it absolutely would not work on his Mega 2 (TOS 1.02 machine...) After several attempts to help him over the phone, he finally called me to tell me he had talked to Atari directly and they reportedly told him that Works does not work on pre-TOS 1.04 machines... Said something about a patch file on GEnie, but offered him no way to get the file directly from them. (He doesn't have a GEnie account, or a modem.) Seems the problem is in the dictionary/thesaurus and the temporary solution is to delete them from the Works folder.

--

=-=-=-

1769. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 05:28:28 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22nsts$our@msuinfo.cl.msu.edu>
Source record: 203345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

remyh@cco.caltech.edu (Remy Adam Hathaway) writes:

>When did 6.1.4 come out? I called the BBS less than two weeks ago, and the
>current version was still 6.0.7

v6.1.4 is the ProUtilities version which does not require an ICD host.
It works great on a Falcon.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1770. Re: FALCON NVDI!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 05:30:36 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22nt1s$n4q@msuinfo.cl.msu.edu>
Source record: 203346

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

>In a previous article, molin@ptb.cl.msu.edu (Michael Olin) says:

>>ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>>
>>> I was wondering where I would have to go to in Canada to get the
>>>Falcon version of NVDI? I just got my Falcon today; I love the TOS 2.04
>> ^^^^
>> 4.02

>sorry. I believe it is 4.04. It was very late...

I stand corrected... The unit I use (dealer demo unit) came with
TOS 4.02
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1771. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 05:52:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.468929@cix.compulink.co.uk>
Source record: 203433

In article <14467@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris G.M.) writes:
>Will DataDiet run under MultiTos, Geneva, Mag!X?
>Can we be told more about Mag!X: cost, when avaialable, (will it be
>available in Australia, will docs be in English?
>--

Don't know about DataDiet, but DataLite runs under MTOS and should run
with Mag!X and Geneva.

Ofir ogal@cix.compulink.co.uk

Ignorance is the Mother of Devotion.
-- Robert Burton

1772. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:25:01 UTC
From: elendir@enst.fr
Message-ID: <22o78t$8mr@cismsun.univ-lyon1.fr>
Source record: 203350

Andrew Cullum (elvis@watserv.ucr.edu) wrote:
: Hi,
: I recetly got Speedo Gdos from Compo, and was wondering if others who have
: Speedo could answer a few questions. I've used it with both an HP LaserJet
: and an Epson 24 pin printer. It looked extremely nice on the HP, but the
: letters came out about twice as wide, and very bold, on the Epson, to the point
: printer (can't quite afford a laser). Does anyone have experience with using
Speedo with either a DeskJet 500 or a BubbleJet 200 (emulates a 10e)? Does the
: output match (or at least come close to) a Laser Printer? Is it at least of
: normal proportions? I'm leaning towards the BubbleJet (kinda looks like a
: Stylewriter) because with the rebate its about $285, as opposed to about $350
Yes, it works fine.
Really nice prints I get on my BJ 10ex...

: One last question... how long does it take for Speedo fonts to load
: normally? On my system, any application that uses Gdos/Speedo fonts seems to
: take at least a minute longer to load, whereas a friend of mine claims that
: on his system there's no noticable time difference when using Speedo. I have

You must have switched the width tables on. Check them in the accessory called
OUTLINE.ACC, somewhere there is something like "Width tables ON/OFF". If it is
on, then just switch them off.

Besides, I have one question. Speedo claims to be compatible with Adobe
Postscript A-fonts. Did somebody ever try to use those fonts rather than
Bitstream ones ? Did it work ? How ?

Thanks.

Vince.
--
PSG Vainqueurs de la coupe de France 1982, 1983, 1993
PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

1773. An Appletalk driver

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:29:34 UTC
From: elendir@enst.fr
Message-ID: <22o7he$8mr@cismsun.univ-lyon1.fr>
Source record: 203402

Well, I am planning during the end of the summer to write an Appletalk
interface for the Falcon/Mega STE/TT, a sorta Mac LAN selector, with
file sharing and printing capabilities.
I wonder if there are anybody interested in it, since I am looking for
people to do beta-testings. If you are, send me some email !
(elendir@enst.fr)

The final release would be freeware anyway.

V.

--
PSG Vainqueurs de la coupe de France 1982, 1983, 1993
PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

1774. Problems with Atari archive...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:48:19 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CAM0GK.79v@cs.uct.ac.za>
Source record: 203412

Umm, just a small query really....

Lately I've been having problems with Bart mailing stuff, I'm constantly
getting bounced mail saying something like : Can't send message for 3 days,
or something similar.

Is anyone else having the same problems, or is it just me?
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

1775. Re: AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:52:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22o8smlNN2q5@golem.wcc.govt.nz>
Source record: 203403

In article <22nsls$ou1@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>Have heard from a person who bought Works that it absolutely would not
>work on his Mega 2 (TOS 1.02 machine...) After several attempts to

If any one needs this file Please E-Mail me and I will send them a copy,
its a self extracting archive, its the same file that Atari posted on
GEnie...

All the way From New Zealand, hows that for support....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1776. (A) First Word + => RTF

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:57:08 UTC
From: js@let.ruu.nl
Message-ID: <1993Jul23.085708.5557@let.ruu.nl>
Source record: 203405

There was some talk going on here on the subject of converting First Word Plus files to Microsoft Word for Windows. I had written a tool to convert WordPlus to Rich Text Format as a general-purpose converter; RTF is a native NeXT format, there are many RTF interpreters available - and one of these is MS Word for both Macintosh and Windoze.
There are some problems with it though, some of which I think I failed to document properly (well, maybe I did, but forgot I did).

This leads to a question - does there exist a exact and detailed description of the First Word Plus file format?

Follows the description of the problem with 1wp2rtf (or what *did* I call it):

| I used your great Tool 1wp2rtf to convert Atari-Files to RTF-Format.
| These I intented to import into Word for Windows, but there is only
| a part of all the text imported. The rest is missing without any reason

Nothing, really. There are bugs in the program: because I never could lay my hands on an accurate description of the First Word Plus file format. I had to reverse-engineer it.

Sometimes in a WordPlus document character sequences appear (for that reason) that make my converter think some attribute is cancelled (thus leading to the insertion of a '}' character) when in fact this is wrong. I recall most of these things had to do with W+'s pagination combined with footnotes.

To solve it, just open the hqx file as text, and look for the point up to where interpretation was successful. At that point, a spurious '}' occurs, with the effect of marking the end of the document in the RTF format. Remove it, save as text, interpret the document again.

Repeat this procedure until you've got it all.

1777. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 08:57:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Jul23105710@issan.informatik.uni-dortmund.de>
Source record: 203348

```
>>>>> In article <22m0jbINNg8l@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> To us none Unix people ZOO is a Big Joke, its not that easy to
|> use with a 520k one drive Atari and it does not archive Empty Folders,
|> this meens that its not a true Archiver..

|> The ST version that supports directories is a hack, as its only supported
|> on the Atari....

|> ZOO files are baned on Compuserve....

|> Lets stick with Archivers that work correctly on the Atari and that can be
|> compatible with the other main PC's...

To us MiNT people LHARC,ARC,ZIP are a Big Joke, they do not work with
minixfs and other file systems with long file names, they munch up
text files by sprinkling those ugly CR's into them and do not preserve
file modes. The only true archiver is tar+gzip. This beats everything
by speed and size. Why sticking with compatibility with PC's if there
are far superior tools?!

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

1778. BART

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 09:11:03 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <5ks57B7w165w@sys6626.bison.mb.ca>
Source record: 203406

Has anyone got anything from BART lately?

1779. Soundplayer for AU, WAV, ...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 10:00:31 UTC
From: uereder@cip.informatik.uni-erlangen.de
Message-ID: <22ocrvEbvk@uni-erlangen.de>
Source record: 203401
Cross-posted to: comp.sys.atari.st,alt.binaries.sounds.d,maus.sys.atari.software

Hello,

lps110 has the ability to replay *.AU, *.WAV, *.AVR and all kind of hederless
soundfiles without converting them. Unknown formats are handled like
headerless. There is an algorithmn to check these headerless sounds in
order to replay them correct.
The length of the sound file is not limited; works ALSO with MiNT!

You can find it at:
ftp.uni-erlangen.de in /pub/atari/sound/ called lps110.lzh
ftp.uni-paderborn.de in /pub/atari/tools/sound/ called lps110.lzh
atari.archive.umich.edu in /atari/Sound/Players/ called lps110.lzh

Bye Uwe.

==
Uwe Reder - Kopernikusstr.7 - 85080 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@cip.informatik.uni-erlangen.de
==

1780. ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 11:40:52 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <22oio4$gd4@charm.magnus.acs.ohio-state.edu>
Source record: 203407

Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it speeds up the computer enough to justify the price. Plus, what is its compatibility with programs and SIMM memory upgrades such as the New World II?

->->->((JP))<-<-<-

A person who laughs at the boss's jokes doesn't necessarily have a sharp sense of humour - But certainly has a keen sense of direction.
--- Farmers Almanac

1781. Jaguar Specs wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 12:03:13 UTC
From: brandtf@Informatik.TU-Muenchen.DE
Message-ID: <1993Jul23.120313.16014@Informatik.TU-Muenchen.DE>
Source record: 203408

Hi!

I'm looking for some precise Jaguar-Specs like
- The speed of the RISC-main-processor (MHz)
- The speed of the DSP
- The resolution(s)
- The sound-system
- The rumour stating that an 68000 is the "real" mainprocessor
- The 2D-hardware: Number of Sprites, Scrolling...
- The 3D-hardware: Vector-graphics, Texture-mapping...
- The number of Joypads that can be attached to the Jag (2, 4?)

I'd be glad if some of the questions will be answered...

Thanx
Felix

1782. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 12:24:33 UTC
From: duchene@9-800.frec.bull.fr
Message-ID: <252@vercors.frec.bull.fr>
Source record: 203382

In article <LANCER.93Jul21155322@rajeesh.WPI.EDU>, lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
|> Does anyone know what the "special interface device" which was made
|> to allow Gauntlet II to be played with 4 joysticks was like? Does
|> anyone have one they want to part with? Did it plug into the joystick
|> port? The MIDI port? The cartridge port? I imagine it was just a
|> few wires to connect the joysticks to one of the STs ports and the
|> software took it from there...

It is the parrallel/printer port (which can be used as an input
port on ST): no extra hardware needed but the right cable.
Sorry but I am at work just now and I don't remember the exact wiring.
I only remember that one joystick uses 4 of the 8 data bits plus STROBE
for the fire button, and the other uses the 4 other data bits plus ACK
(and don't forget GROUND).
I have it installed at home and it works with Gauntlet II and a couple of
other games.
--
+---+
| Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
+---+

1783. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 12:35:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.W4636iuUSrM@semprini.tdkcs.waterloo.on.ca>
Source record: 203411

In <CAA22G.H04@eskimo.com>, Greg Sumner writes:
> In article <221qpcINNal5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> >]
> >] Then what's the point of putting it on your hard drive? I don't know
> >] about you, but I want my programs to load NOW, not load and then wait a
> >] long time while it unpacks.
> >
> >Who said anything about Hard-Drive?
>
> You don't have to wait a long time. It's still much faster to load a
> packed program from a hard drive than to load it *unpacked* from a
> floppy. Try it.

Oops, you misunderstood... I meant I'd rather have this sequence:

1) run program
2) program loads
3) program is usable

instead of:

1) run packed program
2) packed program loads
3) program spends n seconds unpacking (where n > a reasonable amount for
large programs, of which I have many)
4) program is usable

Now, on _floppies_, the major speed hit is the pathetic access time, so
it's actually faster to do it the 2nd way (ie, load the packed program).
There's probably a "critical mass" size for large programs on floppies
where a file larger than that is faster to leave uncompressed...

Gee what a hellish sentence that was. :)
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1784. Re: BFRD_10.ZOO (Upgrade on BFRDBU10.ZOO) sent to Atari Archive.

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 13:06:13 UTC
From: wabe@ukc.ac.uk
Message-ID: <5328@eagle.ukc.ac.uk>
Source record: 203409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5283@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
> BFRDBU will save the Bootsector-Fats-Rootdirectory Info on
>selected partitions (or Volumes) into .FBU (Fats Back-Up) files such
>as C_BFRD.FBU, .., E_BFRD.FBU that are saved on the Floppy Drive A:\.
>(an alternative scheme would be to save these in different partitions
>cyclically - e.g. if you have Partitions C:\, D:\ and E:\, then save
>C_BFRD.FBU to D:\, D_BFRD.FBU to E:\ and E_BFRD.FBU to C:\ - but the
>current BFRDBU.PRG does not offer this feature though it would make
>the back-ups even faster).

But this upgrade now does!! Here is an extract from the new
BFRD.DOC file:

talking about the previous submission BFRDBU.PRG ....
! " - and during the past few years, has saved me a great deal of
!trouble, alas on several occasions. The current offering, BU_BFRD.PRG
!& RES_BFRD.PRG, is an upgrade on that in the sense that in the tiny
!BACKUP_ONLY program, BU_BFRD.PRG, I have implemented the "quick"
!cyclic backing of all partitions on "other" partitions (see below)
!that I mentioned in the documentation (BFRDBU.DOC) that accompanied
!the earlier version and which, indeed, I first thought of when writing
!that DOC. This improvement reduced the total time to back-up ALL
!partitions on my 105 Mbyte Hard Disk to only 9 secs from the 65 secs
!or so it took to back them onto floppy. Of course, this program is
!ideal as an AUTO-folder back-up program (it uses no GEM). "

Good Luck,
W. Alan B. Evans. July 1993.

1785. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 15:09:15 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <743440153@amazon.cs.duke.edu>
Source record: 203414

From the Holy Book of <22m0jbINNg8l@golem.wcc.govt.nz>
as spake by sheppard_r@kosmos.wcc.govt.nz :

>To us none Unix people ZOO is a Big Joke,

Oh gods, not again...

> its not that easy to
>use with a 520k one drive Atari

And similarly, System 7 (or even most versions of System 6) is not that easy to use on a Mac 512K with a single 400K floppy drive. What's your point?

> and it does not archive Empty Folders,

Why on _earth_ would you want to do this?

>this meens that its not a true Archiver..

Mm-hmm. And LHarc is? Unfriendly with MiNT, doesn't support long or mixed-case filenames, doesn't support file modes... A lot of people would laugh if you tried to call that a "true Archiver".

>The ST version that supports directories is a hack, as its only supported
>on the Atari....

But if you're only going to use it on the Atari, Roger, why does that matter? ;)

And besides, that statement is misleading. The Atari Zoo recursive subdirectory add (which is the _only_ part specific to the Atari, BTW -- in general, Zoo handles directories quite well, better even than LHarc) creates archives which are entirely compatible with all other versions of Zoo. Off the Atari, there are other methods for making Zoo do a recursive subdirectory add (the 'find ... | zoo aI...' trick, for instance); personally, I think the a// is conceptually cleaner, and I hope to see it merged with the full source in the next release of Zoo.

>ZOO files are baned on Compuserve....

Your point?

>Lets stick with Archivers that work correctly on the Atari

Zoo works perfectly on the Atari. LHarc I still have doubts about.

> and that can be
>compatible with the other main PC's...

Zoo works perfectly on PC's. I've used it there myself with no
trouble.

And I'm shocked at you, Roger, for suggesting that these files should
move anywhere but between Ataris. After all, only "Unix freeks" would
want to manipulate their archives somewhere else, right? ;)

>Roger..... sheppard_r@kosmos.wcc.govt.nz

I'm beginning to suspect this is some kind of religion with you, Roger.
I use Zoo regularly and have never had problems with it. I've used
Lharc fairly regularly, too, and have had problems as often as not. For
me, the choice is simple.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1786. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 15:34:48 UTC
From: wabe@ukc.ac.uk
Message-ID: <5332@eagle.ukc.ac.uk>
Source record: 203413

In article <H.ea.W4636iuUSrM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
! In <CAA22G.H04@eskimo.com! , Greg Sumner writes:
! Oops, you misunderstood... I meant I'd rather have this sequence:
!
! 1) run program
! 2) program loads
! 3) program is usable
!
! instead of:
!
! 1) run packed program
! 2) packed program loads
! 3) program spends n seconds unpacking (where n ! a reasonable amount for
! large programs, of which I have many)
! 4) program is usable
!
! Now, on _floppies_, the major speed hit is the pathetic access time, so
! it's actually faster to do it the 2nd way (ie, load the packed program).
! There's probably a "critical mass" size for large programs on floppies
! where a file larger than that is faster to leave uncompressed...
!
I don't see why. It would seem to me that both the time it
takes to load a file off a floppy and the time it takes to unpack scale
linearly with file size. So if the unpacking rate is faster than the
floppy load rate it is always better to pack irrespective of program
size. Or am I missing something?

As for various packers' unpacking rates, I find it's hard to
beat PFXPAK (anyone found otherwise?).

W. Alan B. Evans
[wabe@ukc.ac.uk]

1787. Re: Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 16:20:59 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul23.162059.23582@btree.uucp>
Source record: 203361

In article <CAIxvD.KJt@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>In article <22jmku$jhm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>Atari stock is tumbling... It was once at $5.25 and now has hit a low of $4.5.
>>
>It's not tumbling. It was around 4 for a while. On both Thursday and Friday,
>it went up over 1/2 and ended up at 5 1/4. It's now settling down again.
>

What's the stock market philosophy? Buy the news, sell the rumor? Or
something like that? The big upthrust was due to the announcment of
a) Jaguar, and b) IBM manufacturing. Once the initial glow wears off,
all the speculators go away and wait for _more_ news.

IMHO the stock price will continue to drift down for another month or
so, and I'll probably buy back what I sold at 5 in time for the next
rally. (No, I did not sell *all* of my Atari! Just enough to pay off
my initial investment at 1....).

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********
* NOW AVAILABLE: Brooktree's "Components For ATE Design" Databook, 2nd *
* Edition (1/2-inch thicker than 1st Edition). Check your rep., today! *
****

--
****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

1788. Re: SPEED of LIGHT 3.0 update...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 17:26:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.471290@cix.compulink.co.uk>
Source record: 203434

In article <H.ea.W4636iuUSrM@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>Oops, you misunderstood... I meant I'd rather have this sequence:
>
>1) run program
>2) program loads
>3) program is usable
>
>instead of:
>
>1) run packed program
>2) packed program loads
>3) program spends n seconds unpacking (where n > a reasonable amount for
> large programs, of which I have many)
>4) program is usable
>
>Now, on _floppies_, the major speed hit is the pathetic access time, so
>it's actually faster to do it the 2nd way (ie, load the packed program).
>There's probably a "critical mass" size for large programs on floppies
>where a file larger than that is faster to leave uncompressed...
>

On a floppy? No way. It's always faster to load a packed file (PFXed). On
a Falcon this also applies to the HD. Compressed files take the same or
less time to load. Give PFX a try - it's different.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

1789. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 17:29:03 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul23.172903.7958@nrtpa038.bnr.ca>
Source record: 203421

In article <22oio4$gd4@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
|> Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it
|> speeds up the computer enough to justify the price. Plus, what is its
|> compatibility with programs and SIMM memory upgrades such as the New World II?
|>

I've had it for several years now and I can not use an ST without it. It does not interfer with any memory upgrades since is resides only in the processor socket. I did have to put a notch in my RF shield to get it to fit. Also there is a special version of AdSpeed for the STe.

To install it you remove the existing 68000, plug in the AdSpeed ST, and set the jumper for the machine to boot in 8 or 16Mhz mode. I set this for 8 for the occassional game :) Add a program to your auto folder to switch to 16 Mhz and away you go.

A word of warning the supplied accessory to switch cpu speeds caused WORDUP 3.0 to religiously produce 10 bombs. The only time I use 8Mhz is playing games so this is Ok. Use with Spectre and 2.5 megs of memory requires a special workaround to be able to use at 16Mhz.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

1790. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 17:31:40 UTC
From: renfro@bnr.ca
Message-ID: <22p79s$eit@crchh327.bnr.ca>
Source record: 203422

In article <22oio4$gd4@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
|> Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it
|> speeds up the computer enough to justify the price. Plus, what is its
|> compatibility with programs and SIMM memory upgrades such as the New World II?
|>
|> ->->->((JP))<-<-<-
|>
|> A person who laughs at the boss's jokes doesn't necessarily have a
|> sharp sense of humour - But certainly has a keen sense of direction.
|> --- Farmers Almanac

I use an ADSpeed on a Mega2 and it makes a big difference. I am able to run without a screen accelerator (TurboST is what I normally use) and it is as good as 8MHz with TurbST. Also makes other (non-display) tasks run faster too. It has been very solid since I put it in and I don't have hardly any compatibility problems (I don't play many games).

Also, just received a mailing from ICD and they are having a summer sale and offering the ADSpeed for $99.00! Wish I had come across a deal like this when I was looking. At that price it is certainly worth it.

RandyH

1791. ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 17:45:29 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAMpBu.L3v@cs.uiuc.edu>
Source record: 203415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Has anyone tried to rig up the software & hardware necessary to use ST floppy drives on the Atari 8 bit computers? It would be great to be able to use the extra disk storage, and it would be ideal if the file systems were compatible, so we could share files between the machines.

So, has anyone done this?

I don't have time to hack on this project now, but might look into it in a few months. Any particular trouble points to watch out for?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

1792. Re: Geneva Multitasking system for the Atari line of computers

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 17:56:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAMpu8.Fx8@sdf.lonestar.org>
Source record: 203442

In article <H.eg.AKpstKgZro6@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>In <CAFrGx.FMG@dscomsa.desy.de>, Wolfgang Wander writes:
>[> In article <CAFFsw.1F7@cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley)
writes:
>[> >Interesting. Gribnif seem to have a very smug perspective about all this.
>[> >Can't say I'm so impressed, but then I'm a MultiTOS fan...
>[>
>[> Me neither. But I'm a Mag!X fan. ;-) Geneva will have a lot of problems
>[> comparing to this system ;-)
>[>
>[> Wolfgang
>
>Is there any way to get Mag!x in Canada? Also, how much does it
>cost? I have seen people saying they love it, and that there will
>be a new version soon, but I have never seen anyone describe it.
>How does it compare to MultiTOS (speed) on an 8MHZ ST? Does it
>support the AES 4.0 system calls? Does it have any of the nice
>features (but not neccessary) features of Geneva?
>
>Lastly, how workable is it on a 2MB ST? (Oh, can you put a task
>to sleep? That is one of the most interesting Geneva features I
>have heard about. I do not need REAL Multi-Tasking for much, but
>I could think of many uses for task-switching.) Real Multi-Tasking
>would be nice if you could control how much of the system CPU is
>used for each application. That way a compiler running in the background
>would not bring the system to a halt (it would just be slower).
>
>
You forgot support of MiNT calls, since any developer writting for MTOS
is going to like MiNT calls. Just a few can add some nice flexibility
to things! Not to mention that the MTOS drag-n-drop requires a MiNT
pipe!!

Also, making an application sleep is not new to GENEVA. MTOS has this
because MiNT has it. With text based applications its CNTRL-Z, with others
you can send a signal, and I think there MIGHT be an ALT-CNTRL-Z.

The windows may not automatically close, but the process stops using CPU time
Also, changing priorities is pretty easy with MiNT/MTOS and MiNT/GENEVA.
I actually run GCC in th background for small programs, and pther compilers
could easily be used in the background.

1793. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 18:04:26 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAMq7G.G59@sdf.lonestar.org>
Source record: 203443

In article <22lief$q1o@obelix.uni-muenster.de> kuhnu@math.uni-muenster.de writes:
>In article 3M3@dscomsa.desy.de, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>>In article <22j2ebEets@uni-erlangen.de> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:
>>>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>
>>OK - MiNT certainly is the best enhancement to TOS we've had so far
>>and it's way to Posix is the right direction. MiNT itself is not slow
>>but comparing it to Mag!X (which does not provide MiNTs Posix like
>>features so far!) there is an incredible speed difference. Ok -
>>let's say - Magix is faster ;-)
>
>What makes MiNT so slow is the real slow GEMDOS filesystem, on which MiNT
>operates. If you use a faster file system (like the minix fs) mint will gain
>a lot of speed. Trust me, the kernel is not so slow as it seems.
>
>Ulrich
>

What!?!>? This is complete and total BS. The Minix File System is MUCH slower than the FAT file system. And that only affects disk access, and most MiNT calls and the multitasking do NOT access the file system. However, MiNT slows the machine down by about 1 or 2%, about the same as Warp9.

1794. Re: AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 19:02:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1402@usdtsg.DaytonOH.NCR.COM>
Source record: 203419

In article <22nsls$ou1@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>Have heard from a person who bought Works that it absolutely would not
>work on his Mega 2 (TOS 1.02 machine...) [STuff deleted]
>Said something about a patch file
>on GEnie, but offered him no way to get the file directly from them.
>(He doesn't have a GEnie account, or a modem.) Seems the problem
>is in the dictionary/thesaurus and the temporary solution is to delete
>them from the Works folder.

The name of the patch file is WRKSUPDT.TOS and I've just uploaded
it to atari.archive.umich.edu (yes, I actually managed to be one
of those 10 lucky folks to get on :-) Anyways, should be available
as soon as they move it to the Newitems directory, I'd imagine.
(hopefully I did the upload correct - it's my first upload to those
hallowed halls :-)

According to the inserted readme (showme) file, they mention TOS 1.2
as having the problem (dunno about TOS 1.0)...

>It's the SPENDING,
>Stupid! How could
>it be any plainer?

You know what the problem with that comment is, don't you?
IT MAKES SENSE!!! And we can't have none of that in government,
I mean people would be lost :-) Oh well, redirected to alt.good.grief... :-O

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"if nothing else works, this may be a perfect opportunity to use common sense..."

1795. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 19:20:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <22pdmh$m4v@elroy.jpl.nasa.gov>
Source record: 203416

In article <LANCER.93Jul22010847@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>>Does anyone know what the "special interface device" which was made
>>to allow Gauntlet II to be played with 4 joysticks was like?
>
>Now can someone tell me more about this gizmo! I assume it's just a
>connector, ie no "real" parts in it. I further assume that it uses
>the printer port's native ground and the parallel lines for its data.
>I further further assume that there is no dangerous voltages (or
>currents) running around in a printer port and that it would be ok to
>play around with little wires to see how the joystick thing works by
>grounding the printer port's pins. I would also assume that this will
>do no damage to me or the ST and that I could build such a device and
>live the rest of my life in peace and happiness. Am I assuming too
>much? :-)

We used to have a text file on atari.archive describing how to build this adapter, but it seems to have vanished. I can't seem to find it anywhere in my private backups either, but the docs have been around for a while. I made one a while back, just needed a DB-25, 2 DB-9s, and some wire...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1796. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 19:24:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <22pdtk$mcc@elroy.jpl.nasa.gov>
Source record: 203417

In article <22oio4$gd4@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it
>speeds up the computer enough to justify the price. Plus, what is its
>compatibility with programs and SIMM memory upgrades such as the New World II?

I put one into my 4160 STe, no real compatibility problems. Some software refuses to run at 16 MHz, but you can set it back to 8 in those cases and everything is fine. (Most notably, Notator/Creator. Big drag...) The cache can only help so much; generally you'll see a 30% speedup. The only time you'll see a full 100% speedup is when you're running a very tiny piece of code that doesn't manipulate very much data. (Not often.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1797. FTP-Sites for ATARI (wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 20:13:24 UTC
From: nop@cs.tu-berlin.de
Message-ID: <22pgp4$4dt@news.cs.tu-berlin.de>
Source record: 203418

```
-------> ATARI Software sites - 18.07.93 <-------
^^^
```

ftp.informatik.tu-muenchen.de (131.159.0.110) +
pub/atari/ Email: ftp-mailer@informatik.tu-muenchen.de

---

ftp.ira.uka.de (129.13.10.90) -
pub/systems/atari

---

ftp.thp.uni-koeln.de (134.95.64.1) +
pub/atari/

---

ftp.tu-chemnitz.de (134.109.132.51) +
pub/comp/atari-st

---

ftp.uni-kl.de (131.246.9.95) +
pub/atari/

---

ftp.uni-muenster.de (128.176.121.55) *
pub/atari/

---

ftp.uni-paderborn.de (131.234.2.32) *
pcsoft/atari/

---

ftp.uni-regensburg.de (132.199.1.17) -
software/atari/

---

ftp.uni-stuttgart.de (129.69.1.12) +
soft/atari/ Email: mail-server@rusmv1.rus.uni-stuttgart.de

---

mufus.rz.tu-harburg.de (134.28.200.99) +
pollux_public/ATARI/

---

nibelung.worms.fh-rpl.de (143.93.16.3) +
pub/atari/

---

nic.switch.ch (130.59.1.40) *
mirror/atari/ (mirror of atari.archive.umich.edu)

---

nic.funet.fi (128.214.6.100) -
pub/atari/

---

rzserv3.rz.tu-bs.de (134.169.9.31) -
pub/atari/

---

src.doc.ic.ac.uk (146.169.2.1) *
computing/systems/atari/umich (mirror)
computing/systems/atari/uni-paderborn (mirror)

---

star.cs.vu.nl (192.31.231.42) -
atari/ (130.37.24.6)

---

ftp.tu-clausthal.de (139.174.2.10) *
pub/atari/ Email: mail-server@ftp.tu-clausthal.de

---

wowbagger.pc-labor.uni-bremen.de (134.102.228.9) +
pub/atari_st/

---

wuarchive.wustl.edu (128.252.135.4) *
usenet/comp.binaries.atari.st/
usenet/comp.sources.atari.st/
mirrors3/archive.umich.edu/atari/

You know some more ftp-sites with interesting ATARI-stuff?
Please mail the adress to me!

Thanx.
Herwig Schelauske

Charlottenburger Ufer 1 | MAUS @ B
1000 Berlin 10 | Internet: hesche@cs.tu-berlin.de
Phone: +49 30.342 05 39

--
Enno E. Peter | UUCP: nop@opal.cs.tu-berlin.de ..!{unido,pyramid}!tub!opal!ah
| BITNET: nop%tubopal@DB0TUI11.BITNET

1798. 1040STe - now what do I do?

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 20:52:24 UTC
From: DBRIGHAM@nsf.gov
Message-ID: <DBRIGHAM.14.743460744@nsf.gov>
Source record: 203420

OK, I just received a 1040STe from one of us fine ST using Interneters, and it seems a might better than my old faithful TOS 1.0 1040STf. I received it with an AdSCSI Plus ST hard disk interface. I've got a couple of questions:

TOS version - when I look at the Info screen it has the 'Rainbow' TOS display, what version would this be? What utility do I need to check?

I have a VideoKey I have used with my 1040STf - it's one of those ST Monitor Port -to- Composite/Modulated video converters, and it works fine on my 1040STf. But it doesn't do anything when connected to the STe - I thought the monitor port outputs were the same? There must be some active line the box monitors because the power LED only comes on when the 1040STf is powered up, but it never comes on when the 1040STe is powered up. I did find the RF output of the STe OK, but I'd like access to the Composite output, anyone know where I can find the right adapter cable to pull it from the Monitor port?

OK, now I have this AdSCSI hard drive adapter - what are some good recommendations for SCSI drives which should 'plug-and-play' with it? And what version of the ICD utilities should I be using/where can I get them?

Oh, there is a little printed warning from Atari that there is a special program STE_FIX.PRG in the AUTO folder of the Langauge Disk which "must" be used whenever booting up - what the heck is that? What needs to be fixed? I think the previous owner mentioned he had the TOS upgraded, might this have been a problem with TOS 1.4 that was later fixed?

Finally, once I plunk 4MB RAM in this thing and add a decent sized hard disk (and pay $450 to upgrade to Notator Logic) is there anything else besides MIDI that I can really do with this - needles to say my 1040STf has been gathering dust the last few years except for occasional battles with Empire Strikes Back....

Thanx....

****
* Dana Brigham - dbrigham@nsf.gov - RJO Ent., Inc. *at* the National *
* Science Foundation - anything expressed above was, is and always *
* will be a singular product of my warped mind..... *
* *
* Inquiring minds want to NO!!!!! *
****

1799. Re: AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 22:09:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22pnimINN7dc@golem.wcc.govt.nz>
Source record: 203425

] Have heard from a person who bought Works that it absolutely would not
] work on his Mega 2 (TOS 1.02 machine...) After several attempts to
] help him over the phone, he finally called me to tell me he had talked
] to Atari directly and they reportedly told him that Works does not
] work on pre-TOS 1.04 machines... Said something about a patch file

That's a load of cobblers, as I've got v1.0 (the original), and it works
fine on TOS 1.02! (Even with a cache and assorted other TSR's!).

"Lets play pin the tail on the Donkey" "We don't have a Donkey" "Pin the tail
on the chicken" "We don't have a tail" "Pin a Sausage on the chicken"
"We don't have a chicken" "Pin a sausage on the fridge" "We don't have a pin"
"Tape a sausage to the fridge" "We don't have a Sausage!"
"Put a piece of tape on the fridge!!!" "Not much of a game is it - besides we
don't have a blindfold!" 'Bottom (Culture)' WELLS_S@KOSMOS.WCC.GOVT.NZ

1800. Atari United, latest info...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 22:13:04 UTC
From: wilsont@rahul.net
Message-ID: <CAn1pt.5wo@rahul.net>
Source record: 203424

What is this ATARI UNITED! thing?

When ATARI UNITED! was first announced in an online conference on DELPHI, some DELPHI members had questions, which I'm sure others share, about the intent, focus and reasoning behind ATARI UNITED!. A bit of history about the development of this organization might help begin to answer those questions.

ATARI UNITED! was born out of the suspicion that more Atari TOS computer owners exist than most in the active Atari community realize. Patti and I have both had many experiences in which we have come into contact with owners who had no idea that a thriving Atari community still existed. We have both been responsible for bringing ST owners 'out-of-the-closet' and renewing their use of their machines. And, of course, with every renewed Atari owner comes some degree of new spending on equipment and/or software.

ATARI UNITED! has been organized with the intent of searching out these isolated owners on a nationwide scale, with the hope that these users will expand the active userbase. And as a result will promote new business for our loyal developers. ATARI UNITED! seeks to repair the disintegration of communication between users and developers in the Atari market, especially because of the demise of many printed Atari-specific magazines that all too often are an owner's only link to the community.

A late night conversation about the dismal state of the Atari market in the US led to a discussion about ways that it could be improved, independent of direct Atari Corporation involvement. Obviously, we concluded that the creation of a nationwide database containing information about users, dealers and developers was the first step in rebuilding the lost lines of communication. This has become the first priority of our fledgling organization. While it is being compiled, other projects are and will be developed, so that our database can be utilized to its full extent when more complete.

Atari user groups have always been a valuable means of keeping the Atari community together, and it was obvious that user groups were the best place to begin compiling information. Bob Brodie, Director of Communication for Atari Corporation, and former User Group Coordinator, was contacted, provided an outline of our purpose and plan of action, and asked for a list of user groups that could be used in the effort. He was happy to provide us with the necessary information, and so, the work began.

The name ATARI UNITED! was chosen, and again, Bob Brodie was contacted. Permission to use Atari's name was granted, so long as the organization was used to support Atari products and their users. As this was the very foundation of the organization, an informal agreement was quickly reached, and ATARI UNITED! became our offical name. It was further determined that AU! should be a not-for-profit organization, similar to the general form that Atari user groups have taken over the years. ATARI UNITED! does not exist to bilk Atari users out of their money. Actually, we'd prefer that their money be invested in hardware and software, so our loyal developers can make a living. We intend to make all ATARI UNITED! services and projects as affordable as possible. Registration is free of course, and many of the other benefits we will be able to provide will be free of cost to the user also.

ATARI UNITED!'s first project beyond the database is a quarterly DiskMagazine. It will be geared to provide developer news, product reviews, game hints, help columns, and a few surprises. Eventually, program demos might be included, so a taste of what is up and coming can be given as wide an audience as possible. While similar things are now available in the online magazines, it is important to realize that most of the Atari community members are not 'modemized', and that many TOS computer owners have no real link with the rest of the market. So, it is not so much a matter of duplicating what already exists, as a matter of distribution where that kind of information is so desperately needed. Kinda like being modern technological missionaries!

The potential for ATARI UNITED! is enormous, for both the developers and the owners of TOS computers. With better channels of communication, developers will be able to sell more products, encouraging them to continue investing in the TOS market. We, as users, will continue to be able to purchase new products, and find support for the old.

One particular benefit for user groups will grow as the database of TOS computer owners grows. User groups who register with ATARI UNITED! will have their contact information made available to anyone who inquires about TOS support in their area. User groups will also periodically be given access to information about local users contacted by us. Just as the developer and the user can be connected, so too can user groups and users. It's all a part of strengthening the communication channels throughout the entire market.

In addition to communication between groups and owners, we can also help on the individual level. When an owner has a problem with his/her system, or with a piece of software, it is often helpful to contact someone nearby with the knowledge to solve the problem. Even if a user doesn't have a 'problem' per se, the exchange of information and ideas can only benefit the community.

Some users are lucky enough to have a local dealer, but for many, 'local' is a term that can mean several hundred miles. All of those in that predicament will be able to locate owners nearby. Just consider us a friendly dating service for your Atari computer!

Some of our future projects are not far enough along to be openly discussed, but there are some exciting possibilities out there. It is important that we don't take on too much too quickly, only to find that we can't handle our first priorities. Too often a well-intentioned enterprise fails while trying to do too much all at once. Instead, we want to grow slowly with the aid and support of everyone involved in the Atari community. With this in mind, the number of staff at ATARI UNITED! is being kept very small. We have received many offers from users volunteering to help with our project, and we are encouraged by all the offers. But in these early stages, it is essential that our focus be maintained. Too many people with too many ideas would only serve to dilute our efforts at this point. However, as we grow, we will be adding to our little group, to better serve the Atari community.

ATARI UNITED! intends to succeed in its effort to strengthen the Atari community. Time and money have already been expended to that end, and we are fully ready to expend more. But, it'll take the cooperation and support of TOS computer owners all across the US to make ATARI UNITED! the best it can be. To help us help all of you, register now, while you are thinking about it!
Together, we will make the Atari community stronger!

Gordie Meyer
ATARI UNITED!

==========

To register:

Complete the registration form below, and send to:

==========

ATARI UNITED!
P.O. Box 691
Mountain View, CA 94042-0691

or via e-mail to:

abarbiero@delphi.com

==========

Name (Last, First, MI): _____
Mailing Address: _____
_____
City, State, Zip: _____

Computer Model: ___ 520 ST ___ 520 STe ___ TT
___ 1040 ST ___ 1040 STe ___ F030
___ Mega ST ___ Mega STe

Computer Serial Number: _____

User Group (if a member):_____

=======For further information, contact:=======

Patti Barbiero Gordie Meyer
P.O. Box 691 P.O. Box 1982
Mountain View, CA 94042-0691 or Ames, IA 50010-1982
(415) 903-9787 (515) 232-1627
abarbiero@delphi.com biblinski@delphi.com

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1801. Re: Atari United, latest info...

Newsgroup: comp.sys.atari.st
Date: 1993-07-23 23:08:31 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAn4A7.DB@cs.uiuc.edu>
Source record: 203426

I like this idea of organizing an active user base to encourage support from developers, and to support sharing of ideas and information.

It would be nice if this infrastructure could also be set up to include the 8-bit Atari users as well, assuming there was interest from that community.

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

1802. MiNT/MTOS shells

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 01:50:53 UTC
From: azog@world.std.com
Message-ID: <CAnBsu.Gxt@world.std.com>
Source record: 203427

Anyone know of a good -windowed- shell thatll run under MTOS?
When running MiNT on my STe, I would run bash in a TOSWIN
window, but under MTOS, it doesnt work good. Apperently,
either it wants the whole screen, or something. The same
with Gulam. They work OK if I run them outside of MTOS.

Thanx

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1803. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 02:21:49 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul24.022149.163427@zeus.calpoly.edu>
Source record: 203429

I think it uses the printer port. Did you try calling TOAD computers
@ 1-800-448-TOAD? I don't know if they still have it though.

--
~~~~~~
Chris Willison	(cwilliso@tuba.calpoly.edu)
School of Computer Science	Cal Poly San Luis Obispo
Cal Poly San Luis Obispo Ca.	"No Core Dump Required"
~~~~~~

1804. Re: 1st-Word to PC or LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 02:58:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <23JUL199321584936@pavo.concordia.ca>
Source record: 203428

In article <22gd23$1gav@obelix.uni-muenster.de>, billen@VNWZ00.UNI-MUENSTER.DE writes...
>Hi there!
>
>I really like my Atari, but I'm using a very stupid Text-Processor: 1st-Word+.
>It's really to slow to edit and print a Text of 200 pages or more. Now I'm
>looking for a converter for my 1st-Word Files to a PC-Format (Word, WordPerfect
>etc.) or even LaTeX (this would be the best!). Does anybody know such a
>program? The only thing I found on FTP-Servers was 1stw2ps, a converter to
>PostScript. This is fine for printing, but not for editing.
>
>Thank's in forward!
>Elmar Billen, Muenster, Germany.
>
>E-Mail: billen@uni-muenster.de

Up-to-date, my favorite is Pro-Text. It appeared on ST Format disk. Try to get
your hands on it if you can. It's fast and reliable.

Wojciech Galuszka | Computer Engineering at Concordia University | Montreal |
+===+

1805. Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 03:39:21 UTC
From: saj@chinet.chinet.com
Message-ID: <CAnGtM.7Mo@chinet.chinet.com>
Source record: 203437

Remember me? I ordered a 14/65 Falcon on May 1? Well I just got it (with the 80 M disk). I swear, even in the 16-bit color modes the video is faster than on the demo unit at my dealer. Sure the demo machines were the final model...anything you say. I can get all the regular video modes on my old Thomson Ultrascan (a massively over-designed multisync type), although the colors tend to look a bit funny. Soon's the dealer made up the cable, my Wren hard disk ran fine on the SCSI line. The BMS / Beckemeyer tape backup doesn't seem to work, but I have hopes. I agree that the keys don't feel satisfying. Be a long time 'til I really know the machine.

Steve

1806. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 04:07:44 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <22qcig$76n@terminator.rs.itd.umich.edu>
Source record: 203430

```
drwxrwxr-x root 4096 Jul 18 00:07 .
drwxrwxr-x root 6144 Jul 18 14:54 ./8bit
-rw-r--r-- lenn 11165 Jul 18 14:52 ./8bit/faq.arc
-rw-r--r-- lenn 6369 Jul 18 14:52 ./8bit/faq2.arc
-rw-r--r-- lenn 39046 Jul 18 14:54 ./8bit/0index
drwxrwxr-x root 10240 Jul 18 00:23 ./Utilities
drwxrwxr-x weiner 2048 Jul 19 19:15 ./Gnustuff/Tos/Updates
-rw-r--r-- entropy 33212 Jul 19 19:15 ./Gnustuff/Tos/Updates/update31.zoo
drwxrwxr-x root 4096 Jul 20 20:58 .
-rw-rw-r-- weiner 4980 Jul 20 19:35 ./Applications/0index
drwxrwxr-x weiner 2048 Jul 20 19:31 ./Applications/Other
-rw-r--r-- lenn 56983 Jul 20 19:31 ./Applications/Other/st_diary.lzh
drwxrwxr-x root 2048 Jul 20 23:40 ./Editors
-rw-r--r-- molin 12387 Jul 17 08:46 ./Editors/wp2rtf.lzh
-rw-r--r-- entropy 1403 Jul 20 23:43 ./Editors/0index
drwxrwxr-x root 10240 Jul 20 03:40 ./Games
-rw-r--r-- lenn 36893 Jul 20 03:46 ./Games/4_7_11.lzh
-rw-r--r-- lenn 14848 Jul 20 18:43 ./Games/0index
drwxrwxr-x root 2048 Jul 20 19:58 ./Gnustuff/Tos
drwxrwxr-x root 2048 Jul 20 19:23 ./Gnustuff/Tos/G++
-rw-r--r-- entropy 102228 Jul 20 15:45 ./Gnustuff/Tos/G++/gpinc20.zoo
-rw-r--r-- entropy 142146 Jul 20 15:46 ./Gnustuff/Tos/G++/gplibo20.zoo
-rw-r--r-- entropy 201541 Jul 20 15:47 ./Gnustuff/Tos/G++/gplibs20.zoo
drwxrwxr-x root 2048 Jul 20 19:12 ./Gnustuff/Tos/Gnulib
-rw-r--r-- entropy 148405 Jul 20 15:49 ./Gnustuff/Tos/Gnulib/libolb93.zoo
-rw-r--r-- entropy 334880 Jul 20 15:51 ./Gnustuff/Tos/Gnulib/libsrc93.zoo
drwxrwxr-x weiner 2048 Jul 20 19:15 ./Gnustuff/Tos/Gemlib
-rw-r--r-- entropy 33422 Jul 20 15:44 ./Gnustuff/Tos/Gemlib/gmlibo30.zoo
-rw-r--r-- entropy 67304 Jul 20 15:45 ./Gnustuff/Tos/Gemlib/gmlibs30.zoo
drwxrwxr-x weiner 2048 Jul 20 19:22 ./Gnustuff/Tos/Include
-rw-r--r-- entropy 109725 Jul 20 15:48 ./Gnustuff/Tos/Include/incl93.zoo
-rw-r--r-- entropy 12526 Jul 20 19:58 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Jul 20 23:08 ./Graphics
-rw-r--r-- molin 13853 Jul 17 08:46 ./Graphics/artprint.lzh
-rw-r--r-- lenn 603180 Jul 20 03:51 ./Graphics/gview231.zip
-rw-r--r-- lenn 99871 Jul 20 18:46 ./Graphics/minidraf.lzh
-rw-r--r-- entropy 10971 Jul 20 23:10 ./Graphics/0index
drwxrwxr-x root 2048 Jul 20 23:21 ./Misc
-rw-r--r-- molin 14814 Jul 17 08:46 ./Misc/greeting.lzh
-rw-rw-r-- weiner 2103 Jul 20 23:23 ./Misc/0index
drwxrwxr-x root 10240 Jul 20 23:34 ./Utilities
-rw-r--r-- molin 7709 Jul 19 13:20 ./Utilities/bfrdbu10.zoo
-rw-r--r-- lenn 25719 Jul 20 03:41 ./Utilities/icon.lzh
-rw-r--r-- molin 16404 Jul 19 02:58 ./Utilities/mdisk694.lzh
```

```
-rw-r--r-- lenn 9238 Jul 20 19:48 ./Utilities/sebra.lzh
-rw-r--r-- lenn 16737 Jul 20 19:31 ./Utilities/slgsht12.lzh
-rw-r--r-- dpz 155648 Jul 20 00:16 ./Utilities/spbt81.lzh
-rw-r--r-- molin 9163 Jul 17 08:46 ./Utilities/stfa.lzh
-rw-rw-r-- entropy 20576 Jul 20 23:35 ./Utilities/0index
drwxrwxr-x weiner 2048 Jul 20 19:31 ./Utilities/Screensavers
-rw-r--r-- lenn 12663 Jul 20 19:31 ./Utilities/Screensavers/rubricks.lzh
-rw-r--r-- lenn 16737 Jul 20 19:31 ./Utilities/slgsht12.lzh
-rw-r--r-- dpz 155648 Jul 20 00:16 ./Utilities/spbt81.lzh
-rw-r--r-- lenn 9238 Jul 20 19:48 ./Utilities/sebra.lzh
-rw-r--r-- entropy 69135 Jul 20 20:56 ./0ls-lR.Z
-rw-r--r-- entropy 69365 Jul 20 20:58 ./0ls-lRc.Z
-rw-r--r-- entropy 91383 Jul 20 20:54 ./0compind.Z
-rw-r--r-- entropy 194761 Jul 20 20:54 ./0index
drwxrwxr-x root 10240 Jul 21 18:27 ./Games
-rw-r--r-- lenn 14920 Jul 21 18:31 ./Games/0index
-rw-rw-rw- lenn 36224 Jul 21 18:27 ./Games/kaboom.lzh
drwxrwxr-x root 2048 Jul 21 18:36 ./Sound
-rw-r--r-- weiner 3151 Jul 21 18:36 ./Sound/0index
-rw-rw-rw- lenn 252416 Jul 21 18:27 ./Sound/slab11.lzh
-rw-rw-r-- entropy 20576 Jul 21 18:34 ./Utilities/0index
drwxrwxr-x weiner 2048 Jul 21 18:33 ./Utilities/Desktop
-rw-rw-rw- lenn 96384 Jul 21 18:28 ./Utilities/Desktop/tera_132.zip
drwxrwxr-x root 4096 Jul 22 12:10 .
drwxrwxr-x root 6144 Jul 22 23:43 ./Diskutils
-rw-r--r-- dpz 38630 Jul 17 08:46 ./Diskutils/undelete.lzh
-rw-rw-r-- entropy 7336 Jul 22 23:50 ./Diskutils/0index
-rw-rw-r-- entropy 6458 Jul 22 12:00 ./Mint/0index
drwxrwxr-x entropy 2048 Jul 22 12:00 ./Mint/Utilities
-rw-r--r-- dpz 33038 Jul 20 05:33 ./Mint/Utilities/stcron.lzh
-rw-r--r-- dpz 85743 Jul 18 16:51 ./Mint/Utilities/stlogin3.lzh
drwxrwxr-x weiner 2048 Jul 22 11:46 ./Sound/Players
-rw-r--r-- dpz 10272 Jul 20 04:13 ./Sound/Players/lps110.lzh
-rw-r--r-- weiner 3205 Jul 22 11:55 ./Sound/0index
drwxrwxr-x root 10240 Jul 22 23:43 ./Utilities
-rw-r--r-- dpz 98756 Jul 21 22:26 ./Utilities/icnlibs.zip
-rw-rw-r-- entropy 20492 Jul 22 23:45 ./Utilities/0index
-rw-r--r-- dpz 69569 Jul 22 12:08 ./0ls-lR.Z
-rw-r--r-- dpz 69519 Jul 22 12:10 ./0ls-lRc.Z
-rw-r--r-- dpz 91569 Jul 22 12:05 ./0compind.Z
-rw-r--r-- dpz 195255 Jul 22 12:05 ./0index
drwxrwxr-x root 6144 Jul 23 23:45 ./Diskutils
-rw-rw-r-- entropy 7335 Jul 23 23:46 ./Diskutils/0index
-rw-r--r-- molin 13307 Jul 23 23:43 ./Diskutils/bfrd_10.zoo
drwxrwxr-x root 4096 Jul 24 00:03 ./Languages
-rw-r--r-- molin 73020 Jul 23 23:59 ./Languages/stosers.zip
drwxrwxr-x root 2048 Jul 23 23:56 ./Misc
-rw-rw-r-- weiner 2166 Jul 23 23:58 ./Misc/0index
-rw-r--r-- molin 69632 Jul 23 14:43 ./Misc/wrksupdt.tos
drwxrwxrwx root 2048 Jul 23 23:59 ./Falcon
```

```
lrwxr-xr-x molin 20 Jul 23 23:59 ./Falcon/wrksupdt.tos -> ../Misc/wrksupdt.tos
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1807. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 04:13:53 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCAnIF6.CB3@netcom.com>
Source record: 203431

```
In article <ekrimenCALFu5.Ko6@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>In article <14467@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>>Will DataDiet run under MultiTos, Geneva, Mag!X?
>
>DataDiet, Data Rescue, and Squish II (all of Trace Technologies' products)
>work fine under Geneva.

BTW, Keith Gerdes/TraceTech can be reached at "k.gerdes@genie.geis.com".

Hi Keith! ;-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
```

1808. Re: Geneva News

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 07:11:56 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAnqnx.ABr@netcom.com>
Source record: 203435

Bob Erkamp (erkamp@titan.arc.ab.ca) wrote:

: Just curious what you are running it on and how much memory you have and is left
: one all the software is loaded?

Hmmm, that's hard to answer. I've got loads of TSR's loading. I have a Mega
ST4 with TOS 1.4. I normally have about 2.5 MB free from the neodesk desktop.
Geneva is supposed to only take about 130KB. On my bootup I have warp9,
speedo gdos, geneva, neodesk, 128KB of printspooler, edhak 3.01, neocontrol,
the two speedo utilities, multifile and probably a couple of other things...

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1809. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 07:58:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.473457@cix.compulink.co.uk>
Source record: 203220

In article <22pdtk$mcc@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <22oio4$gd4@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>> Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it
>>speeds up the computer enough to justify the price. Plus, what is its
>>compatibility with programs and SIMM memory upgrades such as the New World II?
>
>I put one into my 4160 STe, no real compatibility problems. Some software
>refuses to run at 16 MHz, but you can set it back to 8 in those cases and
>everything is fine. (Most notably, Notator/Creator. Big drag...) The cache
>can only help so much; generally you'll see a 30% speedup. The only time
>you'll see a full 100% speedup is when you're running a very tiny piece of
>code that doesn't manipulate very much data. (Not often.)
>--

I would say that 60-70% speed up is a more realistic figure. Highly
recommended, especially if you want to run MTOS. As an example, compiling
the same program took me 60 seconds at 8MHz and 39sec at 16MHz.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

1810. Re: 1st-Word to PC or LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 08:01:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22qq8nINN9ff@golem.wcc.govt.nz>
Source record: 203436

] Up-to-date, my favorite is Pro-Text. It appeared on ST Format disk. Try t
] your hands on it if you can. It's fast and reliable.

Dunno about fast, but it certainly is very feature-packed! Not bad at all!

"Lets play pin the tail on the Donkey" "We don't have a Donkey" "Pin the tail on the chicken" "We don't have a tail" "Pin a Sausage on the chicken" "We don't have a chicken" "Pin a sausage on the fridge" "We don't have a pin" "Tape a sausage to the fridge" "We don't have a Sausage!" "Put a piece of tape on the fridge!!!" "Not much of a game is it - besides we don't have a blindfold!" 'Bottom (Culture)' WELLS_S@KOSMOS.WCC.GOVT.NZ

1811. Re: BART

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 08:29:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.qyyjWDg4Jx_@elfhaven.ersys.edmonton.ab.ca>
Source record: 203225

In <5ks57B7w165w@sys6626.bison.mb.ca>, Winnipg writes:
[> Has anyone got anything from BART lately?

No, I have not been able to get anything. My mail returns after three
days with "undeliverable" in the subject header. I sent a message to
Jeff Weiner, and he forwarded it to Jon Brode. Perhaps the problem
will be fixed soon...

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1812. Re: Problems with Atari archive...

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 09:22:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22qv0eINN9l0@golem.wcc.govt.nz>
Source record: 203438

In article <CAM0GK.79v@cs.uct.ac.za>, dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>Umm, just a small query really....
>
>Lately I've been having problems with Bart mailing stuff, I'm constantly
>getting bounced mail saying something like : Can't send message for 3 days,

>Is anyone else having the same problems, or is it just me?

>|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za

Yes we get no reply from BART or cs.tu-berlin.de here at all..

HELP ! can some one state what is wrong with these sites, it seems
like its been going on for some weeks...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1813. Re: 1040STe - now what do I do?

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 09:57:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22r12aINN9l0@golem.wcc.govt.nz>
Source record: 203439

Hi Dana..

TOS's STE's have 1.6 or 1.62...NOT Rainbow TOS..

Rainbow TOS is TOS 1.4, was fitted to some of the later STFM's and Megas, and sold as a upgrade.

STE_FIX is for TOS 1.6 as it will not boot up in medium resolution...

Hard disk, I do suggest a Quantum LPS240S or a LPS105S if the other is to big..

The one big main thing is to find what TOS version you have..??

If you can look at memory is the 2nd and third byte from E00000 on a STE or the same but from FC0000 on a STF or M ...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1814. Where's Jim Allan (FAST Technologies)

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 11:06:02 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <24JUL93.07060280@cc4.crl.aecl.ca>
Source record: 203440

On Dec 5, 1992 I issued a certified cheque to FAST Technologies for a T25 accelerator board. It's now July 24th, 1993 and still no T25! Repeated requests have been made for the product (always got an answering machine - never was able to speak to a person). This morning I called and could not even get the answering machine.

Has Jim Allan taken flight with my $US 285.00? Anyone know where I can reach Jim. I am getting a little bit ticked off at this nonsense.

Jim, if you're out there I want a full refund. Enough is enough!

1815. Re: Got my Falcon, now for some questions.

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 13:40:14 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul24.074014.15092@iscsvax.uni.edu>
Source record: 203441

In article <1993Jul22.174131.13675@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 9apFvDdT6cI@semprini.tdkcs.waterloo.on.ca, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>>Then again, "Why didn't they use SIMMs?", "Why didn't they use a
>>detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc... The
>>ways of Atari are mysterious...
>
> Answer (pick one):
> A. it would cost too much
> B. the consumer wants these things
> C. it would be logical to do so
> D. it will make you appreciate the "Falcon040" even more
> E. all the above
>
> :)

If Apple can provide A Centris 610, LCIII and IIVX for $1300 and all come with expandability and separate keyboards and faster processors why can't Atari. I remember A Mac plus use to cost $2600 and the 1040 St for $999. What ever happened to power with out the price? Today the Falcon should cost $700 with harddrive since it would be half the cost of a Mac. I would not spend any more than that because of the poor support Atari provides...

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>
>
> _____ John "HUTCH" Hutchinson _____
> _____ Fair Dinkum Technologies Member - IAAD _____
> _____ "No worries, mate... it's from Fair Dinkum!" _____
> _____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>

1816. Re: AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 15:19:19 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22rjtn$hj8@msuinfo.cl.msu.edu>
Source record: 203445

wells_s@kosmos.wcc.govt.nz writes:

>] Have heard from a person who bought Works that it absolutely would not
>] work on his Mega 2 (TOS 1.02 machine...) After several attempts to
>] help him over the phone, he finally called me to tell me he had talked
>] to Atari directly and they reportedly told him that Works does not
>] work on pre-TOS 1.04 machines... Said something about a patch file

>That's a load of cobblers, as I've got v1.0 (the original), and it works
>fine on TOS 1.02! (Even with a cache and assorted other TSR's!).

Interesting... If it's "a load of cobblers" then why would Atari
release a fix?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1817. Falcon realtime compression - any news?

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 15:42:19 UTC
From: d91jer@Minsk.docs.uu.se
Message-ID: <d91jer.743528539@Minsk>
Source record: 203446

Just that - has anyone heard anything 'bout a realtime compression utility for Falcon? I THINK I saw something in this group a couple of weeks ago, but I'm not sure...

Grtz..
Johan...

1818. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 16:25:02 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <F5077B3w165w@cybernet.cse.fau.edu>
Source record: 203448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

totty@flute.cs.uiuc.edu (Brian Totty) writes:

> Has anyone tried to rig up the software & hardware necessary to use ST floppy
> drives on the Atari 8 bit computers? It would be great to be able to use
> the extra disk storage, and it would be ideal if the file systems were
> compatible, so we could share files between the machines.
>
> So, has anyone done this?
>
> I don't have time to hack on this project now, but might look into it
> in a few months. Any particular trouble points to watch out for?
>
> --
> / Brian Totty o o
> /__ __ o Department of Computer Science o
> / / / / 1304 W. Springfield Ave _/ "We have corn in
> /__/ / / Urbana, IL 61801 Massachusetts too!"
> Gradual Student totty@cs.uiuc.edu

Why, yes, David Woolley had devised his own hack pricedure, detailed in
an Antic that I forget... (sorry!)

1819. ICD is offering some great deals!

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 16:36:08 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106149@hydra.gatech.EDU>
Source record: 203449

I just got a flier from ICD, Inc. where they are closing out much of
their ST/STe stock at greatly reduced prices. Here is a list of the
closeouts:

AdSCSI Micro - Internal hard drive host adapter for Mega ST .$ 39.95
AdSpeed ST - 16 MHz accellerator for 520/1040/Mega ST ....$ 99.95
AdSpeed STe - 16 MHz accellerator for 1040STe $129.95
Cleanup ST - Hard drive maintainence software ....$ 19.95
FN-ST hard drive Kit - Includes host adapter & power supply .$159.95
FN-BST hard drive kit - Same as above but with hole for
removable media drives (3.5") $169.95
Omti 3527A SCSI/RLL controller - SCSI interface for ST 506/412
type hard drives ....$ 39.95
Personal Pascal v2.05 - Pascal language ....$ 19.95
- or with $150 purchase ....$ FREE

Contact ICD, Inc. at:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Phone: 815-968-2228
--
Opinions expressed are my own.

1820. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 17:16:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A8912@S2.maus.de>
Source record: 203386

J>So which other Archivers allow empty folders, (apart from tar or cpio
J>that is)????????

LHarc 2.2x (what else ;-) and Unix-LHA 2.05

Criss

1821. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 17:16:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A8911@S2.maus.de>
Source record: 203387

S>To us MiNT people LHARC,ARC,ZIP are a Big Joke, they do not work with
S>minixfs and other file systems with long file names

LHarc 2.2x works with ANY filesystem...

S>they munch up text files by sprinkling those ugly CR's into them and do
S>not preserve file modes.

Both problems are known and will be fixed in one of the next versions...

S>This beats everything by speed and size.

;-)))))))))))))))))

Criss

1822. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 17:16:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A8913@S2.maus.de>
Source record: 203388

D>And LHarc is? Unfriendly with MiNT, doesn't support long or mixed-case
D>filenames,

I'm sure you're not talking of LHarc 2.2x ?

Criss

Watch out for LHarc 2.22 (coming soon...)

1823. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 17:39:38 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Jul24.173938.22957@monu6.cc.monash.edu.au>
Source record: 203450

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: In article <LANCER.93Jul22010847@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
: >>Does anyone know what the "special interface device" which was made
: >>to allow Gauntlet II to be played with 4 joysticks was like?

[...]

: We used to have a text file on atari.archive describing how to build this
: adapter, but it seems to have vanished. I can't seem to find it anywhere in
: my private backups either, but the docs have been around for a while. I made
: one a while back, just needed a DB-25, 2 DB-9s, and some wire...

I've got an archive describing how to make one for the Amiga, and I assume they're similar, as both use the same type of parallel port (ibm standard xt/at?). I'll uuencode it and mail it to anybody who wants to have a look at it, but I think the circuit diagram is in IFF format.

- Jim

1824. Re: AtariWorks on TOS 1.0/1.02 -- NOT!

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 20:41:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22s6p0INNd13@golem.wcc.govt.nz>
Source record: 203351

] Interesting... If it's "a load of cobblers" then why would Atari
] release a fix?

Could be that versions 1.1 or 1.2 added the bug/s! (Wouldn't be unlike
Atari :)

"Lets play pin the tail on the Donkey" "We don't have a Donkey" "Pin the tail
on the chicken" "We don't have a tail" "Pin a Sausage on the chicken"
"We don't have a chicken" "Pin a sausage on the fridge" "We don't have a pin"
"Tape a sausage to the fridge" "We don't have a Sausage!"
"Put a piece of tape on the fridge!!!" "Not much of a game is it - besides we
don't have a blindfold!" 'Bottom (Culture)' WELLS_S@KOSMOS.WCC.GOVT.NZ

1825. GEMBench v3

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 20:51:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.474708@cix.compulink.co.uk>
Source record: 203232

I have just uploaded the new version of GEMBench to binaries. Here's a description of the new features.

GEMBENCH v3 - New Features
==========================

* Improved interface

GEM Bench now uses dialog windows instead of modal dialog boxes. You may open several windows, move them around, close and top them. At any time you have access to the menu bar. If you open several windows at once, changing something in one is automatically reflected in the other. Changing the Blitter state in the main window for example is also reflected in the Save or System Info windows if these are open, even if they are partially hidden.
If you have several windows open, you can top any window by clicking on it or by selecting its menu entry or button that invoked it in the first place.

The menu bar can be used to perform a collection of tests. Three entries are available, Display runs all graphic tests, CPU performs the math and memory access tests and All Tests simply runs all tests. This items also have keyboard shortcuts which are available at ANY time.

The Hardware Reference box has an improved layout, making it easier to work out which system you are comparing your setup to.

* FPU support

The float math tests now use an FPU if one is installed. The file AUTOFPU.RUN must be in the same directory as GEMBENCH.PRG for this to work.

There is a special text file called FPU_CPU.TXT that discusses some of the difficulties in benchmarking the FPU.

* New test routines

Many of the routines have been improved. Notably, the CPU tests are now in assembler as opposed to BASIC (Thanks to Eric Northwood). The FPU test is written in Lattice C. The graphics tests have also been improved.

* System Information

The Info button opens a dialog displaying machine type, TOS version, AES and GEMDOS versions, NVDI, FPU and other information about the

system.

When using the Save or Print facilities, GEM Bench now adds info about TOS version, MultiTOS (MiNT) version, Blitter, NVDI, screen resolution and FPU.

* MultiTOS

GEM Bench is now MultiTOS compatible, utilising dialogs in windows which can be moved around the screen, topped and closed. The menu bar and therefore desk accessories and other applications are always available (except when test is in progress).

The best way to run GEM Bench under MultiTOS is to quit the Desktop (click on the Desktop menu entry while holding <Control>). Then using Load... to run GEM Bench. This reduces the overhead of having to redraw the desktop between tests. If you run GEM Bench from the desktop, the GEM Dialogue box and GEM Window tests will be very slow.

Process priority may be set by pressing the Priority button. This will bring up a dialog box where you can enter the required priority level. Positive values increase priority and negative numbers decrease it. The value range is -20 to +20. This sets ABSOLUTE priority level as opposed to delta (relative) values.

* Bug fixes and general improvements

The ST Review version (2.5) had a bug which caused the system to hang when trying to move the cursor in the Save and Print dialogues. This is now fixed.

When saving test results more than once, the chosen path is preserved, making the process a little easier.

The justified text test has a cleaner appearance when not using NVDI.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

1826. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 21:21:32 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul24.212132.29753@mnemosyne.cs.du.edu>
Source record: 203352

In article <CAMq7G.G59@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>In article <22lief$q1o@obelix.uni-muenster.de> kuhnu@math.uni-muenster.de writes:
>>In article 3M3@dscomsa.desy.de, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>>>In article <22j2ebEets@uni-erlangen.de> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:
>>>>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>>
>>>OK - MiNT certainly is the best enhancement to TOS we've had so far
>>>and it's way to Posix is the right direction. MiNT itself is not slow
>>>but comparing it to Mag!X (which does not provide MiNTs Posix like
>>>features so far!) there is an incredible speed difference. Ok -
>>>let's say - Magix is faster ;-)
>>
>>What makes MiNT so slow is the real slow GEMDOS filesystem, on which MiNT
>>operates. If you use a faster file system (like the minix fs) mint will gain
>>a lot of speed. Trust me, the kernel is not so slow as it seems.
>>
>>Ulrich
>>
>
>What!?!>? This is complete and total BS. The Minix File System is MUCH slower
>than the FAT file system. And that only affects disk access, and most MiNT
>calls and the multitasking do NOT access the file system. However, MiNT
>slows the machine down by about 1 or 2%, about the same as Warp9.
>
>
Hmmm there must be an awful lot of people deceiving themselves about Minixfs.
Seems like every new user of it who contacts me says how fast it is, probably
all liars. I probably got all the performance tests I made on Minixfs when
I was fine tuning it wrong too 'cos they showed it was quicker than TOS
filesystems too. No on second thoughts I'm probably a liar too.
You aren't by any chance using 0.55 are you which is well over a year
out of date ?
Right I've calmed down a bit now ...
I must agree though that MiNT is rather slow in some aspects. This is
primarily becuase it sits on top of TOS a lot of the time (you call MiNT then
MiNT calls TOS). What is really needed is to replace lots of the TOS calling
MiNT equivalents with low level versions.
Steve.

1827. DevPac 2

Newsgroup: comp.sys.atari.st
Date: 1993-07-24 21:37:59 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.03iv@outb.wimsey.bc.ca>
Source record: 203360

I have a copy of DevPac ST 2, which came on the June 1993 issue of Atari ST User. Since I have NO IDEA how to program in assembly language, and since there is no manual included in it, I have a question.

Can one simply go to the library and use a 'How to program in Assembly language', or does one have to learn the DevPac ST language (ie. do I have to buy the manual!)

I have become quite bored with programming in ST Basic, as it is very slow, and thought it time to do programming right.

--
****
Stuart Lyster * The opinions expressed herein are not necessary
White Rock * those of my employer. Since I work for the church,
CANADA * talking for the 'BIG GUY' can be hazardous!
****

1828. Re: Problems with Atari archive...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 00:57:36 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <PuX87B2w165w@ham.almanac.bc.ca>
Source record: 203356

dmcdulin@cs.uct.ac.za (Barry McDuling) writes:

> Umm, just a small query really....
>
> Lately I've been having problems with Bart mailing stuff, I'm constantly
> getting bounced mail saying something like : Can't send message for 3 days,
> or something similar.
>
> Is anyone else having the same problems, or is it just me?

Yes.... I have had the same problem 3 times this last week and a half. I
am going to try to ftp atari.archive tonight (instead of using the
mail server) to see what happens!

```
**************************************************************************
| Bruce Hawker ||| InterNet: bhawker@ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********************** ATARI POWERED ********************************
```

1829. Spectre - Hard Disk Formatting

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 02:15:25 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <22sqbt$f1d@usenet.INS.CWRU.Edu>
Source record: 203353

I am trying to format one of my hard disk partitions to support Spectre, but it doesn't seem to be working. The computer is a 2.5 Meg 520ST and the hard drive is a Quantum 240LPS using an ICD AdSCSI+ host adapter. I select the Format option from the Hard Disk menu on Specte 3.0. I have 9 partitions. The first is about 5 meg and the rest are a shade under 30 Meg. I select the 9th partition to be formatted. Spectre does it's thing, and lists this partition type as Spectre-P. (HFS) But when I quit back to the Spectre menu, the Partitions menu is still grayed out and neither Spectre nor the Mac seems to recognize this partition. If I re-run Spectre, it lists it as a GEM partition. It seems to work fine as a GEM partition from the desktop also. Can anyone explain why I can't format it for Spectre?

1830. Re: Geneva Multitasking system for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 02:16:50 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34612@galaxy.ucr.edu>
Source record: 203354

Gosh, with all this talk about Geneva, wouldn't it be cool if Gribnif wrote a new TOS too. Or better yet, Gribnif could use Geneva, NeoDesk, a new TOS and the Codehead's Warp 9 for the OS of a computer designed by the likes of David Small. They could market it and someday put Apple and the clones out of business. There is your long term project, guys!

--Paul
phruby@ucrengr.ucr.edu

1831. Re: Geneva Multitasking system for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 03:04:12 UTC
From: azog@world.std.com
Message-ID: <CAp9v1.7MJ@world.std.com>
Source record: 203355

phruby@ucrengr.ucr.edu (paul hruby) writes:

>Gosh, with all this talk about Geneva, wouldn't it be cool if Gribnif wrote
>a new TOS too. Or better yet, Gribnif could use Geneva, NeoDesk, a new
>TOS and the Codehead's Warp 9 for the OS of a computer designed by the
>likes of David Small. They could market it and someday put Apple and the clones
>out of business. There is your long term project, guys!

Actually, I would settle for TOS compatability, with a better file
system, also with GEMDOS compatability. Something like the VMS ODS2
file system would be good (this was also built with backward
compatability, but with the 9.3 filenameing syntax of RSX, so it
can be done...)
X
--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1832. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 04:44:12 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4pnn@terapin.com>
Source record: 203357

Hi there. I will be a Falcon030 owner pretty soon, and I'd like some info on ATARI WORKS, and SpeedoGdos. First of all, how does Works compare to its IBM counterpart, and does it come with stuff like Spellcheck, thesaurus, grammar checkers?

And SpeedoGdos, does it come with enough fonts, are they easy to get. And what printer drivers does it come with? I have an Epson LQ-570 24Pin 360x360 printer, is it supported? It has ESC P2 commands, that are used for the internall 11 fonts, could those be accessed?

Thanks,

afonseca@terapin.com

1833. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 06:20:23 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCApIxz.9Fq@netcom.com>
Source record: 203358

Alberto Fonseca (afonseca@terapin.com) wrote:
: Hi there. I will be a Falcon030 owner pretty soon, and I'd like some info on
: ATARI WORKS, and SpeedoGdos. First of all, how does Works compare to its IBM
: counterpart, and does it come with stuff like Spellcheck, thesaurus, grammar
: checkers?

AW includes a Spellchecker and Thesaurus. It seems like it was modeled a bit after word. Which isn't say that it in any ways has the functionality of word. Generally, I think that AW is a good word processor compared to other available word processors on the ST.

: And SpeedoGdos, does it come with enough fonts, are they easy to get. And what
: printer drivers does it come with? I have an Epson LQ-570 24Pin 360x360
: printer, is it supported? It has ESC P2 commands, that are used for the
: internall 11 fonts, could those be accessed?

Speedo Gdos comes with 10 or so fonts. For $19.95 + Tax you can buy 50 more fonts from Egghead computer stores. You can also call 1-800-522-font in US and Canada, 61-2-550-3899 in Australia or New Zealand, or 31-20-575-3026 in Europe and order enough fonts to fill your hard disk.

There is support for an LQ-570 printer on the list of printers in the printer dialog. I don't know what resolution the print is in but there is a draft and a final mode quality option. I don't believe Speedo Gdos will support your internal fonts. All the speedo fonts are generated and printed graphically. This is one of the features or speedo that allows you to have any point size font you want.

I have 60+ fonts installed on my system. At bootup loading Speedo Gdos takes about 1 second. When loading AW, the font load takes about 4-7 seconds. If you turn width tables on, loading a gdos applications takes 30-60 seconds.

I have an Mega ST4 with Tos 1.4.

BTW there is a know incompatability between Warp 9 and Speedo Gdos printing. When you print the second page will bomb if warp 9 acceleration is enabled. If you are planing to print you can turn Warp 9 acceleration off. Or setup warp9.dat file to automatically turn acceleration off when running gdos applications.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1834. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 06:24:54 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CApJ5K.JJu@sdf.lonestar.org>
Source record: 203363

ZIP and Lharc (LH5) are currently the fastest archivers for the ATARI line. Now, I ZIP files on a UNIX machine, using the new deflate algorythm, and then Unzip them to a MINIX partition and I get the full case sensitive file names with the full length! I can make STZIP create such an archive. Lharc now recognizes Unix style lharc headers and file attributes so it should be fully Unix compatible. And the new LHA_221 that I just installed is fast. Compared to the last Questor Lharc, which took about 20-25 seconds to de-archive Picswitch (my 97K test archive) the new LHA_221 took only about 5-7 seconds - it was hard to tell, the speed was so fast that the video was slowing things down since I'm without a screen accelerator right now, due to MiNt problems. Yep, almost 100K in about 6 or 7 seconds. I =LIKE= it. Now, what would be the prupose of using ZOO? Waste CPU time? ZOO archives are always the WORST for me when it comes to corrupted archives or extraction problems. ZOO is very user-hostile compared to LHarc, and VERY hostile compared to a nice GEM STZIP.

1835. Re: Problems with Atari archive...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 06:30:22 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CApJEo.JsI@sdf.lonestar.org>
Source record: 203364

In article <CAM0GK.79v@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>Umm, just a small query really....
>
>Lately I've been having problems with Bart mailing stuff, I'm constantly
>getting bounced mail saying something like : Can't send message for 3 days,
>or something similar.
>
>Is anyone else having the same problems, or is it just me?
>--
>---
> __ __ _ |
>|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
>|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)
>
>Aquarius: destined for greatness, or madness. I figure I've landed
>in the latter region.

I've been having teh same problem. Right when i need it the most too!!

Pisses me off..

1836. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 06:35:10 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CApJMo.K0D@sdf.lonestar.org>
Source record: 203365

In article <22oio4$gd4@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> Anybody know anything about ICD's AdSpeed ST? I'm curious about whether it
>speeds up the computer enough to justify the price. Plus, what is its
>compatibility with programs and SIMM memory upgrades such as the New World II?
>
>->->->((JP))<-<-<-

Justify the price. What is it now? $99 while the special lasts!! For a 16MHz computer (softare switchable to 8mhz) with 32K of cache? Its a steal. As for compatibility, I know a few people that use one with no problems. The real test is my demanding set-up. E-Mail me in about a week, I ordered the STE version a few days ago :-) $129 is worth it - MiNT needs some more CPU cycles :-) So does GCC, and GEM could use some speed. With any luck NVDI will arrive on the same day, and I can install them both at once and blow my mind.

1837. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 08:03:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22teolINNeen@golem.wcc.govt.nz>
Source record: 203359

In article <jhoffmanCApIxz.9Fq@netcom.com>, jhoffman@netcom.com (John Hoffman) writes:
>Alberto Fonseca (afonseca@terapin.com) wrote:
>
>Speedo Gdos comes with 10 or so fonts. For $19.95 + Tax you can buy 50 more
>fonts from Egghead computer stores. You can also call 1-800-522-font in US
>and Canada, 61-2-550-3899 in Australia or New Zealand, or 31-20-575-3026 in
>Europe and order enough fonts to fill your hard disk.

John NEW ZEALAND is a different Country, we are not part of Australia in any way
we even have better manners than OZZY's..:-)..

PLus we were not a penal colony, not like OZZY...:-)..

And we have a different Phone number...064..??

>John

>| John Hoffman | jhoffman@netcom.com | Boring Sigfile |

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1838. Got my Falcon, now for some qu

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 11:16:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63131@K.maus.de>
Source record: 203389

-A51649@K

>Firstly. Is it just a phsycological (sp?) effect, or is the Falcon a bit
>bigger than an ordinary ST? It seems that the keyboard is just a little
>bit higher off my desk. Not that it matters to me, or will effect the
>operations, but just curious.

It's as high as an STF or STE, the old STs were a little bit lower.

>The manual says the within the General CPX, the Blitter option may or
>may not be preset. Well, there is no Blitter option here, just the
>speaker off/on. Why is this? There *is* a blitter here in this machine,
>yes? (more on this later). Again, not that it really matters, I would
>just always leave it enabled. The TOS is marked 4.04.

That's because the Falcon's TOS no longer contains any "no blitter" drawing
routines. Your TOS is the latest version.

>I did run an old indexing program I had, and it reported a blitter, but
>it also reported a 68000 (at 40MHz)...

Maybe your indexing program is too old. The _CPU cookie is correctly set to
identify the CPU as an 68030...

>Thats about it. All in all, I am pretty pleased, with some minor
>grumbles. Like why did Atari use the damned 9 pin RS-232C instead of the
>25 pin? Why are there no pin signals on the DSP pinout?

Q1: Because that's the usual pinout nowadays.
Q2: Developers have the pinout :-)

1839. CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 14:52:58 UTC
From: vulpine@techbook.techbook.com
Message-ID: <22u6oa$msg@techbook.techbook.com>
Source record: 203369

Anyone know where I could FTP the demo of CoNnect 2 that is in english? I can find the german one all over the place and looking through the files I see it has support for English, but I think it's missing the appropiate RSC files.

I was told that CoNnect is one of the few terminal programs that work properly on the Falcon.

Thanks.

- Russ

--
|_/| Vulpines, Inc. | Not affiliated with TECHbooks
\O O/ Foxes'R'Us | Public Access UNIX and Internet at
\o/ vulpine@techbook.COM | (503) 220-0636 (1200/2400, 8N1)

1840. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 15:04:46 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.u76mn97spfg@nasim.sta.sub.org>
Source record: 203237

dsb@duke.cs.duke.edu (Scott Bigham) writes:

>From the Holy Book of <22m0jbINNg8l@golem.wcc.govt.nz>
> as spake by sheppard_r@kosmos.wcc.govt.nz :

>>To us none Unix people ZOO is a Big Joke,

>Oh gods, not again...

>> and it does not archive Empty Folders,

>Why on _earth_ would you want to do this?

If I want to make a full compressed backup of a partition, I really need
to archive empty folders.

>>this meens that its not a true Archiver..

Hmm, do you really think this one point makes zoo not a true archiver?

>Mm-hmm. And LHarc is? Unfriendly with MiNT, doesn't support long or
>mixed-case filenames, doesn't support file modes... A lot of people
>would laugh if you tried to call that a "true Archiver".

Do you really speak about LHarc 2.21?

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

1841. Re: Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 15:09:13 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CAq7FE.Ax7@cbnews.cb.att.com>
Source record: 203362

In article <1993Jul23.162059.23582@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>In article <CAIxvD.KJt@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>>In article <22jmku$jhm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>>
>>>Atari stock is tumbling... It was once at $5.25 and now has hit a low of $4.5.
>>>
>>It's not tumbling. It was around 4 for a while. On both Thursday and Friday,
>>it went up over 1/2 and ended up at 5 1/4. It's now settling down again.
>>
>
>What's the stock market philosophy? Buy the news, sell the rumor? Or
>something like that? The big upthrust was due to the announcment of
>a) Jaguar, and b) IBM manufacturing. Once the initial glow wears off,
>all the speculators go away and wait for _more_ news.

Why is it that even stockholders are oblivious to the day-to-day changes in the stock's price? Neither a) nor b) caused the most recent jump to 5 1/4. Likewise, no news accompanied the further drop to about 4 1/4. Then, on Friday, absolutely no news caused a jump 3/8 to 4 5/8 (if I remember the exact price). So please, watch the price every day so you know what you're talking about.

>
>IMHO the stock price will continue to drift down for another month or
>so, and I'll probably buy back what I sold at 5 in time for the next
>rally. (No, I did not sell *all* of my Atari! Just enough to pay off
>my initial investment at 1....).

Well, you blew it already. It stopped drifting.

>
>-- George Crissman
>

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

1842. Re: FTP Sites - Overseas (Germany/UK/France)?

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 15:25:02 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <16C16E6E1.BWWL@ibm.rz.tu-clausthal.de>
Source record: 203367

In article <H.eg.ly2G&JdnyxA@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>Hi,
>
>Could someone give me the names of some good FTP sites overseas? In
>particular, I would like sites in Germany (what is the complete name
>of tu-berlin?) and France, as well as the UK.
>
>Any help would be appreciated.
>

Hi,

Some german ftp-sites:

ftp.tu-clausthal.de
ftp.uni-paderborn.de ef init
ftp.uni-kl.de
ftp.cs.tu-berlin.de f init
ftp.uni-muenster.de f init
ftp.informatik.rwth-aachen.de l.de macdef init
reseq.regent.e-technik.tu-muenchen.de clausthal.de macdef init

---
Wolfgang Ley e-mail:
Teichstrasse 9
D38678 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1843. Re: FTP Sites - Overseas (Germany/UK/France)?

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 15:47:01 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <16C16EC09.BWWL@ibm.rz.tu-clausthal.de>
Source record: 203368

In article <16C16E6E1.BWWL@ibm.rz.tu-clausthal.de>
Ley@rz.tu-clausthal.de (Wolfgang Ley) writes:

>In article <H.eg.ly2G&JdnyxA@elfhaven.ersys.edmonton.ab.ca>
>mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>
>>Hi,
>>
>>Could someone give me the names of some good FTP sites overseas? In
>>particular, I would like sites in Germany (what is the complete name
>>of tu-berlin?) and France, as well as the UK.
>>
>>Any help would be appreciated.
>>
>
>Hi,
>
>Some german ftp-sites:
>
>ftp.tu-clausthal.de
>ftp.uni-paderborn.de ef init
>ftp.uni-kl.de
>ftp.cs.tu-berlin.de f init
>ftp.uni-muenster.de f init
>ftp.informatik.rwth-aachen.de l.de macdef init
>reseq.regent.e-technik.tu-muenchen.de clausthal.de macdef init
>

oops - the editor has corrupted the posting... The original message:

Some german ftp-sites:

ftp.tu-clausthal.de
ftp.uni-paderborn.de
ftp.uni-kl.de
ftp.cs.tu-berlin.de
ftp.uni-muenster.de
ftp.informatik.rwth-aachen.de
reseq.regent.e-technik.tu-muenchen.de

Wolfgang Ley e-mail:
Teichstrasse 9
D38678 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1844. Re: Problems with Atari archive...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 16:06:56 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <743641834.0@cyberhm.royle>
Source record: 203390

```
Captain's Log stardate 23.07.93, Commander Barry McDuling entered:
BM> Lately I've been having problems with Bart mailing stuff, I'm
BM> constantly getting bounced mail saying something like : Can't send
BM> message for 3 days, or something similar.

Same thing happening here - guess it's down??

*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
+ Want *UseNet News/Internet Email* for less than a fiver-a-month? +
+ CyberHome Systems UK has it on offer - a Public Access System!! +
+ +
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106 +
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week) +
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
-=* Nuke the site from orbit .. it's the only way to be sure *=-

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)
```

1845. FOR SALE Atari ST S O F T W A R E <----------UPDATED!

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 16:10:34 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <22ub9qINNee4@uwm.edu>
Source record: 203366
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,wi.forsale,uwisc.forsale,chi.forsale

FOR SALE: **********
*Atari ST Software * UPDATED!!
****

PRICES: Prices are listed, but all offers will be considered. A
large package purchase would be at a discount.

Software: (all original disks with original documentation)

EZ Track (Hybrid Arts) Midi sequencer (No docs- just original disk)..... $10

Antic Public domain STerminal plus Source $3
Michtron GFA Companion $5
Michtron DFT (direct file transfer PC <->ATARI) $10
Antic XLISP 1.7.....$10
Antic ARChive collection.....$3
Megasoft A-Copier $5

Neodesk 2.0 .....$10
OmniRes Monitor Emulator $10

Logistix (Grafox) $20
Dac Easy Payroll $20
Haba Business Letter Solutions $5

Publishing Partner (Softlogik) (including 2 disks below).....$30
Partner Fonts disk (additional to above)
Partner Forms (additional to above)
Abacus Paintpro $5

Xlent Diamond Mike $5
PSION Chess $5

- - - - -
Package discount given *
- - - - -
Please feel free to make any offer on a whole or part of the above described.
Shipping not included in prices.

Please Email to the address below: Thanks-
--

= Scott =
= scottshk@csd4.csd.uwm.edu=

1846. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 18:15:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.d9ulQcC9waQ@semprini.tdkcs.waterloo.on.ca>
Source record: 203255

In <22lras$d1g@cismsun.univ-lyon1.fr>, writes:
> Marinos Yannikos (nino@vmars.tuwien.ac.at) wrote:
>
> : That would have been the next step I guess. At fairs I was being told
> : that a 040 based machine was being developed at the same time as the
> : Falcon 030 - but it seems that either
> : 1) they abandoned that machine because they couldn't even sell/produce
> : enough 030's.
> : 2) it's still being developed
> : 3) Atari are waiting to sell enough 030's before they release the 040
> : to the public.
>
> The reality is far worse... believe me. However, I am not authorized to
> utter (!) it. Let's just say that neither of those hypothesis are true.

So, if the future is so "bright", what exactly are they going to do?
Stick their tongues out at you while they wallow? Not sell you a Jaguar
for $200US?

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1847. Re: Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 19:33:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <22un5c$q90@usenet.INS.CWRU.Edu>
Source record: 203370

In a previous article, tpp@cbnews.cb.att.com (Grue) says:

>In article <1993Jul23.162059.23582@btree.uucp> crissman@btree.uucp (George Crissman)
writes:
>>In article <CAIxvD.KJt@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>>>In article <22jmku$jhm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>>>
>>>>Atari stock is tumbling... It was once at $5.25 and now has hit a low of $4.5.
>>>>
>>>It's not tumbling. It was around 4 for a while. On both Thursday and Friday,
>>>it went up over 1/2 and ended up at 5 1/4. It's now settling down again.
>>>
>>
>>What's the stock market philosophy? Buy the news, sell the rumor? Or
>>something like that? The big upthrust was due to the announcment of
>>a) Jaguar, and b) IBM manufacturing. Once the initial glow wears off,
>>all the speculators go away and wait for _more_ news.
>
>Why is it that even stockholders are oblivious to the day-to-day changes in
>the stock's price? Neither a) nor b) caused the most recent jump to 5 1/4.
>Likewise, no news accompanied the further drop to about 4 1/4. Then, on
>Friday, absolutely no news caused a jump 3/8 to 4 5/8 (if I remember the exact
>price). So please, watch the price every day so you know what you're talking
>about.

No, he seems to know what he is talking about. I've watched the stock
prices jump all over the place and it seems to be related to news announcements.

The stock jumped up when the Jaguar announcement made several major
newspapers (Wall Street, New York Times).

The stock then jumped again when the Annual Shareholder meeting took place
and Atari announced IBM was making it. Remember that these shareholders
were even able to see the Jaguar.

The stock hit $5.50 at one point.

Then the stock settled because people were worried about that Japanese
chemical supplier for microchips burning down. This could raise the price
of the Jaguar chips and then raise the price of the Jaguar... so the
stock went back down to about $4.25.

NOW, the big news is the Associated Press article from Tokyo. The article
was entitled "Technology challenges video-game masters" and talks about
the 3DO and 64-bit Jaguar. The article goes on to say how Nintendo and Sega

are not keep developers happy and are stuck with their 16-bit technology.
The article ends with this quote:

"I would assume that software houses will be more than happy to write for it
(the Jaguar)," said Bendar. "I think the move to CD-ROM is going to kill
Sega and Nintendo."

The article was published Saturday July 24, 1993. Some people no doublt
got a hold of the article through the wires and that is what caused the
stock to jump up to almost $5 again.

If news does have an effect on stock prices, we may be seeing Atari's stock
trading over $5.50 again Monday morning... let's see.

>
>Tom
>
>
>--
>+---+
>|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
>+---+
>

--

1848. FORSALE - Miscellaneous Computer SW & HW

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 20:10:27 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.743631027@graphite20>
Source record: 203375

```
Miscellaneous Stuff For Sale
============================

*** ALL PRICES DO NOT INCLUDE SHIPPING ***

Atari ST Software
-----------------
$5 - Rick Dangerous
$5 - Airball
$5 - Tetris
$5 - Bubble Ghost
$5 - Cosmic Relief
$5 - Warlock
$5 - Impossible Mission 2
$5 - Bubble Bobble
$5 - Black Lamp
$5 - Space Quest 1
$5 - Kings Quest 4
$5 - NeoDesk 2.0
$5 - Quick ST 3.0
$10 - CZ Android (Casio CZ-101 software)

Flexcessory - FREE to 1st person to purchase an ST software title
Garfield (no box) - FREE to 2nd person to purchase an ST software title

Atari 130XE Computer (Clean, but doesn't work)
- Cost: $15 (or make offer)

Atari 8-Bit Datasette Cassette Storage Device
- Cost: $10 (or make offer) or FREE with purchase of the non-working 130XE

Super Grafix Jr. Printer Cable for the Commodore 64
- Cost: $20

Casio CZ-101 Programmable Synthesizer
- Cost: $150

HP Deskjet Epson FX-80 Printer Emulation Cartridge (Cart# 22707E)
- $59 in Elek-Tek Summer 1993 catalog
- I don't believe this will work in a Deskjet Plus or a Deskjet 500
- Cost: $30

HP Deskjet Preliminary Font Cartridges (Pre-Release)
- I don't believe these will work in a Deskjet Plus or a Deskjet 500
$10 - 22706D Times Roman 10 pt. Roman and Italic
$10 - 22706F Times Roman 14 pt. Roman and Italic
$10 - 22706P Times Roman 14, 12, 10, 8 pt. Roman and Italic (USASCII only)
```

-- All three for $25

When purchasing, I ask that you send me a check. When I
receive the check, I will mail out the product. Thanks!

Mario

```
************************************************************
* ___ ____ ____ *
* /o o\ //oo\\ ( oo ) Mario D'Alessio __/\__ *
* \_O_/ \__/ \__/ dalessio@rtsg.mot.com \RUSH/ *
* WooWoo Work: (708) 632-2323 |/\| *
* Woo 9am to 6pm Central Time *
* *
************************************************************
```

1849. Music File Format/MOD & Tracker Programmer Mailing List Announcement

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 20:17:47 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <22uppb$7f2@bronze.lcs.mit.edu>
Source record: 203372
Cross-posted to: rec.games.programmer,comp.music,comp.os.msdos.programmer,comp.sys.apple2,comp.sys.next.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.programmer

Depending on the response I get, I will be starting a mailing list for the discussion of computer music application programming, with the MOD format as a major topic. The list will be for people from all of the major computers (Amiga, Mac, Atari ST, IBM AT, NeXT) because by now they all have mod players and soon will all have editors, increasing the amount of (hopefully) decent computer music available out there for everyone.

The problem is, there is alot of confusion about the "mod" format, and related mod-type formats (like MED, Okata, etc), and alot of the understanding of how to play these files comes from examining source code other people have written! What we need is a forum for people to talk specificaly about the music formats out there and exchange as much information as possible about them, in order to help everyone write better music editor and player programs!

If you are a programmer and want to write a mod editor (tracker) or mod player, even a general (MIDI or non-MIDI) music editor, or you have written one in the past, please send me email telling me you would be interested in being on this electronic mailing list... or if you know anyone else who has written a soundtrack program, or developed one of the music file formats, please forward this message to them!

I'm also looking for the original programmers of applications like "SoundTracker", "NoiseTracker", and the like.. some of these people are known only by BBS "handles", and may only have accounts on remote BBS systems. If you know any of their email addresses, please tell me.
(The people who originaly created the music file formats of course have the most information on them.)

>>> If you are interested in this mailing list, please send me email <<<

Jamal Hannah <jamal@gnu.ai.mit.edu>

1850. Installing GNU C

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 21:46:04 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1993Jul25.214604.3156@sol.cs.wmich.edu>
Source record: 203373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to install gnu C on my STacy4 so that I can compile
CC65 (the 6502 C cross-compiler). I downloaded the libraries, includes,
compiler, and make files. What do I have to do to make it work now?

Please email responses as I seldom read news.

Is there is a installation doc file - perhaps the FAQ?

just a bit more info -- I am trying to put it on my floptical (drive G)
all by itself since after I get this compiled I won't need it online
as I have Mark Williams, Sozobon and Alycon installed and working.

Harry
--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
| -(141.218.40.40)-

1851. Re: CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 22:08:26 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CAqqu3.BI2@dscomsa.desy.de>
Source record: 203371

In article <22u6oa$msg@techbook.techbook.com> vulpine@techbook.techbook.com (Russell Schwartz) writes:
>Anyone know where I could FTP the demo of CoNnect 2 that is in english?
>I can find the german one all over the place and looking through the
>files I see it has support for English, but I think it's missing the
>appropiate RSC files.
>
>I was told that CoNnect is one of the few terminal programs that work
>properly on the Falcon.

CoNnect in its version 2.10 is now available on atari.archive.umich.edu (should be move to /atari/Telecomm in the next days). The Filename is conn210i.lzh . This archive contains a complete english version of CoNnect (german helpfiles and resource are included).

- for Atari ST, STE, TT, Falcon
- fast, entirely GEM-conform window output
- text emulations: VT52, VT100, VT102/ANSI, VT220/7, VT220/8 complete and correct including all attributes, colours and nationalities, configurable character transformation
- graphics emulation: Texktronix 4014
- context sensitive, extensive English help system
- internal X-, Y-, Z-modem and soon Compuserve B, B+ protocol
- for ZyXEL modems: recognition of incoming call type and operation as anwering machine with arbitrary messages and call recording
- window dialogs for multitasking operation
- several parallel terminal sessions and / or command line interpreters in several individually configurable windows
- running under MultiTOS / Mag!x, supporting colour icons and `drag & drop' for automatic transfer
- powerful possibilities for operation by keyboard, hotkeys free configurable
- GDOS-output support, GDOS fonts even without GDOS
- support of baud rates higher than 19200 if hardware permits. (TT, MegaSTE and Falcon have rates up to 153600 baud)
- versatile buffer management, comfortable protocol recording
- scantables, e.g. for doorway mode
- powerful, many-sided script language for automated proceedings, including unix-like command line interpreter for interactive operation - connect is able to learn scripts by itself
- sound playing possibilities for SND, SMP and MOD files as reaction on system events
- telephone book, limited only by the available memory
- any external transfer protocols can be implemented
- comfortable modem reply handling

- powerful telephone expense calculation and statistics
- running on large screens and additional graphic adapters

Hope this helps ;-)

Wolfgang

1852. Re: CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 22:41:46 UTC
From: azog@world.std.com
Message-ID: <CAqsDn.2oq@world.std.com>
Source record: 203374

wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>In article <22u6oa$msg@techbook.techbook.com> vulpine@techbook.techbook.com (Russell Schwartz) writes:
>>Anyone know where I could FTP the demo of CoNnect 2 that is in english?
>>I can find the german one all over the place and looking through the
>>files I see it has support for English, but I think it's missing the
>>appropiate RSC files.
>>
>>I was told that CoNnect is one of the few terminal programs that work
>>properly on the Falcon.

>CoNnect in its version 2.10 is now available on atari.archive.umich.edu
>(should be move to /atari/Telecomm in the next days). The Filename is
>conn210i.lzh . This archive contains a complete english version of
>CoNnect (german helpfiles and resource are included).

[...]

>Hope this helps ;-)

> Wolfgang

Ive been using 2.0 (and the 2.02 update) of connect on my Faclon for about a week, and really love it, and guess what? It works BEAUTIFULLY under MTOS! I run MTOS in 16 colour mode, and its the best thing Ive seen in a long while.

Now for the but. But, since the author doesnt list a USA contact to register with, I will most likely just go back to Uniterm in a short while. Sending money to Germany is too costly...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name Death.

1853. Geneva Multitasking system for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 23:19:04 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34628@galaxy.ucr.edu>
Source record: 203376

>Actually, I would settle for TOS compatability, with a better file
>system, also with GEMDOS compatability. Something like the VMS ODS2
>file system would be good (this was also built with backward
>compatability, but with the 9.3 filenameing syntax of RSX, so it
>can be done...)

Now your talkin' !!!!!

We could have a cool computer yet!

Just need someone that knows what the word "marketing" means.

--Paul
phruby@ucrengr.ucr.edu

1854. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-25 23:55:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14506@uqcspe.cs.uq.oz.au>
Source record: 203377

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>The Minix File System is MUCH slower
>than the FAT file system.

That's just STARTLINGLY untrue. The MS-DOS (TOS) filesystem is renowned
as one of the SLOWEST there is. Half of the algorithms in it are
O(number of files in directory), not to mention space usage. Every
deleted a heap of files and wondered why it goes fast [ish], then slows
down at various points? Once you get a hundred or so files, the MS-DOS
filesystem gets annoyingly slow. Get a thousand and it almost grinds
to a halt.

The Unix (Minix) I-node system is MUCH more powerful, and much faster.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1855. Re: Geneva Multitasking system for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 00:58:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14510@uqcspe.cs.uq.oz.au>
Source record: 203378

phruby@ucrengr.ucr.edu (paul hruby) writes:

>Just need someone that knows what the word "marketing" means.

Why, then the Atari 520 ST would be:

1. A 40 bit machine (since it has 16 bit data + 24 bit address lines)
2. More than 524K RAM (524288 bytes, actually)
3. Multasking operating system (tm, nothing to do with multitasking)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1856. Jaguar specs?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 01:48:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <4630.78.uupcb@uttsbbs.uucp>
Source record: 203394

A while back someone posted a message asking for the Jaguar specs. So far, no responses. Anyone got the specs? Or any info on it?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

1857. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 03:03:13 UTC
From: saj@chinet.chinet.com
Message-ID: <CAr4HE.6nM@chinet.chinet.com>
Source record: 203227

In article <CAnGtM.7Mo@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>Remember me? I ordered a 14/65 Falcon on May 1? Well I just got it (with
>the 80 M disk).

And now it's in the shop with a variety of display nasties. Most annoying is when it gets bunches of black lines and blotches on screen. These things happen, I guess.

Just blowing wind after 2 days of use: it would be nice to have an easy way to put it into an arbitrary video mode. I have a multisync-type monitor, and it seems more pointless than ever to have to twiddle the switch that controls the monochrome-detect line.
Steve

1858. Re: CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 03:47:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22vk3tINNm2u@golem.wcc.govt.nz>
Source record: 203379

] Anyone know where I could FTP the demo of CoNnect 2 that is in english?

There isn't an English version, to my knowledge 2.2 is the 'latest'
version, which is German only. (2.02 sorry!). Apparently 2.10 will
be further upgraded, and support English. It's the full package, not
a demo, the only limitation is that you can only use it for 30 days, and
if after that time you are still using it, you should pay Wolfgang
some DM!

(Version 2 now has internal protocols and color icons, they were the
2 major things I could spot)

1859. Re: CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 03:53:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22vkfrINNm2u@golem.wcc.govt.nz>
Source record: 203380

] There isn't an English version, to my knowledge 2.2 is the 'latest'
] version, which is German only. (2.02 sorry!). Apparently 2.10 will

Sorry, I apologise, the next message I read was Wolfgang detailling
the release of version 2.1i (An english supportive version!)

Now, if only we can get into atari-archive to get at it.... :)

1860. Re: Speedo Gdos questions

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 05:18:06 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCArAq7.8vv@netcom.com>
Source record: 203381

sheppard_r@kosmos.wcc.govt.nz wrote:
: In article <jhoffmanCApIxz.9Fq@netcom.com>, jhoffman@netcom.com (John Hoffman) writes:
: >Alberto Fonseca (afonseca@terapin.com) wrote:
: >
: >Speedo Gdos comes with 10 or so fonts. For $19.95 + Tax you can buy 50 more
: >fonts from Egghead computer stores. You can also call 1-800-522-font in US
: >and Canada, 61-2-550-3899 in Australia or New Zealand, or 31-20-575-3026 in
: >Europe and order enough fonts to fill your hard disk.

: John NEW ZEALAND is a different Country, we are not part of Australia in any way
: we even have better manners than OZZY's..:-)..
: PLus we were not a penal colony, not like OZZY...:-)..
: And we have a different Phone number...064..??

Well, I do know that New Zealand is a different country then Australia. I guess the American education system hasn't sunk that low... What I don't know is how to make heads or tails of those strange phone numbers the rest of the world uses. So anyway, the numbers and countries I listed were off the dial order line listed in the WP 6.0 font package. I just didn't know enough about phone number codes to recognize that anything was wrong.

So you can tell from the phone number what country the phone is in?? Or is it the case that the number is different when dialing in from out of the country compared to when the call is in the country.

Here's a laugh, a couple of years ago when I started using Netnews I was kinda shocked that .nz stood for New Zealand. I'll just say that I had a very backward idea of the state of development in New Zealand. ;-)

John

--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1861. ATARI FALCON030 & SOUND

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 06:15:27 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4pz1@terapin.com>
Source record: 203385

Hi everyone. I'm a soon to be Falcon030 owner, and I have some questions about Falcon Sound. I don't know how many of you got the computer that shipped with the Audio Fun Machine? Or whatever the sound software was called.

I am wondering if this is a sound editor, or if there is one available. I'm looking to sample sound at CD quality and edit it on the HD, and then output it back. Is there a way to output it back digitally? How is the sound editor, features?

Also when playing back CD quality sound in stereo(best quality possible), does it slow down the machine? Can it still do other graphics intensive tasks?

And a few non-sound related question. Is there an accellerator avaiable for the Falcon030? 16mzh seems rather slow by todays standards. Much better than the ST's though. And does anyone know of any 24 bit color cards available? Any word on a 386 emulator? Any word on a color mac Emulator for the Falcon? What ever happened to the software modem. Any other info on Falcon products would be appreciated.

afonseca@terapin.com

1862. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 06:31:41 UTC
From: cmedley@wam.umd.edu
Message-ID: <22vtod$3j2@cville-srv.wam.umd.edu>
Source record: 203383

In article <14506@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>>The Minix File System is MUCH slower
>>than the FAT file system.
>
>That's just STARTLINGLY untrue. The MS-DOS (TOS) filesystem is renowned
>as one of the SLOWEST there is. Half of the algorithms in it are
>O(number of files in directory), not to mention space usage. Every
>deleted a heap of files and wondered why it goes fast [ish], then slows
>down at various points? Once you get a hundred or so files, the MS-DOS
>filesystem gets annoyingly slow. Get a thousand and it almost grinds
>to a halt.
>

I guess everyone is recommending using the Minix file system... considering
the biggest penalty my machine takes when doing serious work (compiling
with GNU C or G++) is when it goes to disk, can anyone tell me if it would
be worth it to move all my programming over to a Minix partition on my
hard disk?

(it'd be nice for the long filenames, but if it is that much faster, i'd
be ready to make the switch in a minix....er...minute... :))

1863. Re: CoNnect version 2...

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 08:11:58 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CArIry.IJn@dscomsa.desy.de>
Source record: 203384

In article <CAqsDn.2oq@world.std.com> azog@world.std.com (azog) writes:
>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>
>>In article <22u6oa$msg@techbook.techbook.com> vulpine@techbook.techbook.com (Russell Schwartz) writes:

>Ive been using 2.0 (and the 2.02 update) of connect on my Faclon for
>about a week, and really love it, and guess what? It works BEAUTIFULLY
>under MTOS! I run MTOS in 16 colour mode, and its the best thing Ive
>seen in a long while.
>
>Now for the but. But, since the author doesnt list a USA contact to
>register with, I will most likely just go back to Uniterm in a
>short while. Sending money to Germany is too costly...

Have a look in version 2.10. There you find exactly what you want.
Just print you registration form in the registrations dialog and
this one will already have the adress of Mike (near LA).

Wolfgang

1864. Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 08:28:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2304jkINNmvs@golem.wcc.govt.nz>
Source record: 203393

After a very quick test, I've found the following:/

Compressing a 250k sample, (not very compressable, takes quite a while),

LHarc v2.01i (Questers) - 2 minutes, 42 seconds

The new v2.20 - 1 minute, 50 seconds!

How's that for a big improvement, it now beats even ZIP-Deflate for speed!

Better results coming up after I've managed to get version 2.21!

1865. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 08:35:09 UTC
From: lynbech@daimi.aau.dk
Message-ID: <2304vt$29m@belfort.daimi.aau.dk>
Source record: 203392

Thus spake cmedley@wam.umd.edu ('Flip' Medley):

>I guess everyone is recommending using the Minix file system... considering
>the biggest penalty my machine takes when doing serious work (compiling
>with GNU C or G++) is when it goes to disk, can anyone tell me if it would
>be worth it to move all my programming over to a Minix partition on my
>hard disk?

>(it'd be nice for the long filenames, but if it is that much faster, i'd
>be ready to make the switch in a minix....er...minute... :))

I have moved my entire harddisc over to minix fs, even back when the docs still said that one ought to have either fsck or at lot of courage, and that was JUST to get better filenames (long AND case sensitive). Anybody who has ever transferred files from UNIX systems really gets a big bonus out of minix fs. This is of course less important if you aren't using many programs that can recognize the longer names.

I consider minix fs at the very least Highly Recommended (TM Jeff Pournelle, I think), if not an absolute must, for the even just slightly UNIX oriented atarian.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1866. Re: FTP-Sites for ATARI (wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 09:22:39 UTC
From: atari@cs.ruu.nl
Message-ID: <CArM1s.HGn@cs.ruu.nl>
Source record: 203395

In <22pgp4$4dt@news.cs.tu-berlin.de> nop@cs.tu-berlin.de (Enno Edzard Peter) writes:

>
>-------> ATARI Software sites - 18.07.93 <-------
>^^^

1867. Still having trouble with BART?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 09:57:59 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <2309r7INNcbm@flop.ENGR.ORST.EDU>
Source record: 203396

I have seen several posts these last few days regarding failures with
atari.archive's BART system. Well, I have reliable FTP access to a.a
(at the right hours), and I also have good luck at wuarchive.wustl.edu,
so if anybody out there without FTP is in truly dire need of something,
I could probably pick things up for you. I could FTP the file and then
uuencode it, and send it in chunks by mail to you.

Please keep in mind that I am just a student at an insignificant site
out in the middle of no-where, but if you are really in a jam, let me know.
I'll try to use my FTP priveliges to help you out.

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber
weapons, and similarly unfashionable persuits.

1868. PowerNet

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 10:16:00 UTC
From: Michael_Schlueter@sl.maus.de
Message-ID: <A47721@SL.maus.de>
Source record: 203242

Hi,

I've a short question. Is sombody using PowerNet from Dragonware and how does it works?

Michael

1869. Re: Reading Joystick positions in C

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 10:16:19 UTC
From: tony@microware.co.uk
Message-ID: <1811@mwuk.UUCP>
Source record: 203397
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Jul21.160258.14141@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry Richardson) writes:
> Does anyone have some info on reading the ST joystick using C? Any source
> code would also be appreciated. Answer by E-Mail or post it (if anyone
> else cares).
>
>
> Larry Richardson
> richards@foghorn.orl.mmc.com

I have seen a number of postings asking for details about using the joysticks on the ST. This posting attempts to provide some help.

I never saw it properly documented, so about 4 years ago, using information from the old Abacus/DataBecker internals book, I set about investigating the Keyboard vector routines, using a packet handler which I could patch into the vectors I wanted to investigate. The C program I used is given below. As written, it hooks into the status and joystick vectors. For just the joystick information, it is not necessary to use the status vector. Obviously, the program could be cut dow to just bare bones for joystick handling, but I thought the complete thing might be of interest.

It was compiled using Lattice C 3.0.4. UBYTE is just a typedef of unsigned char. You won't need <portab.h> if you define this by hand. cprintf() is just printf() directly to the console. The include file <fctype.h> is just a variant of <ctype.h>, which itself would do fine.

It should be compiled to a .TOS executable.

```
------------------------------------------------------------------------
#include <portab.h>
#include <osbind.h>
#include <fctype.h>

typedef struct {
void (*midivec)();
void (*vkbderr)();
void (*vmiderr)();
void (*statvec)();
void (*mousevec)();
void (*clockvec)();
void (*joyvec)();
void (*midisys)();
void (*ikbdsys)();
```

```
} KBVEC;

UBYTE joy0,joy1;
UBYTE list[10];
int got=FALSE;

void dopkt(packet)
UBYTE packet[];
{
register int i;

for(i=0;i<10;i++)
list[i]=packet[i];
got=TRUE;

if (packet[0]>=0xFE) {
joy0=packet[1];
joy1=packet[2];
}
}

void main()
{
KBVEC *p,save;
UBYTE old0,old1;
char buf[128];
int cmd;
char c;

p = (KBVEC *)Kbdvbase();
save.joyvec = p->joyvec;
p->joyvec = dopkt;
save.statvec = p->statvec;
p->statvec = dopkt;

Ikbdws(0,"\x12"); /* Turn mouse off */

old0=old1=0xFF;
cmd = 0;

for(;;) {

if (Cconis()) {
c=toupper((short)Crawcin());
if (c=='\x03') {
Ikbdws(0,"\x08"); /* Restore mouse operation */
p->joyvec = save.joyvec;
p->statvec = save.statvec;
Pterm0();
}
else if (c=='\r') {
buf[0]=cmd;
Ikbdws(0,buf);
```

```
cmd = 0;
}
else if (c>='0' && c<='9') {
cmd = ((cmd & 0xF) << 4) | (c-'0');
cprintf("cmd = %X\r\n",cmd);
}
else if (c>='A' && c<='F') {
cmd = ((cmd & 0xF) << 4) | (c-'A'+10);
cprintf("cmd = %X\r\n",cmd);
}
}

if (got) {
cprintf("Packet = %02X %02X %02X %02X %02X %02X %02X %02X %02X %02X\r\n",
list[0],list[1],list[2],list[3],list[4],
list[5],list[6],list[7],list[8],list[9]);
got=FALSE;
}

if (old0 != joy0) {
old0 = joy0;
cprintf("Joy0 = %02X\r\n",old0);
}

if (old1 != joy1) {
old1 = joy1;
cprintf("Joy1 = %02X\r\n",old1);
}
}
}
```

Armed with the information gleaned by this program, it was possible to write assembler routines to setup, use and unsetup the joystick. JOYINI and JOYEND should be callable from ASM or C, and the global variables JOY0 and JOY1 will be updated automatically whenever a joystick state changes.

I can't remember what bit means what, but that is easily determined by trial and error.

```
;
JOYINI MOVEM.L A0-A1/D0,-(SP) ; Save registers
MOVE.W #34,-(SP) ; Kbdvbase()
TRAP #14 ; Xbios
LEA 2(SP),SP ; Better than ADDQ, as it
; doesn't set any flags.
; Now D0 points to the table of longword vectors. The
; joystick vector is at offset 24 from this.
;
MOVEA.L D0,A0 ; Must be in an addr reg
```

```
MOVE.L A0,ADRSAV ; Save table address
MOVE.L 24(A0),JOYSAV ; Save current joy value
LEA OURJOY(PC),A1 ; Position independent
MOVE.L A1,24(A0) ; Point vector to our code
PEA MOUSOF(PC) ; Command to turn off mouse
MOVE.W #MOUSOFL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0-A1/D0 ; Restore registers
RTS
;
JOYEND MOVEM.L A0,-(SP) ; Save registers
MOVEA.L ADRSAV,A0 ; Point to table
MOVE.L JOYSAV,24(A0) ; Restore old value
PEA MOUSON(PC) ; Command to restore mouse
MOVE.W #MOUSONL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0 ; Restore registers
RTS
;
MOUSOF DC.B $12
MOUSOFL EQU *-MOUSOF
MOUSON DC.B $08
MOUSONL EQU *-MOUSON
;
; This next is our joystick interrupt routine. We may use
; registers A0-A2 and D0-D2 without having to save them.
;
OURJOY MOVEA.L 4(SP),A0 ; Pointer to packet
CMPI.B #$FE,(A0) ; Joystick packet?
BLO.S NOJOY ; Ignore if not
YESJOY MOVE.B 1(A0),JOY0 ; Copy joystick 0.
MOVE.B 2(A0),JOY1 ; Copy joystick 1.
NOJOY RTS
;
DATA
;
BSS
;
ADRSAV DS.L 1 ; 4 bytes for table addr
JOYSAV DS.L 1 ; 4 bytes for old vector
JOY0 DS.B 1 ; Joystick 0 state.
JOY1 DS.B 1 ; Joystick 1 state.
;
END
--------------------------------------------------------------------------
```

Hope this is of help to people. Please feel free to add the contents of this article to any FAQs, etc.

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1870. MultiTOS and AES 4: Performance

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 10:29:20 UTC
From: djs@jet.uk
Message-ID: <1993Jul26.102920.22671@jet.uk>
Source record: 203398

I have big problems with MultiTOS in that the AES takes about 50% (or more) of CPU, presumably polling the mouse etc. An application program rarely gets more than 30% of the CPU. The `idle' task never seems to get any time at all.

Do I have something configured wrongly, or is the AES really that bad? Does one need to buy a TT in order to get ST performance with MultiTOS? :-(

--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1871. Re: ATARI FALCON030 & SOUND

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 11:20:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.478128@cix.compulink.co.uk>
Source record: 203283

In article <afonseca.4pz1@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>Hi everyone. I'm a soon to be Falcon030 owner, and I have some questions about
>Falcon Sound. I don't know how many of you got the computer that shipped with
>the Audio Fun Machine? Or whatever the sound software was called.
>
>I am wondering if this is a sound editor, or if there is one available. I'm
>looking to sample sound at CD quality and edit it on the HD, and then output it
>back. Is there a way to output it back digitally? How is the sound editor,
>features?

Don't know about AFM, but there is D2D which lets you edit stereo sounds.
It also has an optional digital interface.

>
>Also when playing back CD quality sound in stereo(best quality possible), does
>it slow down the machine? Can it still do other graphics intensive tasks?

Not really, it's the disk access that slows the machine down rather than
the DSP and sound processing.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

1872. Re: ATARI FALCON030 & SOUND

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 11:39:09 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Jul26.113909.13984@aber.ac.uk>
Source record: 203399

In article <afonseca.4pz1@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>Hi everyone. I'm a soon to be Falcon030 owner, and I have some questions about
>
>And a few non-sound related question. Is there an accellerator avaiable for
>the Falcon030? 16mzh seems rather slow by todays standards. Much better than
>the ST's though. And does anyone know of any 24 bit color cards available?
>afonseca@terapin.com

In the latest ST Applications there is a mention that sometime later this
year a 'new' model of the Falcon is (maybe, perhaps, you know what I mean)
coming out. The most interesting change
in the new model is a 32 bit path to the cpu. Also separate keyboard and
remodelled case. Of course knowing Atari's track record (as the article
pointed out) this may be complete b*sh*t. But if it's true, it might be worth
the wait.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

1873. Upgrading help needed please.

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 11:49:53 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Jul26.114953.16851@infodev.cam.ac.uk>
Source record: 203400

Hello again,

I am trying to upgrade my Mega 4 at the moment.
I have decided to get NVDI and Warp9 to get the best of both worlds.
I am also getting a big hard disk, calamus s (the new one without all the fancy
colour stuff I don't need) and a multisync monitor.

Now all I need is the money :-)

But first a question or two.

Can anyone send a list of multisync monitors which work on a st.
preferably including name, resolution, cost (important!), and anything else
useful.
Also, a list of requirements a monitor needs to have to be able to work.
ie frequency (50hz, 70 hz ...), cables, etc.
A place to buy a monitor in England would be nice as well.
So, which is YOUR favourite!

Is calamus a mono only program? (I think it is...)

I think a tos upgrade would be useful as I have got 1.2 at the moment!
Presumably 2.06 is the latest/best to have?

To connect a scsi hard disk, is all I need a ICD link to plug into the hard disk
port at the back? And are all scsi disks the same? (ie will _any_ scsi disk work)

Is it possible to have a hard disk inside the mega? what will I need for this
and is there any restrictions on type and size of disk to put in it.

Thanks for any help, it _is_ appreciated!
--
Phil Davey
(E-mail pd@mbuc.bio.cam.ac.uk)
Yes, I finally have my own account now!

1874. Re: Atari stock tumbling...

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 12:27:33 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CAruM0.CBH@cbnews.cb.att.com>
Source record: 203201

In article <22un5c$q90@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>No, he seems to know what he is talking about. I've watched the stock
>prices jump all over the place and it seems to be related to news announcements.

In general, yes.

>
>The stock jumped up when the Jaguar announcement made several major
>newspapers (Wall Street, New York Times).

That is correct.

>
>The stock then jumped again when the Annual Shareholder meeting took place
>and Atari announced IBM was making it. Remember that these shareholders
>were even able to see the Jaguar.
>
>The stock hit $5.50 at one point.

This is also correct. And, yes, it topped $5.00 at one point during the day
and closed at about 4 1/2.

>
>Then the stock settled because people were worried about that Japanese
>chemical supplier for microchips burning down. This could raise the price
>of the Jaguar chips and then raise the price of the Jaguar... so the
>stock went back down to about $4.25.

Debatable. That happened a few weeks ago. The stock just dropped last
Thursday and Friday.

>
>NOW, the big news is the Associated Press article from Tokyo. The article
>was entitled "Technology challenges video-game masters" and talks about
>the 3DO and 64-bit Jaguar. The article goes on to say how Nintendo and Sega
>are not keep developers happy and are stuck with their 16-bit technology.
>The article ends with this quote:
>
>"I would assume that software houses will be more than happy to write for it
>(the Jaguar)," said Bendar. "I think the move to CD-ROM is going to kill
>Sega and Nintendo."
>
>The article was published Saturday July 24, 1993. Some people no doublt
>got a hold of the article through the wires and that is what caused the
>stock to jump up to almost $5 again.

This was not "big news". It was one dork who didn't know what he was talking about. Sega already has a CD, and Nintendo is building one as we speak. The Jaguar was only mentioned briefly. The 3DO was the system talked about.

People are not THAT dumb. If you look at my previous message, I said that there wasn't any news capable of doing what happened to the stock. I still maintain that.

>
>If news does have an effect on stock prices, we may be seeing Atari's stock
>trading over $5.50 again Monday morning... let's see.

Why? Nothing happened last week, yet a jump to 4 5/8. What news are you talking about now? The news that it jumped back up after the 2 big drops?

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

1875. MultiTOS Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 12:59:02 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Jul26.125902.14301@praxis.co.uk>
Source record: 203206

Is there a MultiTOS compatable version of Teradesk out yet? The
version I've got (1.3) works fine until you run a program but then hangs
until you quit back to it.
Anyone who is still using other desktops should have a look at
Teradesk, it has to be the best replacement out at the moment.

1876. Re: MultiTOS and AES 4: Performance

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 13:12:34 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CArwoy.JJu@cs.ruu.nl>
Source record: 203202

In <1993Jul26.102920.22671@jet.uk> djs@jet.uk (David J Stevenson) writes:

>I have big problems with MultiTOS in that the AES takes about 50% (or more)
>of CPU, presumably polling the mouse etc. An application program
>rarely gets more than 30% of the CPU. The `idle' task never seems to get
>any time at all.

It may help to decrease the priority of GEM using the Mint utilities.
I don't know whether there's a way to do this automatically.

>Do I have something configured wrongly, or is the AES really that bad? Does
>one need to buy a TT in order to get ST performance with MultiTOS? :-(

No. You need more than a TT :-)
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

1877. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 13:38:23 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <RBQFBYPB@heaven7.in-berlin.de>
Source record: 203213

In <H.ea.jM&uEJnXvtM@albemuth.equinox.gen.nz>, John Collis (john@albemuth.equinox.gen.nz) writes:

: So which other Archivers allow empty folders, (apart from tar or cpio
: that is)????????

Do you REALLY need any other archivers apart from tar and cpio? I bet you don't.

--

( ) ____ Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau/Germany
| |_^_|O |_ ----------
(Starlight| Looks and youth aren't everything/Experience is a quality that
/_Express_| counts for a lot/The sad thing 'bout experience is by the time
//o ()()() o you got it/It's usually all you've got. ------ Richard Stilgoe

1878. Re: BART

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 13:46:20 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Jul26.074410.7362@peavax.mlo.dec.com>
Source record: 203391

In article <5ks57B7w165w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Winnipg) writes...
>Has anyone got anything from BART lately?

Nope!

** -------------------------- ** ------------------------------ **
** Marc CR Bouron ** Digital Trading Solutions, Ltd. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** ------------------------------ **

And for my next trick, I shall disappear in a puff of smo

1879. Spectre GCR, possibly real cheap...

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 14:10:12 UTC
From: ric@microware.com
Message-ID: <1993Jul26.141012.1330@microware.com>
Source record: 203240

Netlanders,

I've got a Spectre GCR with Mac ROMs and version 3.0 of the software I'd like to get rid of. I will accept bids starting now for about a week and then sell it to the highest bidder. I will include a free (Mac) gift for any bid over $150.00.

Everything is included to turn your ST into a Mac+.

-=-=-=

1880. Recommendations on larger screensize for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 15:05:11 UTC
From: ritzerfd@prl.philips.nl
Message-ID: <1993Jul26.150511.5982@prl.philips.nl>
Source record: 203205

I would like to be able to use a larger screen (combined with higher resolution) with my Mega ST. I know there are graphic cards on the market (like Reflex or Nova) to achieve this. Can anyone give some recommendations on this topic? By the way, the software I use (e.g. Notator Logic) only requires a monochrome monitor, so I'm not interested in "true colour" etc.

Wim Ritzerfeld

Philips Research Labs
Eindhoven, The Netherlands

1881. The Blue Ridge AtariFest '93

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 15:22:31 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106304@hydra.gatech.EDU>
Source record: 203203

Just thought I'd share my experiences from the Blue Ridge AtariFest in Asheville, NC from this past weekend. Unfortunately, I was only there on Sunday. I was told that Saturday was a much more active day.

The Fest took place in the Westgate Shopping Center, home of Computer STudio. I first went to Computer STudio when I arrived. I brought along some Falcon demos I had DL'd off of atari.archive. They said they had already had most of them and that they couldn't show them because some were made for TVs and/or ST color monitors and others required more memory (sorry I can't be more specific). Their display Falcon was hooked up to a SVGA monitor. I was encouraged to sit down and use the Falcon to play with Atari Works and True Paint. Both programs looked good. The show prices were $95 for Works and $56 for True Paint. Works includes SpeedoGDOS and looked great. It was much faster than bitmapped GDOS (maybe not G+Plus though). One thing about SpeedoGDOS that I didn't know was that it will generate "standard size" bitmapped fonts from the Speedo fonts and use them like old GDOS with programs that aren't SpeedoGDOS aware. This was demoed on Easy Draw 3.0. This feature of SpeedoGDOS, IMHO, is great! Computer STudio had sold out of Works, but I ordered one at the show price. From what I could gather, Computer STudio had a supply of 12 Falcons 4/84 and had sold 8 of them when I arrived. I was given quite a sales pitch to buy one of the remaining 4. Show price was $1199. Computer STudio also had a deal with DMC: Calamus was $100, Calamus SL was $400. Special pricing was also available for EdHak v3.0, Hybrid Arts products, Dr. T's products, Steinberg-Jones products, and Oregon Research Associates products.

The companies that attended of which I can remember were: DMC, GEnie, ST Report, Codehead Technologies, MagiSoft, Missionware, Lexicor, and Hybrid Arts (sorry if I missed any). Gribnif had been there on Saturday. The turn out on Sunday was light, however this has traditionally been a one day show. I was told that there were 800-900 walk throughs on Saturday.

I was disappointed I missed Gribnif because I wanted to see a demo of Geneva. Fortunately, I discovered that Joe at the ST Report table was running Geneva on his Stacy 4/40. He demoed it for me and let me use it. I can honestly say it is quite impressive and compatable! On this Stacy at 8 MHz and Warp 9 loaded, I noticed no appreciable slow down. Currently the rudimentary shell that is built into Geneva simply launches applications via a special file selector (which allows multiple extenders to be defined for the various types of executable files).

Finally, I'd like to publicly acknowledge John Eidsvoog of Codehead.
I had brought my master disks of Warp 9 and G+Plus to be upgraded.
John told me that I didn't need to upgrade G+Plus unless I was running
on a TT or Falcon. He could have said nothing and taken my $10 for
the upgrade!
--
Opinions expressed are my own.

1882. Re: An Appletalk driver

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 16:58:00 UTC
From: lundquist@panam1.panam.edu
Message-ID: <26JUL199310584989@panam1.panam.edu>
Source record: 203204

In article <22o7he$8mr@cismsun.univ-lyon1.fr>, elendir@enst.fr () writes...
>
> Well, I am planning during the end of the summer to write an Appletalk
>interface for the Falcon/Mega STE/TT, a sorta Mac LAN selector, with
>file sharing and printing capabilities.
> I wonder if there are anybody interested in it, since I am looking for
>people to do beta-testings. If you are, send me some email !
>(elendir@enst.fr)

I would certainly be interested. It has always puzzled me why
Atari Corp has never provided a driver for Appletalk.

Good luck!

>
> The final release would be freeware anyway.
>
> V.
>
>--
> PSG Vainqueurs de la coupe de France 1982, 1983, 1993
> PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
> PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

- Eric Lundquist (CC126) | "I'll be mellow when I'm dead" |
University of Texas - Pan American | - Weird Al |
Edinburg, Texas 78539 USA +==================================+
LUNDQUIST@PANAM1.PANAM.EDU - Internet | |
LUNDQUIST@PANAM1 - BITNET | E.LUNDQUIST1 - Genie |

1883. Old NEC monitor work on ST?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 18:11:07 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Jul26.181107.8403@porthos.cc.bellcore.com>
Source record: 203208

I have access to an NEC multisync color monitor made
in July 1986. Its model type is JC-1401P3A, and
it has a switch on the back for TTL or Analog. Can
I use this monitor with the ST? If so, what do I need
to do to it? Will it provide all 3 STE resolutions?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

1884. Re: IBM Formater

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 19:19:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CAsDnt.4yz@mailer.cc.fsu.edu>
Source record: 203209

sheppard_r@kosmos.wcc.govt.nz wrote:
> HELP....
>
> What is the best 720k Formater for the Atari that will give
> me 100% Compatibility with a IBM Clone etc..

The one that has always worked for me is ps2form.tos. It claims to format disks that will work even on old braindead PS/2's (hence the name). It is available from atari.archive.umich.edu.

> Also is it on a E-Mail site......

I think atari.archive has BART for email service, but I have no experience with it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1885. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 19:21:36 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Jul26.122136.1145@batman.bmd.trw.com>
Source record: 203207

Have the following software for the ST:

LaserC $30
LaserC Debugger $15 ($5 with LaserC)
OSS Personal Pascal (v2) $10
Tacklebox ST (v2) $20
VDI,AES etc bindings for Personal Pascal
GFA Draft $8
COLR Object editor $3
Disk Doctor $5

Games:

Time Bandits $12
Shanghai $10
Leather Goddess of Phobos $5
Winnie the Pooh $5
SimCity $15

Shipping not included.

NO REASONABLE OFFER REFUSED.

Jim Harres
email jharres@batman.bmd.trw.com
voice 801-876-3118 (eve and weekends)
801-774-7869 (days)

1886. Re: Gauntlet II

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 19:30:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CAsE61.5KK@mailer.cc.fsu.edu>
Source record: 203210

Stephe Lewis Foskett (lancer@rajeesh.WPI.EDU) wrote:

> Does anyone know what the "special interface device" which was made
> to allow Gauntlet II to be played with 4 joysticks was like? Does
> anyone have one they want to part with? Did it plug into the joystick
> port? The MIDI port? The cartridge port? I imagine it was just a
> few wires to connect the joysticks to one of the STs ports and the
> software took it from there...

First of all, in a later post someone mentions the problem with Gauntlet II activating the elf when the printer is not disconnected. In fact, you can leave your printer connected if you turn it on and set it to OFFLINE. The game will then function correctly.

As for the 4 player adaptor, they are easy to make. Here are some instructions:

---begin included text---

Article 21338 of comp.sys.atari.st:
Path:
mailer.cc.fsu.edu!uflorida!rex!wuarchive!sdd.hp.com!spool2.mu.edu!uunet!motcid!dalessio
From: dalessio@motcid.UUCP (Mario D'Alessio)
Newsgroups: comp.sys.atari.st
Subject: 4 Player Option
Summary: Connecting four joysticks to the ST
Keywords: four player option
Message-ID: <5483@feldspar23.UUCP>
Date: 3 Jan 91 16:34:34 GMT
Distribution: comp.sys.atari.st
Organization: Motorola Inc., Cellular Infrastructure Div., Arlington Heights, IL
Lines: 40

Some games, such as Gauntlet II, allow four player
to play at once. Here are the pin assignments for
the cable. You need two female 9-pin plugs and
one 25-pin plug (don't remember if it's male or
female).

Joystick 3 Parallel Port
----
1 6
2 7
3 8
4 9
6 11

8 25

Joystick 4 Parallel Port
---
1 2
2 3
3 4
4 5
6 1
8 24

Parallel port pins 18-25 are all connected to ground.

I haven't tried building this myself, so I don't know if
it will work. Good luck!

****
* ********** *
* * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * *
* ********** *
****

Article 21344 of comp.sys.atari.st:
Path: mailer.cc.fsu.edu!uflorida!rex!samsung!zaphod.mps.ohio-state.edu!sol.ctr.columbia.edu!ucselx!petunia!csuchico.edu!ekrimen
From: ekrimen@ecst.csuchico.edu (Ed Krimen)
Newsgroups: comp.sys.atari.st
Subject: Re: 4 Player Option
Keywords: four player option
Message-ID: <1991Jan04.083144.5936@ecst.csuchico.edu>
Date: 4 Jan 91 08:31:44 GMT
References: <5483@feldspar23.UUCP>
Sender: news@ecst.csuchico.edu (USENET)
Distribution: comp.sys.atari.st
Organization: California State University, Chico
Lines: 25

dalessio@motcid.UUCP (Mario D'Alessio) writes:

- Some games, such as Gauntlet II, allow four player
- to play at once. Here are the pin assignments for
- the cable. You need two female 9-pin plugs and
- one 25-pin plug (don't remember if it's male or
- female).

The 25-pin plug must be male to connect to the printer port. The
9-pin plugs must also be male so the (female) joystick plugs can be
connected.

(Geez, it's late. I hope I haven't mistaken what female and male
plugs look like. :^)

I haven't made one of these adapters, but would like to. I'm still in
the process of solving the dilemma of connecting my NEC 3D to my STe.
Should be resolved next week when I receive an IB Computers Switchbox.
(Yes, I'm writing this on a TV. Eeeek!)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Article 21475 of comp.sys.atari.st:
Path: mailer.cc.fsu.edu!uflorida!rex!samsung!cs.utexas.edu!uunet!mcsun!ukc!newcastle.ac.uk
!newton!ntgk
From: Trevor.Kirby@newcastle.ac.uk (Trevor Kirby)
Newsgroups: comp.sys.atari.st
Subject: Re: 4 Player Option
Keywords: four player option
Message-ID: <1991Jan8.165255.13806@newcastle.ac.uk>
Date: 8 Jan 91 16:52:55 GMT
References: <5483@feldspar23.UUCP> <1991Jan04.083144.5936@ecst.csuchico.edu>
<1991Jan5.041944.4842@math.lsa.umich.edu>
Sender: news@newcastle.ac.uk
Distribution: comp.sys.atari.st
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
Lines: 33

I missed a chunk of this thread so I don't know if someone posted the
wiring diagram. If not then

Printer port Joystick 1 Joystick 2

1 ----------> 6
2 ----------> 1
3 ----------> 2
4 ----------> 3
5 ----------> 4
6 ---------------------------------> 1
7 ---------------------------------> 2
8 ---------------------------------> 3
9 ---------------------------------> 4
11 --------------------------------> 6
24 ----------> 8
25 --------------------------------> 8

Looking into the joystick socket

1 2 3 4 5
6 7 8 9

Looking into the printer plug

1 2 3 4 5 6 7 8 9 10 11 12 13

14 15 16 17 18 19 20 21 22 23 24 25

All info courtesy of ST format jan 1991 issue.

Trev

---end included text---

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1887. Re: Spectre - Hard Disk Formatting

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 19:41:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CAsEpL.6As@mailer.cc.fsu.edu>
Source record: 203211

Dennis Mc Guire (ak354@cleveland.Freenet.Edu) wrote:

> I am trying to format one of my hard disk partitions to support
> Spectre, but it doesn't seem to be working. The computer is a
> 2.5 Meg 520ST and the hard drive is a Quantum 240LPS using an
> ICD AdSCSI+ host adapter. I select the Format option from the
> Hard Disk menu on Specte 3.0. I have 9 partitions. The first
> is about 5 meg and the rest are a shade under 30 Meg. I select
> the 9th partition to be formatted. Spectre does it's thing, and
> lists this partition type as Spectre-P. (HFS) But when I quit
> back to the Spectre menu, the Partitions menu is still grayed
> out and neither Spectre nor the Mac seems to recognize this
> partition. If I re-run Spectre, it lists it as a GEM
> partition. It seems to work fine as a GEM partition from the
> desktop also. Can anyone explain why I can't format it for
> Spectre?

I just recently did this, with no problems. I first formatted it as a
GEM partition, then ran Spectre and formatted it, then rebooted. At that
point, the ICD desktop accessory reported the partion as being an OOP (which
is correct). I then ran Spectre (3.0) an everything was cool.

Try using the desktop acc to verify that the partition is both OOP and
active (little checkmark next to it). The latter may be your problem.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1888. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 20:38:12 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAsHBo.6zE@freenet.carleton.ca>
Source record: 203212

In a previous article, cmedley@wam.umd.edu ('Flip' Medley) says:

>In article <14506@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>
>>evanlang@sdf.lonestar.org (Evan Langlois) writes:
>>
>>>The Minix File System is MUCH slower
>>>than the FAT file system.
>>
>>That's just STARTLINGLY untrue. The MS-DOS (TOS) filesystem is renowned
>>as one of the SLOWEST there is. Half of the algorithms in it are
>>O(number of files in directory), not to mention space usage. Every
>>deleted a heap of files and wondered why it goes fast [ish], then slows
>>down at various points? Once you get a hundred or so files, the MS-DOS
>>filesystem gets annoyingly slow. Get a thousand and it almost grinds
>>to a halt.
>>
>
>
>I guess everyone is recommending using the Minix file system... considering
>the biggest penalty my machine takes when doing serious work (compiling
>with GNU C or G++) is when it goes to disk, can anyone tell me if it would
>be worth it to move all my programming over to a Minix partition on my
>hard disk?
>
>(it'd be nice for the long filenames, but if it is that much faster, i'd
>be ready to make the switch in a minix....er...minute... :))
>
>
How do you install a minix file system? Where do I get the software?

Jack
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1889. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 20:40:51 UTC
From: saj@chinet.chinet.com
Message-ID: <CAsHG3.2GG@chinet.chinet.com>
Source record: 203229

The minix file system sounds fun, not to mention useful, but the only docs I have on it say it's limited to GEM partitions and 512 byte sectors. Is this old news? Does it handle other partition types now? What docs should I be reading? (I'm reluctant to begin with the source unless that's the only way).
Steve

1890. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 20:44:11 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAsHLn.92z@freenet.carleton.ca>
Source record: 203214

In a previous article, wells_s@kosmos.wcc.govt.nz (Steve W) says:

>After a very quick test, I've found the following:/
>
>Compressing a 250k sample, (not very compressable, takes quite a while),
>
>LHarc v2.01i (Questers) - 2 minutes, 42 seconds
>
>The new v2.20 - 1 minute, 50 seconds!
>
>How's that for a big improvement, it now beats even ZIP-Deflate for speed!
>
>Better results coming up after I've managed to get version 2.21!
>

Where can I get it?

Jack
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1891. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 20:49:56 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <XPBB8B1w165w@iowegia.dsm.ia.us>
Source record: 203253
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

totty@flute.cs.uiuc.edu (Brian Totty) writes:

> Has anyone tried to rig up the software & hardware necessary to use ST floppy
> drives on the Atari 8 bit computers? It would be great to be able to use
> the extra disk storage, and it would be ideal if the file systems were
> compatible, so we could share files between the machines.
>
I have an old news group letter somewhere that had such a product. I believe
Darek M. designed, but don't quote me on that. I'll try to find it.
Lannie

1892. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 21:19:24 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAsJ8D.A14@sdf.lonestar.org>
Source record: 203262

In article <14506@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>>The Minix File System is MUCH slower
>>than the FAT file system.
>
>That's just STARTLINGLY untrue. The MS-DOS (TOS) filesystem is renowned
>as one of the SLOWEST there is. Half of the algorithms in it are
>O(number of files in directory), not to mention space usage. Every
>deleted a heap of files and wondered why it goes fast [ish], then slows
>down at various points? Once you get a hundred or so files, the MS-DOS
>filesystem gets annoyingly slow. Get a thousand and it almost grinds

I don't care how fat it SHOULD be on other systems. On MY system, my GEMDOS partitions are MUCH faster than my MINIX partitions, no matter what version of the MINIX.XFS I use, GEMDOS is Faster, and it takes up less space. Minix is horrible. I noticed this and finally started doing benchmarks, and sure enough, MINIX was NOT faster at all, it was SLOW. Sure perhaps it IS faster on some other computer, but not on this one.

1893. FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 22:02:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <231k90INNqp7@golem.wcc.govt.nz>
Source record: 203218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After findin out more about this dork of a machine 'FALCON' was more of a sick Joke than a real computer....

This confirms my thoughts about it....

This was cut from STR 930....

- London, UK FALCON SALES OUTLOOK

Our super sleuth in the UK tells us that the Falcon sales are in the low thousands for all of Europe. The expected crushing rush for the new Falcon has yet to materialize. In fact, while the Falcon is satisfying the game machine affectionados in the UK and elsewhere, a number of support enterprises are on the verge of closure on the continent.

I do think its time that Atari close up shop....

Roger..... sheppard_r@kosmos.wcc.govt.nz

1894. Re: The Blue Ridge AtariFest '93

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 22:05:01 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Jul26.220501.8891@ncsu.edu>
Source record: 203222

In article <106304@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
> ...
> I was disappointed I missed Gribnif because I wanted to see a demo of
> Geneva.
> ...

You also missed a couple of copies of MultiTOS that dissapeared rather quickly
off Computer STudio's shelves on Saturday.

- dave.
--

++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++

1895. Re: what to do with C source?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 22:08:36 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jul26.220836.21830@cs.yale.edu>
Source record: 203215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephe Lewis Foskett (lancer@ramanujan.WPI.EDU) wrote:
: mode> It is a disk utility...

: in this case, you probably can't use your code without some major
: modification... If you really want to try, the Abacus book "ST Disk
: Drives Inside and Out"" might help...

No. Disk formats are similar enough on the ST and PC (read identical
except for a few bytes) that compiling it on the ST should be fairly
straightforward.

--- Bob

1896. Hard drive problem?

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 22:53:04 UTC
From: jt@cortex.physiol.su.oz.au
Message-ID: <jt.743727184@cortex.physiol.su.oz.au>
Source record: 203236

Help! I own an atari 1040 STFM which has TOS 1.0 and I am running a Seagate 30 Meg SCSI drive using an ICD host adaptor. All was functioning in some sense of order until two nights ago when suddenly a message appeared on the top right of the Menu bar saying; M SENSE: off .

What does this mean? I am struggling to keep my cool in front of the customer (commercial recording studio) when suddenly as I tried to save the file (Notator 3.15) and proceeded through the usual routine of saving , the machine returned a message saying that the drive was full.

I know that there was plenty of space left on that partition as I regularly clear out my partitions and back up the disk.

After this the program froze, and I tried to reboot and got a message on boot of " No Host Adaptor present". I pulled the lid off of the drive case and listened to the disk and it had stopped spinning. I shut down the console and the drive immediately and waited a half hour and then rebooted the machine.

My reasoning was perhaps this was a heat re-lated failure. To my surprise the machine booted and I started checking through the partition to see what was damaged. I was continually prompted with the Data on drive C may be damaged" message and thinking that the worst had happened, I shut down and went home for the night. On returning the following evening, I again booted the machine and this time I was able to run software on that partition. I went through the partition and threw away all the files and folders that I thought I didn't need, and was careful to not write any files to that partition. (Or any other partition for that matter).

After about 3/4 of an hour the same message appeared on the top menu bar and within 2 minutes the drive wound down and that was it.

Help! I would like to get something like a Nortons Utility Disk for the Atari that actually works! I have several Public Domain Utilities all of which I have tried in vain and they all only allow me to address Floppy drives. I am so desperate to retrieve this customers file that I will buy any strongly recommended software Utility package. I am constantly diss-appointed with the Atari machine, It was shoddily built in the beginning, and the operating system is very much weighted towards the users of floppies.

I need some good advice as to how I can get around the many short comings of the machines file system. I would greatly appreciate any help or advice or experiential story that would give me some clue as to what has happened.

Sorry about the length of this post,

JT
Sorry but I don't have a silly .sig

e-mail jt@physiol.su.oz.au ph. (02) 692-3277
Department of Physiology, Sydney University, Australia.

1897. Shareware version of Donkey Kong type game at Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 23:15:35 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CAsoLz.2ny@mentor.cc.purdue.edu>
Source record: 203219

I just uploaded kong.tos to Atari Archive.

It is in /Games and is shareware by Dave Munsie.

Excellent gameplay.

Jody Lenn

lenn@atari.archive.umich.edu

1898. Re: Got my Falcon, now for some questions.

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 23:26:24 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul26.232624.166012@zeus.calpoly.edu>
Source record: 203233

In article <1993Jul24.074014.15092@iscsvax.uni.edu> sinclap2954@iscsvax.uni.edu writes:
>If Apple can provide A Centris 610, LCIII and IIVX for $1300 and all come with
>expandability and separate keyboards and faster processors why can't Atari. I
>Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

This is not an answer to why Atari cant provide better expandibility,
as indeed they should. I feel they should also all have the detacheable
keyboards, as that allows you to stick the computer in a corner or on
the floor.

I just want to point out that no desktop mac comes with a keyboard, as
your message seems to imply. I guess Apple considers the keyboard to be
optional. (Actually that allows the user to buy the specific keyboard
that they like best. But it is also a way for Apple to make their
prices look even cheaper than they are. The keyboard is $100 to $250
depending on which you want!)

- mike

1899. Braindamage - a new demo from Aggression

Newsgroup: comp.sys.atari.st
Date: 1993-07-26 23:33:40 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.743729620@vipunen.hut.fi>
Source record: 203226

Aggression has released a new demo called "Braindamage" yesterday. I have just uploaded it to ftp.uni-kl.de and atari.archive.umich.edu. Names of required files are BDAMAGE1.MSA, BDAMAGE2.MSA and BDAMAGE.README. This two-disk demo works on 1/2/4 Mb STe and should also work on Mega STe.

Naturally it requires a color monitor (and a hifi equipment) to work.

The demo contains many effects not seen in any ST(e)-demo before, and some of them are unique in the scale of the whole demoscene, including Amiga and PC.

Anyway, we didn't make this demo to prove that STe is as capable as Amiga (it's not), but from now on when your friend claims that it's not possible to do fast vectors on STe, you can show him this demo.

This is still not a vectordemo - far from it. It contains almost 30 effects, anything (except scrolltexts) from a dot landscape to 50 fps filled vector city.

This demo is a result of hard work of 7 months, and it can be seen in the quality. Download it and take a look.

You can send your comment to:

Kiia Kallio
Lancelot of Aggression
kkallio@vipunen.hut.fi

1900. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 00:04:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <231rf7$5mk@elroy.jpl.nasa.gov>
Source record: 203223

In article <CAsHLn.92z@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>In a previous article, wells_s@kosmos.wcc.govt.nz (Steve W) says:
>>After a very quick test, I've found the following:/

>>Compressing a 250k sample, (not very compressable, takes quite a while),

>>LHarc v2.01i (Questers) - 2 minutes, 42 seconds

>>The new v2.20 - 1 minute, 50 seconds!

>>How's that for a big improvement, it now beats even ZIP-Deflate for speed!

>>Better results coming up after I've managed to get version 2.21!

> Where can I get it?

Version 2.21 just arrived at atari.archive 2 days ago, it's now available in Archivers/lha221.zip (and also linked in Newitems...).

Does anyone know of any reason to keep the older versions around (2.20, any older ones, etc.?) 2.21 seemed to work fine for me.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1901. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 00:45:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <231tqo$q11@cville-srv.wam.umd.edu>
Source record: 203228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <231k90INNqp7@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>This was cut from STR 930....
>
>
>- London, UK FALCON SALES OUTLOOK
> ----------
>
> Our super sleuth in the UK tells us that the Falcon sales are in the
>low thousands for all of Europe. The expected crushing rush for the new
>Falcon has yet to materialize. In fact, while the Falcon is satisfying the
>game machine affectionados in the UK and elsewhere, a number of support
>enterprises are on the verge of closure on the continent.
>

Well, I don't take Atari's blatant optimism without a grain of salt, and i
guess I have to be fair and say that given Mariano's past history with
Atari, and his excellent (gag!) reporting, I won't take this one seriously
until he (or someone else):

1) gives this "super sleuth"'s name
2) can back up the statements

This is tabloid journalism.

(I remember back when I had to hunt down Ron Kovacs who did ZNET for the ST
to tell him he had omitted me from a listing of vendors at the Pittsburgh
Atari show back in '91... i had two tables.. more than any non-dealer vendor!
He told me... "Well, i guess you just weren't important!" and never mentioned
ENiGMA Software... i love the attitude of these online journalists... and they
wonder why some of us don't write commercial stuff?)

1902. Announcing... NetHack-- 3.1.3!

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 02:20:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.pmGoPkpzDds@semprini.tdkcs.waterloo.on.ca>
Source record: 203239
Cross-posted to: rec.games.hack,comp.sys.atari.st

Announcing...

NetHack-- 3.1.3!

The DevTeam snuck a new version of NetHack 3.1 out last week, just as I was trying to finish the NetHack-- 3.1.2 patch... Well, luckily, the 3.1.2 to 3.1.3 patch didn't change anything that affected my changes to the code...

I'll be posting a patch to the NetHack 3.1.3 code to convert it into NetHack-- 3.1.3; NetHack-- 3.1.3 adds about a dozen new artifacts, more than half a dozen new special rooms, about 140 new monsters and a few other nifty things.

However, if you have an Atari ST/TT030 or Falcon030, you can play NetHack-- 3.1.3 _now_! FTP on over to atari.archive.umich.edu or any of its mirrors; it should soon be appearing in the Games directory... the filename is nhmm31c.zip, and requires a fairly recent unzip (5.0 will do) or ST-Zip 2.x. Please don't bug me or the archivists; they'll get around to it as soon as they can, and I don't have the time or resources to be sending people copies of the program archive.

Those of you with other computers will either have to compile it yourselves, or beg someone else to do it. If I get a chance, I might be able to build it for DOS and OS/2, but you really shouldn't count on that... I'm very busy (NetHacking and massaging some other source code... oh, and working... ;-)).

If you build NetHack-- 3.1.3 for any platforms, please let me know, and upload it to an FTP site near you. If someone wants to make the NetHack-- code available for FTP, let me know.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1903. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 02:35:18 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul26.203518.15201@iscsvax.uni.edu>
Source record: 203230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <231k90INNqp7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> After findin out more about this dork of a machine 'FALCON' was more of a
> sick Joke than a real computer....
>
>
> This confirms my thoughts about it....
>
>
> This was cut from STR 930....
>
>
> - London, UK FALCON SALES OUTLOOK
> ----------
>
> Our super sleuth in the UK tells us that the Falcon sales are in the
> low thousands for all of Europe. The expected crushing rush for the new
> Falcon has yet to materialize. In fact, while the Falcon is satisfying the
> game machine affectionados in the UK and elsewhere, a number of support
> enterprises are on the verge of closure on the continent.
>
>
> I do think its time that Atari close up shop....
>
It will come to that... Apple's new DSP macs will be out on Monday August 2 at
MacWorld Boston. The prices are lower than expected.

The Centris 660 AV with a dual dsp for sound and video, built in GEO ports, the
casper voice recognition will cost $2139(8/80 config) list. This model will be
powered up with a 25 mhz. 680400. Atari does not have a chance. I suspect
Apple will ship out in the week of its releace(next week) volume that will
surpass the install base of Falcons. Nice try Atari. But you deserve to go
out of business.

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

1904. Problem and news about atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 02:42:03 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2324lr$qpu@terminator.rs.itd.umich.edu>
Source record: 203235

To people having problems with BART: please forward your 'not sent
in three days' messages to brode@atari.archive.umich.edu. Jon won't
be able to figure out what's wrong unless he can see what's happening.
Since local mail service is fine, it's up to you to let him (NOT ME) know.

Secondly, it appears that the longstanding "when is wuarchive going to
be up to date" question has been answered....by the graces of the wuarchive
folks and some of the kinder a.a.u.e users, the mirroring software
should be working properly again. Enjoy....

Thanks,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

1905. Connect 210

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 02:46:01 UTC
From: azog@world.std.com
Message-ID: <CAsyCq.34D@world.std.com>
Source record: 203238

Ok, so it looks like the guys at umich released conn210i.lzh into the public area, so I snagged it today. Great, now I dont need to learn German :-)

(no offense, but between learning japanese on the side, and other stuff, I dont really have the time)

Anyways, it doesnt seem to send anything to the modem. I get to the window, and start typing the AT commands (Im old fashioned, I can type ATDTxxx faster than pulling up the dialer...), but nothing happens. THinking that maybe I do need to use the dialer, I used that, but still nothing...

So I pulled connect.prg out of the conn202u.lzh file, thinking that maybe something was wrong, but that still didnt work.

I love the program, and will register, but want to use it first before I do (never buy a car without a test drive...). Does the above mean that I need to register first before its fully functional? Does anyone else have these problems?

(btw: the machine is a falcon with TOS 4.04 and a USR sportster 14.4k modem)

Thanx

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name Death.

1906. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 02:48:37 UTC
From: azog@world.std.com
Message-ID: <CAsyH2.3Is@world.std.com>
Source record: 203234

saj@chinet.chinet.com (Stephen Jacobs) writes:

>In article <CAnGtM.7Mo@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>>Remember me? I ordered a 14/65 Falcon on May 1? Well I just got it (with
>>the 80 M disk).

>And now it's in the shop with a variety of display nasties. Most annoying is
>when it gets bunches of black lines and blotches on screen. These things
>happen, I guess.

>Just blowing wind after 2 days of use: it would be nice to have an easy way to
>put it into an arbitrary video mode. I have a multisync-type monitor, and
>it seems more pointless than ever to have to twiddle the switch that controls
>the monochrome-detect line.
> Steve

Im not sure I follow this: do have to play with things to switch
video modes? Why? I got an Axiom multisync monitor, picked it
up when I purcashed the Falcon (from the same dealer, just to be
sure that the monitor works well, etc...). He gave me a doo-hickey
that adapts the plug to the Falcons port, and off I go. I can get
all the modes without doing anything but choosing it thru the
desktop...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1907. Hard disk formatters?

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 03:36:57 UTC
From: hoosier@rider.UUCP
Message-ID: <1261@rider.UUCP>
Source record: 203241
Cross-posted to: local.atari,comp.sys.atari.st

Since my MegaFile 30 was already formatted when I got it, I've never had to deal with Atari formatters (experience with MS-DOS 5.0 probably does not count). I have acquired a Supra 30 with a dead drive, and have now also acquired a Quantum 105 to go in it (as soon as I find a two-position .100 receptacle for the LED cable).

I'd like to hear the netwisdom as to the best software to use in formatting and maintaining this beast. I am interested in your experiences with whatever's out there, be it commercial or shareware.

AdvTHANKSance.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

"Age is a question of mind over matter. If you don't mind, it doesn't matter."

- Satchel Paige.

1908. Re: Still having trouble with BART?

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 05:35:01 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <39wB8B1w165w@sys6626.bison.mb.ca>
Source record: 203224

thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:

> I have seen several posts these last few days regarding failures with
> atari.archive's BART system. Well, I have reliable FTP access to a.a
> (at the right hours), and I also have good luck at wuarchive.wustl.edu,
> so if anybody out there without FTP is in truly dire need of something,
> I could probably pick things up for you. I could FTP the file and then
> uuencode it, and send it in chunks by mail to you.
>
> Please keep in mind that I am just a student at an insignificant site
> out in the middle of no-where, but if you are really in a jam, let me know.
> I'll try to use my FTP priveliges to help you out.
>
>
> --
> ************ John Thaanum thaanuj@prism.cs.orst.edu ************
> Devoted fan of American musclecars, Atari computers, large caliber
> weapons, and similarly unfashionable persuits.

Nice offer, but if people can't use BART and they don't have ftp there's
always ftpmail. Btw, the directories at a.a.u.e would they be for ex.
/info? It's not /Info i've tried that. Anyone know? In terms of ftpmail
is it 'chdir info' or 'chdir /info' or even 'chdir /atari/info'?

1909. Lharc v2.21

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 06:11:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <232gurINNs5v@golem.wcc.govt.nz>
Source record: 203246

] Where can I get it?

Lharc version 2.2x is available from (among other places)

cs.tu-berlin.de

in

pub/atari/archiver

Version Filename

v2.01 lha201.lzh
v2.01l lzh_201l.ttp
v2.01l (English v.) lzh201le.ttp
v2.20 lharc220.lzh
v2.21 lha_221a.tos [As of 27/07/93 - Latest version!]

Contains full documentation (In German), and full German and English TTP
files of LHARC itself. Usage is the same as prior versions, but this
has many, many more features!

Take your pick said the man with the three shovels......

1910. Re: Jaguar specs?

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 06:25:00 UTC
From: wilsont@rahul.net
Message-ID: <CAt8Hp.Do3@rahul.net>
Source record: 203244

In <4630.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:

>A while back someone posted a message asking for the Jaguar specs. So
>far, no responses. Anyone got the specs? Or any info on it?

Nope.

I think there was a "media event" today. (monday 26th). i'll call atari
soon and get some stuff i hope. (Brodie said he *might* get me material from
the event)

Read the EE Times article, thats about as close as you're gonna get for now.

be patient, its not even the Semi-rumored October 31st date yet.
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1911. Re: MultiTOS and AES 4: Performance

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 06:34:53 UTC
From: wilsont@rahul.net
Message-ID: <CAt8y5.Du5@rahul.net>
Source record: 203245

In <CArwoy.JJu@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <1993Jul26.102920.22671@jet.uk> djs@jet.uk (David J Stevenson) writes:

>>I have big problems with MultiTOS in that the AES takes about 50% (or more)
>>of CPU, presumably polling the mouse etc. An application program
>>rarely gets more than 30% of the CPU. The `idle' task never seems to get
>>any time at all.

>It may help to decrease the priority of GEM using the Mint utilities.
>I don't know whether there's a way to do this automatically.

the AES (as far as I know, correct me Eric :)) sucks up unused RAM, and
unused CPU time, it then dishes stuff out as needed.
Idle programs of course get 0-2% CPU time. since they AREN'T DOING ANYTHING!
Kinda a clash of ideas (since the AES is 'idle' kinda) but the AES is a
special case.

if all of a sudden, that Idle Spreadsheet was put into 'recalc' mode,
then the CPU time on it would jump up to 20-30%, and the AES time would drop.
(or other lower priority tasks)

if you want the spreadsheet done ASAP, renice it to a higer value, and then
it can get really high percentages of CPU time.

Theoretically, it could block out almost everything else. (this was
discussed in the .st.tech group concerning MTOS games)

>>Do I have something configured wrongly, or is the AES really that bad? Does
>>one need to buy a TT in order to get ST performance with MultiTOS? :-(
>No. You need more than a TT :-)
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

1912. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 06:52:00 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAt9qp.3sw@netcom.com>
Source record: 203247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sinclap2954@iscsvax.uni.edu wrote:
: It will come to that... Apple's new DSP macs will be out on Monday August 2 at
: MacWorld Boston. The prices are lower than expected.

: The Centris 660 AV with a dual dsp for sound and video, built in GEO ports, the
: casper voice recognition will cost $2139(8/80 config) list. This model will be
: powered up with a 25 mhz. 680400. Atari does not have a chance. I suspect
: Apple will ship out in the week of its releace(next week) volume that will
: surpass the install base of Falcons. Nice try Atari. But you deserve to go
: out of business.

Problem with Apples new computers is that it's a dead end system. Apple will
will be phasing the Mac out as soon as the powerPC hits sometime next year.

Now with the Atari the falcon will be the computer that Atari is still shipping
5 years from now. Think of the savings in money and software. Fact of the
matter is I'm still using the same ST computer I bought 5-6 years ago. It
also still does what I need.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1913. Minix fs (was Re: MiNT is not slow)

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 07:08:48 UTC
From: lynbech@daimi.aau.dk
Message-ID: <232ka0$1ni@belfort.daimi.aau.dk>
Source record: 203248

Thus spake saj@chinet.chinet.com (Stephen Jacobs):

>The minix file system sounds fun, not to mention useful, but the only docs
>I have on it say it's limited to GEM partitions and 512 byte sectors. Is
>this old news? Does it handle other partition types now? What docs should
>I be reading? (I'm reluctant to begin with the source unless that's the only
>way).
> Steve

The previous version (0.55 I think) does work with larger sectors. I have it installed on my 20 Mb (1 partition) atari disk, and it runs just fine.

The new version (0.60.5) should be even better in dealing with strange setups, if I understand the docs correctly. It also has a fsck (filesystem checker) which is a very good thing to have.

The docs keep saying that this is an alpha release, so the safe bet would be to get the 0.55 version, which I have experienced to be stable and robust. Guessing from my experiences with that version, I *think* that getting the newest version would be OK. I will certainly install it on my HD, as soon as I get it compiled.

But as always, there is no alternative to regular backups!

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1914. Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 07:43:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <232matINNscv@golem.wcc.govt.nz>
Source record: 203216

Slightly better LZH (Lh5) tests.....

Comparing to ST-ZIP 2.2

ST-ZIP (Best compression mode) 2m 9s file size 244564
ST-ZIP (Fast " ") 2m 4s " " 244588
LZH 2.20 1m 52s file size 243294

Tests from packing assorted files totalling approx' 300k.

These were from packing a single 12.5Khz Sample file, approx' 350k....

ST-ZIP (Best comp' mode) 1m 47s file-size 325049
LZH 2m 14s file-size 325700

Due to ST-ZIP's headers, when compressing many files, it loses for size,
but with a single file it beats LHarc marginally (not enough for anyone
to care about). Exactly why it was quicker than LZH (by a fair bit)
when compressing this one file, I'm not sure! (ST-ZIP seems to read
in larger chunks of the file at once, and as the file was read from
floppy, this may account for some speed loss, but as this particular
drive had a cache on it, access time is pretty quick!)

I've just notices an ST-ZIP v2.3 released, so now I've got to test that
as well - Argh! An inquisitive person's job is never done! 8-)
(Probably speed optimisation to compete with LHarc 2.2! ;-)

1915. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 07:45:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <232mejlNNscv@golem.wcc.govt.nz>
Source record: 203217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Now with the Atari the falcon will be the computer that Atari is still sh
] 5 years from now. Think of the savings in money and software. Fact of t

I doubt it, they'll probably all but drop the machine and support the
Jaguar! (If they manage to get it out the door). Forget what Bob Brodie
says, he is pretty un-reliable! :) (Maybe = No.... No Comment = Yes!)

1916. ASCII utility wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 08:23:01 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <232ol5$1a0@usenet.INS.CWRU.Edu>
Source record: 203221

Can anyone recommend an Atari utility that will do a string search of a floppy disc filled with ascii files? I've got an ascii reader now that will do a search one file at a time, but that is a pain in the rear. How do I search an entire 720K floppy filled with ascii?

--

---------- John W. Redelfs, cj195@cleveland.freenet.edu ----------

--------- All my opinions are tentative pending further data. ---------

1917. <--- For Sale (UK) --- ST Hardware --->

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 10:11:08 UTC
From: adamg@compnews.co.uk
Message-ID: <232uvsINN5fk@cardamom.compnews.co.uk>
Source record: 203231

UK Only I guess.

FOR SALE: The following stuff, mainly for the Atari ST. Everything except
the drive is boxed. It all works fine.

These I can post:
1 meg external floppy. 40 quid
Stereo Replay sound sampler. (Virtually Unused). 45 quid
Vidi-ST video digitiser. 40 quid

For the following you probably need to be in the Yorkshire area. (or
be willing to pay carriage):
SC1435 Colour Monitor (Virtually Unused). 160 quid
SM124 Hi-res mono monitor. 60 quid
Citizen 120-D 9-pin printer (inc paper & ribbons). 70 quid

Offers welcome on any or all of this (I`ll take a bit less for it all than
if I split it).

--
.~~~~~~.
Adam Greenwood, ISPS, CNS	My opinions don`t
Email adamg@compnews.co.uk	reflect anything,
_____________________________	and that includes
	the opinions of
Climb... or back down!!	anyone else.
`~~~~~~'

1918. Re: MultiTOS and AES 4: Performance

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 10:25:46 UTC
From: reschke@math.uni-muenster.de
Message-ID: <232vra$196k@obelix.uni-muenster.de>
Source record: 203260

In article 22671@jet.uk, djs@jet.uk (David J Stevenson) writes:
> I have big problems with MultiTOS in that the AES takes about 50% (or more)
> of CPU, presumably polling the mouse etc. An application program
> rarely gets more than 30% of the CPU. The `idle' task never seems to get
> any time at all.
>
> Do I have something configured wrongly, or is the AES really that bad? Does
> one need to buy a TT in order to get ST performance with MultiTOS? :-(

Future versions of MultiTOS will be better regarding this (and why would you want
that an `idle' task gets CPU time?).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1919. Re: 1st-Word to PC or LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 12:09:14 UTC
From: dubbers@uni-muenster.de
Message-ID: <2335ta$1bmq@obelix.uni-muenster.de>
Source record: 203265

Hi,

billen@VNWZ00.UNI-MUENSTER.DE wrote:
:Hi there!

:I really like my Atari, but I'm using a very stupid Text-Processor: 1st-Word+.
:It's really to slow to edit and print a Text of 200 pages or more. Now I'm
:looking for a converter for my 1st-Word Files to a PC-Format (Word, WordPerfect
:etc.) or even LaTeX (this would be the best!). Does anybody know such a
:program? The only thing I found on FTP-Servers was 1stw2ps, a converter to
:PostScript. This is fine for printing, but not for editing.

I have found a Word-Plus-to-TeX converter on ftp.tu-clausthal.de (you can
also use gopher to get it).

The file name was (as far as i remember) atari/tex/..tex172.lzh. The program
creates TeX-files (not LaTeX), but even for me (i had never worked with
TeX before) it was not too difficult to get the results i wanted.

Hoping to have been able to help you,

Holger
(dubbers@uni-muenster.de)

1920. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 12:25:20 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul27.122520.10476@ibr.cs.tu-bs.de>
Source record: 203263

In article <231rf7$5mk@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <CAsHLn.92z@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
|> >In a previous article, wells_s@kosmos.wcc.govt.nz (Steve W) says:
|> >>After a very quick test, I've found the following:/
|>
|> >>The new v2.20 - 1 minute, 50 seconds!

|>
|> Version 2.21 just arrived at atari.archive 2 days ago, it's now available
|> in Archivers/lha221.zip (and also linked in Newitems...).
|>
|> Does anyone know of any reason to keep the older versions around (2.20, any
|> older ones, etc.?) 2.21 seemed to work fine for me.
|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|>
|> "You take the good with the bad" ? Nah, the good *comes with*
|> the bad, but even an amoeba will choose which to accept.

Well, there is still a problem using MiNT:

When packing to an archive Lharc creates a temorary file in
$TMPDIR. It does *not* move this file to the current directory
and rename it to whatever.lzh.
I tried it on ramfs and minixfs.

I believe the older Versions used . as a tempdir, that's why
this didn't occured before.

BTW, this is *not* a reason to keep lharc <2.20, rather a
reason to move to lharc 2.21a

Axel

1921. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 12:30:44 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <23375k$18b7@obelix.uni-muenster.de>
Source record: 203266

In article G59@sdf.lonestar.org, evanlang@sdf.lonestar.org (Evan Langlois) writes:
>In article <22lief$q1o@obelix.uni-muenster.de> kuhnu@math.uni-muenster.de writes:

>>What makes MiNT so slow is the real slow GEMDOS filesystem, on which MiNT
>>operates. If you use a faster file system (like the minix fs) mint will gain
>>a lot of speed. Trust me, the kernel is not so slow as it seems.
>>
>>Ulrich
>>
>
>What!?!>? This is complete and total BS. The Minix File System is MUCH slower
>than the FAT file system. And that only affects disk access, and most MiNT
>calls and the multitasking do NOT access the file system. However, MiNT
>slows the machine down by about 1 or 2%, about the same as Warp9.
>
>
Yesterday I made a hard benchmark for the filesystem: I unpacked mntlib32.zoo
on a tos partition and on a minix partition.
On the TOS partition (normal TOS 3.6 without mint) it took about 2:56 min for
the 250 files. Under Mint on the minix partition, it took about 1:00 min
(in words one minute!) to unpack it, plus at most 5 seconds for the sync demon
to get woken up and syncing. (ok, so much to what you called bullshit)
In fact the minix fs can be a bit slower when doing fsfirst/fsnext, because
mint will do two operations on the fs (internal concept), as opposed to
only one call on the tos partition. But when you do Dreaddir/Fxattr, then
the minix fs will be a lot faster.

The test was done with minixfs 0.60 pl5.

Ulrich

1922. Re: An Appletalk driver

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 12:38:52 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul27.123852.12033@nrtpa038.bnr.ca>
Source record: 203250

In article <22o7he$8mr@cismsun.univ-lyon1.fr>, elendir@enst.fr () writes...
>
> Well, I am planning during the end of the summer to write an Appletalk
>interface for the Falcon/Mega STE/TT, a sorta Mac LAN selector, with
>file sharing and printing capabilities.
> I wonder if there are anybody interested in it, since I am looking for
>people to do beta-testings. If you are, send me some email !
>(elendir@enst.fr)

I'll beta test it. I have a TT and have access to a MAC. I hope to get
a Falcon later this year.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

1923. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 14:45:23 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106439@hydra.gatech.EDU>
Source record: 203251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jul26.203518.15201@iscsvax.uni.edu>
sinclap2954@iscsvax.uni.edu writes:

>It will come to that... Apple's new DSP macs will be out on Monday August 2
>at MacWorld Boston. The prices are lower than expected.
>
>The Centris 660 AV with a dual dsp for sound and video, built in GEO
>ports, the casper voice recognition will cost $2139(8/80 config) list.
>This model will be powered up with a 25 mhz. 680400. Atari does not
>have a chance. I suspect Apple will ship out in the week of its
>releace(next week) volume that will surpass the install base of
>Falcons. Nice try Atari. But you deserve to go out of business.

So fine and dandy for Apple. According to a recent article in the
business section of our local paper, Apple is not doing that much
better than Atari. Look at the number of computers they have for
sale. Think about the development costs to design those machines.
Think about how they have to price them at very low profit margins to
compete against PC clones. Sure Apple may be the biggest single
manufacturer of PCs. But according to this article, Apples hopes are
all based on their ability to put out a PowerPC based machine within a
year. It looks bad for ALL Motorola based PC manufacturers these
days.
--
Opinions expressed are my own.

1924. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 15:30:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <233hna$35j@cville-srv.wam.umd.edu>
Source record: 203252

One last thing I'd like to ask everyone before I "blow out" a partition to install minix.xfs for it... Even though minixfs is faster, are there tools for defragmenting the drive you install it on? I'm not familiar with fsck, so i'm not certain that this falls under it's domain....

(i've already compiled it, but i'm just waiting to build up the courage to install it on a partition...)

1925. What a computer error -- $24 ATC

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 15:48:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <233iog$h62@usenet.INS.CWRU.Edu>
Source record: 203243

I called a stock quote line to see what Atari's stock was trading at and
it said $24 something...

It said it went up $19.

I called a half an hour later and it was back to its normal $4.75.

But that was certainly a shocker. :)

--

1926. BJ10's and ST's

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 16:38:46 UTC
From: lpzssm@mips.nott.ac.uk
Message-ID: <233lmm$p8h@unicorn.ccc.nottingham.ac.uk>
Source record: 203249

I've just got myself a Canon BJ10sx (the ex's replacement) and am hoping to tap some of the net wisdom on using the wee beastie with ST's. In particular -

- Options for GDOS drivers
- Good picture dumping utilities
- any software that people have found impossible to use with it ?
- so far I've been using the Epson LQ mode - is there any real advantage to 10ex mode ?
- How many times is it practical to re-fill an ink cartridge ?
- any other good tips ?

Thanks for any help,

Sam

Samuel Marshall Dept. Psychology
(0602) 515151 Nottingham University
ext. 8369 University Park
e-mail ssm@psyc.nott.ac.uk Nottingham NG11 6DS U.K.

1927. Please help with assembler code (Steve Eker?).

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 18:23:40 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <88631@ut-emx.uucp>
Source record: 203257
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Steve Eker sent me an assembler image transformation routine to use in Ghostscript. It works fine (with minor modification) for 2 and 4 bit color, but it clearly cannot work for 8 or more colors. I cannot reach Mr. Eker via email, so I am asking the net for suggestions on how to modify the code to handle more color planes (I am not much of an assembly programmer). The (4-bit) code is included below.

This routine is used to convert an image from Ghostscript's format to the standard GEM color-plane format. The Ghostscript format has all of the bits representing a pixel stored together in memory. For 4-bit color, this means that the first byte of the image contains the first 2 pixels.

The problem with the routine below is that it uses address registers to store pointers to each color plane. Eight color planes would require 8 address registers, which is pushing the limit, and 16-plane color is out of the question. Can anyone suggest modifications that will work for >= 8 color planes?

Thanks,

Tim Gallivan

```
------------------------------------------------------------------------
*
* Entry:
* d7 #pixels/16
* a4 address of source pixels
* a0 destination for plane 0
* a1 destination for plane 1
* a2 destination for plane 2
* a3 destination for plane 3
*
* Exit:
* d0-d7/a0-a5 trashed
*

next_block:
moveq #3,d6 ; 4 words for 16 pixels
next_word:
move.w (a4)+,d4 ; get 4 pixels
moveq #3,d5 ; 4 pixels/word
next_pixel:
```

```
add.w d4,d4 ; Addition magick
addx.w d0,d0
add.w d4,d4
addx.w d1,d1
add.w d4,d4
addx.w d2,d2
add.w d4,d4
addx.w d3,d3
dbra d5,next_pixel
dbra d6,next_word
move.w d0,(a0)+ ; store 1 word of each bit plane
move.w d1,(a1)+
move.w d2,(a2)+
move.w d3,(a3)+
dbra d7,next_block
```

1928. ??? 4 Quick ST Questions ???

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 19:21:04 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAu8F4.D4r@cs.uiuc.edu>
Source record: 203254

I am going back to start some software development for the ST after a five year hiatus. I must be very out of touch with the software available now, so maybe some of you can help me get up to speed:

(1) Is there an ST FAQ list somewhere, and if so, where?
(2) What is the group consensus on the best C compiler for the ST?
(3) What is a good PD ramdisk, and where can I grab it?
(4) What is the best version of TOS that I can run on a 1MB 1040STf, and where can I get it?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

1929. Looking for a copy of Sundog

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 20:06:57 UTC
From: bungi@stein2.u.washington.edu
Message-ID: <2341t1$bv3@news.u.washington.edu>
Source record: 203256

I recently wanted to play this again, but I haven't been able to find it locally. If you have an original (preferably w/manual) that you are willing to part with, let me know.
Thanks

-tim

1930. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 20:44:05 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul27.204405.19028@mnemosyne.cs.du.edu>
Source record: 203258

In article <CAsHG3.2GG@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>The minix file system sounds fun, not to mention useful, but the only docs
>I have on it say it's limited to GEM partitions and 512 byte sectors. Is
>this old news? Does it handle other partition types now? What docs should
>I be reading? (I'm reluctant to begin with the source unless that's the only
>way).
> Steve

I think the 512bytes sector limit went with 0.4x (i.e. so long ago I can't
remember, and I wrote the damn thing). After that its 1K or 512 bytes. The
newer versions work with arbitrary logical sector sizes.
Different partition id's is a bit of a sore point :-(With XHDI compatible
hard disk software yes you can use RAW and MIX (that is XHDI 1.10 or more).
Without XHDI the best you can do is to manually tell Minixfs where the
partition is on the disk, well I say the best you can do ... you can't yet
because the binary config program isn't finished yet.
Steve.

1931. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 20:50:42 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul27.205042.19615@mnemosyne.cs.du.edu>
Source record: 203259

In article <233hna$35j@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>One last thing I'd like to ask everyone before I "blow out" a partition to
>install minix.xfs for it... Even though minixfs is faster, are there tools
>for defragmenting the drive you install it on? I'm not familiar with
>fsck, so i'm not certain that this falls under it's domain....
>
>(i've already compiled it, but i'm just waiting to build up the courage to
>install it on a partition...)

Ah well no rest for the wicked :-) fsck wont defrag a partition but a port
of the Linux defragger I've done seems to work OK, it's still under test
though and has only been sent to the MiNT mailing list.
Steve.
P.S. please don't everyone swamp me with requests for the defragger ...
I'll get it going as soon as I can.

1932. Re: Geneva Multitasking system for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 20:51:43 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul27.205143.103487@zeus.calpoly.edu>
Source record: 203261

In article <14510@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> 2. More than 524K RAM (524288 bytes, actually)

524288
/ 1024

512K

For any number over about 64K, judt dividing by 1000 is a pretty poor
estimate!

1933. small atari st wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 21:21:46 UTC
From: ajl8039@ultb.isc.rit.edu
Message-ID: <1993Jul27.212146.15149@ultb.isc.rit.edu>
Source record: 203267
Cross-posted to: comp.sys.atari.st,rec.music.synth

** WANTED ** 1040ST / mono / floppy / good midi software

A color monitor or hard drive would be fine, but I don't
think that I really need either of them. I really just want
an inexpensive setup that would make a nice amatuer midi
sequencer and terminal. I'm hoping that you may be a musician
who has gotten much use out of this interesting computer and
have decided to upgrade.

<< Aaron >>
--
Aaron Jeremias Luz / ajl8039@ultb.isc.rit.edu / Rochester, NY, USA

1934. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 21:36:45 UTC
From: saj@chinet.chinet.com
Message-ID: <CAuEp9.1zy@chinet.chinet.com>
Source record: 203282

In article <CAsyH2.3Is@world.std.com>, azog <azog@world.std.com> wrote:
>saj@chinet.chinet.com (Stephen Jacobs) writes:
>
>>Just blowing wind after 2 days of use: it would be nice to have an easy way to
>>put it into an arbitrary video mode. I have a multisync-type monitor, and
>>it seems more pointless than ever to have to twiddle the switch that controls
>>the monochrome-detect line.
>
>Im not sure I follow this: do have to play with things to switch
>video modes? Why? I got an Axiom multisync monitor, picked it
>up when I purcashed the Falcon (from the same dealer, just to be
>sure that the monitor works well, etc...). He gave me a doo-hickey
>that adapts the plug to the Falcons port, and off I go. I can get
>all the modes without doing anything but choosing it thru the
>desktop...
>
On the menu item where you select video modes, if I select the compatibility
mode for ST mono (with monochrome detect inactive), I get a high resolution
interlaced mode. If I switch the monochrome detect signal to active, the
machine does not automatically re-boot (unlike my old Mega), but if I re-boot
manually the machine comes up in a very good match to ST monochrome mode. All
video mode selection boxes are grayed out. Somehow, I just presumed this
behavior was normal. It's possible that this behavior is an artifact caused
by the doo-hickey that adapts the falcon's port to the round plug on my
monitor switch box.
Steve

1935. MIDI software

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 21:57:30 UTC
From: azog@world.std.com
Message-ID: <CAuFnv.7HK@world.std.com>
Source record: 203264

Well, I just ordered the Cubase MIDI from Toad today. Unfortunately
they wont have them in stock for about a week. Anyone else use
this?

Thanx

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

1936. Re: Got my Falcon, now for some questions.

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 22:31:36 UTC
From: lucius@picasso.ocis.temple.edu
Message-ID: <1993Jul27.223136.20637@cronkite.ocis.temple.edu>
Source record: 203269

Mark Cookson (mcookson@flute.calpoly.edu) wrote:

: This is not an answer to why Atari cant provide better expandibility,
: as indeed they should. I feel they should also all have the detacheable
: keyboards, as that allows you to stick the computer in a corner or on
: the floor.

: I just want to point out that no desktop mac comes with a keyboard, as
: your message seems to imply. I guess Apple considers the keyboard to be
: optional. (Actually that allows the user to buy the specific keyboard
: that they like best. But it is also a way for Apple to make their
: prices look even cheaper than they are. The keyboard is $100 to $250
: depending on which you want!)

The keyboard does come with the Mac LC machines. For the Centris and Quadras,
you have a choice of the standard keyboard, the aircraft carrier sized
keyboard, and the three piece split-in-the-middle keyboard.

I agree that Atari should have a detachable keyboard, instead of a keyboard &
CPU with a dozen cables hanging off the back.

-Lucius

1937. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 23:21:32 UTC
From: lucius@picasso.ocis.temple.edu
Message-ID: <1993Jul27.232132.26701@cronkite.ocis.temple.edu>
Source record: 203270
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Hoffman (jhoffman@netcom.com) wrote:

: Problem with Apples new computers is that it's a dead end system. Apple will
: will be phasing the Mac out as soon as the powerPC hits sometime next year.

: Now with the Atari the falcon will be the computer that Atari is still shi...
: 5 years from now. Think of the savings in money and software. Fact of the
: matter is I'm still using the same ST computer I bought 5-6 years ago. It
: also still does what I need.

You could say that about MS-DOS systems, too. It would be great to be able to use all my old software. But it's a lot of work to keep full backwards compatability while making improvements to the machine. For me, the improvements in hardware and in the OS justify breaking some old software. I would be really disappointed if people still had to work with eight character filenames and three letter extensions.

Power PC isn't going to obsolete the Mac anytime soon. Making a new platform doesn't mean that old software isn't going to run anymore. It's not like the 8-bit to ST transition. Apple's Power PCs will run Macintosh software, without recompliling or modifications. Macintosh is still a real live platform, and Apple will still make Macs five years from now. (And they're all going to be using at least a 68040 processor -- none of that old 68000 stuff).

I just wanted to clear up some misconceptions here. Some people seem to think that Atari's technologies are many years ahead of everybody else's, and that the new machine will make everybody want to go out and buy one. The 1040 ST was great when it was introduced, but other companies soon surpassed it.

What I hope is that Atari will keep improving their Falcon (040 maybe?), so that in five years, Atari might be making that same Falcon030, but they'll also be selling better models (with voice control and video processing, etc.).

-Lucius

1938. Re: Jaguar specs?

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 23:26:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <4709.78.uupcb@uttsbbs.uucp>
Source record: 203281

Oh well, no big deal then. I'll just go take a trip down to Sunnyvale
and go take a look in the developement room.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

1939. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-27 23:37:46 UTC
From: bovet@sail.hao.ucar.edu
Message-ID: <1993Jul27.233746.19714@ncar.ucar.edu>
Source record: 203268

I would like to sell my Spectre GCR with ROMs and an Atari monochrome monitor (I can't remember the model number at the moment - it's the standard Atari mono monitor for 520s and 1040s). This makes a very nice package for running Mac software on your Atari.

I am asking $250 and will consider offers. Please send email to:

bovet@ncar.ucar.edu

Ray

1940. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 00:06:45 UTC
From: renfro@bnr.ca
Message-ID: <234ful$4uv@crchh327.bnr.ca>
Source record: 203271

In article <1993Jul26.203518.15201@iscsvax.uni.edu>
sinclap2954@iscsvax.uni.edu writes:
>
>It will come to that... Apple's new DSP macs will be out on Monday August 2
>at MacWorld Boston. The prices are lower than expected.
>
>The Centris 660 AV with a dual dsp for sound and video, built in GEO
>ports, the casper voice recognition will cost $2139(8/80 config) list.
>This model will be powered up with a 25 mhz. 680400. Atari does not
>have a chance. I suspect Apple will ship out in the week of its
>releace(next week) volume that will surpass the install base of
>Falcons. Nice try Atari. But you deserve to go out of business.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is utter non-sense! Since when does a company deserve to go out
of business because they didn't release the biggest, most powerful,
cheapest computer in the world? Apple just happens to have a lot
more resources to put it's multitude of (very similar) machines.
Atari, on the other hand, is doing quite good with what the've got.
If we didn't have such a robot mentality when it comes to computers
(ie everyone having to have what everyone else has or what happens
to sell the most), maybe the small guys like Atari and Commodore would
have a better chance of it. I don't really care if my computer is
the one used at work or the one used by everyone else I know or even
if there is tons of software for those other computers. I happen to
prefer the Atari alternative and as long as there is the bare minimum
of quality software available (do I really need dozens of word proc-
cessors to chose from?) then I have what I need and most importantly
what I want. Stop wishing doom on Atari just because they do not
meet your particular expectations.

RandyH

1941. Re: PowerNet

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 00:58:15 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCAuo14.E12@netcom.com>
Source record: 203273

In article <A47721@SL.maus.de> Michael_Schlueter@sl.maus.de (Michael Schlueter) writes:
>
>I've a short question. Is sombody using PowerNet from Dragonware and how does
>it works?

PowerNet is no longer sold by Dragonware. A company in Oregon (I think
it's called TouchView) picked it up. They bundle it with their
point-of-sale, touchscreen, networked TT systems.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1942. Re: ASCII utility wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 01:01:40 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCAuo6s.F50@netcom.com>
Source record: 203274

In article <232ol5$1a0@usenet.INS.CWRU.Edu> cj195@cleveland.Freenet.Edu (John W. Redelfs) writes:
>
>Can anyone recommend an Atari utility that will do a string search of a floppy
>disc filled with ascii files? I've got an ascii reader now that will do a
>search one file at a time, but that is a pain in the rear. How do I search
>an entire 720K floppy filled with ascii?

There's a utility called Nosey that will do what you want. Check
atari.archive to see if it's there. I have version 2.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1943. Re: small atari st wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 01:09:33 UTC
From: coonstot@kimbark.uchicago.edu
Message-ID: <1993Jul28.010933.15076@midway.uchicago.edu>
Source record: 203272
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <1993Jul27.212146.15149@ultb.isc.rit.edu> ajl8039@ultb.isc.rit.edu () writes:
>** WANTED ** 1040ST / mono / floppy / good midi software
>
>A color monitor or hard drive would be fine, but I don't
>think that I really need either of them. I really just want
>an inexpensive setup that would make a nice amatuer midi
>sequencer and terminal. I'm hoping that you may be a musician
>who has gotten much use out of this interesting computer and
>have decided to upgrade.
>
><< Aaron >>
>--
>Aaron Jeremias Luz / ajl8039@ultb.isc.rit.edu / Rochester, NY, USA

--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
The University of Chicago Divinity School
"Neque enim quaero intelligere ut credam, sed credo ut intelligam. Nam qui
non crediderit, non experieteur, et qui expertus non feurit, non intelliget."

1944. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 01:25:00 UTC
From: coonstot@kimbark.uchicago.edu
Message-ID: <1993Jul28.012500.15621@midway.uchicago.edu>
Source record: 203275

I have the following Atari items for sale:

Atari SC1224 Color Monitor -- $150.00 (with switchbox)

Atari Lynx (3 months old) with 6 games:
1.) Todd's Adventures in Slime World
2.) Stunrunner
3.) Ms. Pac-Man
4.) Rampage
5.) Xenophobe
6.) Xybots

Comes with Atari power supply, set of batteries and earphones.

$225.00

U.S. Dollars, Continental U.S. Shipping included (COD).

Reasonable offers seriously considered.

Thanks,
Charles

--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
The University of Chicago Divinity School
"Neque enim quaero intelligere ut credam, sed credo ut intelligam. Nam qui
non crediderit, non experieteur, et qui expertus non feurit, non intelliget."

1945. Re: ASCII utility wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 02:47:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <27JUL199321470275@pavo.concordia.ca>
Source record: 203276

In article <232ol5$1a0@usenet.INS.CWRU.Edu>, cj195@cleveland.Freenet.Edu (John W. Redelfs) writes...
>
>Can anyone recommend an Atari utility that will do a string search of a floppy
>disc filled with ascii files? I've got an ascii reader now that will do a
>search one file at a time, but that is a pain in the rear. How do I search
>an entire 720K floppy filled with ascii?
>--
>------------ John W. Redelfs, cj195@cleveland.freenet.edu -------------
>--------- All my opinions are tentative pending further data. ---------

There is a fantastic program that will do exactly what you want. It's called NOSEY. Check out the archive sites. It should be somewhere. If you don't find it then let me know. Even though I never did upload anything to an FTP site I am willing to give it a try. Take Care!

Wojciech.

PS. E-Mail me if you want to get in touch with me.

1946. AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 04:50:41 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2350j1$58q@cxc1.cl.msu.edu>
Source record: 203277

Today I opened one of the AtariWorks packages that came into the store
to verify for a customer that it was indeed shipped on 720K disks and
that the install program worked on non-Falcon machines. (He's had
a bucket of problems trying to get the system installed on his
Mega 2 TOS 1.02 machine...) Since Atari originally shipped Works on
1.44Meg disks, and then the snafu with the dictionary, he was
rightfully concerned. Since the replacement disks came with SpeedoGDOS
as well, we looked at those disks too.

Surprise. George Woodside's VirusKiller monitor guard binged when we
looked at Speedo disk #3. Sure 'nuff, on closer investigation V-Kill
reported a known virus ('Key' or Signum virus....)

This prompted me to open every package we had gotten in, and the same
virus was reported on all four of them.

This is a warning to all persons who buy the 720K-disk version of Works.
CHECK THE DISKS WITH A REPUTABLE VIRUS KILLER BEFORE YOU CONTAMINATE
YOUR SYSTEM!

--
=-=-=-

1947. Re: ICD ADSPEED

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 04:54:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2350pa$59h@cxc1.cl.msu.edu>
Source record: 203278

ogal@cix.compulink.co.uk (Ofir Gal) writes:

[stuff about AdSpeed deleted...]

>I would say that 60-70% speed up is a more realistic figure. Highly
>recommended, especially if you want to run MTOS. As an example, compiling
>the same program took me 60 seconds at 8MHz and 39sec at 16MHz.

My Spectre GCR, when running a Mac benchmark program, reports that
my AdSpeed-ed 520STfm (2.5 meg) operates at 192% the speed of the
Mac it emulates... I call that a good return on investment.

--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1948. Re: Hard drive problem?

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 04:59:44 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <235140$5a9@cxc1.cl.msu.edu>
Source record: 203279

jt@cortex.physiol.su.oz.au (John Tebbitt) writes:

>Help! I would like to get something like a Nortons Utility Disk for the
>Atari that actually works! I have several Public Domain Utilities all of

You would do well to get your hands on Diamond Edge from Oregon Research.
It's a TERRIFIC h.d. utility! Also, barring D.E. availability, look
for ICD's CleanUp...

--
=-=-=-

1949. Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 05:27:28 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAv0Hs.2Ft@freenet.carleton.ca>
Source record: 203280

Can anyone give me a phone number or E-mail addres to contact
Oregon Research in the US/Canada?
Thanks

Jack

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1950. Re: ARJ ??

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 06:14:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.cmGa_SELWXs@albemuth.equinox.gen.nz>
Source record: 203287

In <RBQFBYPB@heaven7.in-berlin.de>, Martin P. Ibert writes:
>In <H.ea.jM&uEJnXvtM@albemuth.equinox.gen.nz>, John Collis (john@albemuth.equinox.gen.nz)
writes:
>
>: So which other Archivers allow empty folders, (apart from tar or cpio
>: that is)????????
>
>Do you REALLY need any other archivers apart from tar and cpio? I bet you
>don't.

Well.. yes I do actually. I run a dual floppy only system, and need to
be able to extract/uncompress single files from within an archive
without having to find disk space for the whole thing in uncompressed
format, which is necessary when using a compressed tar or cpio archive.
I also often browse and read text files from inside STZIP. This means I
can keep the files on disk in a compressed format. (This may seem
difficult but it is no hrader to fire up STZIP than it is a dedicated
file viewer/browser on a floppy only system.

BTW I use all of the various archivers for different purposes so don't
construe the above comments as a part of any Archiver flame war. :-) :-)

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1951. Re: Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 07:30:59 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <caXD8B2w165w@sys6626.bison.mb.ca>
Source record: 203292

LZH and ZIP are both close in compression sizes. There probably isn't a clear winner amongst the two. Lharc is on the way out though as it seems most people have or going to switch to zip since it seems to be the way ta go. It looks to be the standard for pc users and that says something.

1952. gnuplot 3.4 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 07:35:24 UTC
From: Alexander Lehmann <alexlehm@rbg.informatik.th-darmstadt.de>
Message-ID: <235a7sINNliq@rs18.hrz.th-darmstadt.de>
Source record: 203286

Hello all,

since there were some mails requesting it, I have decided to put out a binaryrelease of gnuplot 3.4 for the Atari.
The current version has some bugs, a bug-fix release is in the works, so feel free to complain about the bugs you find.

The archive is available at ftp.informatik.rwth-aachen.de currently as /tmp/gnuplot3_4.zoo, but will hopefully be moved to /pub/atari/gnu soon.
(length 356839 bytes, don't forget binary more)

The archive contains the Atari executable, demo files and interactive and TeX documentation.

bye, Alexander

P.S. I'll be on holiday in the states until August 20th, so don't expect any replies until then.

--
Alexander Lehmann, alex@hal.rhein-main.de | "Wopp"
or alexlehm@rbg.informatik.th-darmstadt.de | - (THHGTTG Pt.3)

1953. Re: MultiTOS and AES 4: Performance

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 08:57:15 UTC
From: djs@jet.uk
Message-ID: <1993Jul28.085715.16650@jet.uk>
Source record: 203284

In <232vra$196k@obelix.uni-muenster.de> reschke@math.uni-muenster.de (Julian Reschke) writes:

>In article 22671@jet.uk, djs@jet.uk (David J Stevenson) writes:
>> I have big problems with MultiTOS in that the AES takes about 50% (or more)
>> of CPU, presumably polling the mouse etc. An application program
>> rarely gets more than 30% of the CPU. The `idle' task never seems to get
>> any time at all.
>>
>> Do I have something configured wrongly, or is the AES really that bad? Does
>> one need to buy a TT in order to get ST performance with MultiTOS? :-(

>Future versions of MultiTOS will be better regarding this (and why would you
>want that an `idle' task gets CPU time?).
I think you misunderstood me here; the `idle' task is one that is running at lowest priority, and soaks up `spare' CPU time. It therefore gives a measure of how much free processing power you've got. Even when sitting at the desktop, doing nothing, this task gets 0% because, it would seem, the AES polls the mouse and keyboard, when it should be interrupt/event driven.

And when are these better versions of MultiTOS due? And will I get a free upgrade to fix this design flaw?
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1954. AIM 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 13:34:35 UTC
From: hesche@quepasa.cs.tu-berlin.de
Message-ID: <235rpu$3qn@news.cs.tu-berlin.de>
Source record: 203285

Hy,

some minutes ago, I recived AIM v3.1 (Atari Image Manager) from Robert H. de Vries (thanks). I moved it into /pub/atari/graphic/ at ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de) and in the moment I try to upload it to atari.archive. Filename aim_3_1.zip.

Have fun
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

1955. Re: Upgrading help needed please.

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 14:06:36 UTC
From: dud@stein.u.washington.edu
Message-ID: <23615c$roc@news.u.washington.edu>
Source record: 203288

pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:

>Hello again,

>I am trying to upgrade my Mega 4 at the moment.
>I have decided to get NVDI and Warp9 to get the best of both worlds.

They will not work at the same time, you know... If you get NVDI, there's really no reason to get Warp9 (except for the background picture o the desktop, the mouse accelerator, and the screen savers, but you can get those elsewhere...)

>I am also getting a big hard disk, calamus s (the new one without all the fancy
>colour stuff I don't need) and a multisync monitor.

>Now all I need is the money :-)

>But first a question or two.

>Can anyone send a list of multisync monitors which work on a st.
>preferably including name, resolution, cost (important!), and anything else
>useful.

In my opinion, it's not worth geting a multisync for just ST graphics. Sure you can get color and mono on the same monitor, but it is both cheaper and better quality to buy a SC1224 and an SM124 with a monitor master. Obviously, you already have one of those, and I've seen SC1224's for under $100 and SM124's for about $80.

However, if you plan on getting a graphics card (which I highly recomend), you'll need a multisync. I just got my Nova VME 16m for my TT, and they make a version for the Mega. Call Lexicor at 510-848-7621. The 24 bit card I got cost $529, and the Mega version is cheaper. It does 1280x1024 16 colors if you have the right monitor, a 90MHz graphics bus, a new VDI (so you don't have to buy NVDI), hardware scrolling with virtual resolutions, and much more. I'm very impressed!!!

>Also, a list of requirements a monitor needs to have to be able to work.
>ie frequency (50hz, 70 hz ...), cables, etc.
>A place to buy a monitor in England would be nice as well.
>So, which is YOUR favourite!

Philips is just coming out with a new 17" monitor that I'll be getting for use with my graphics card. I don't know where it's available yet (I don't quite have the $$$ yet), but it's MSRP is $1400 or so (which means it's Computer Shopper price will probably be around $800), which is quite good for a 17" monitor, especially with all the features it has...

>Is calamus a mono only program? (I think it is...)

>I think a tos upgrade would be useful as I have got 1.2 at the moment!
>Presumably 2.06 is the latest/best to have?

Definitely. Talk to CodeHead Technologies about the TEC card.

>To connect a scsi hard disk, is all I need a ICD link to plug into the hard disk
>port at the back? And are all scsi disks the same? (ie will _any_ scsi disk work)

All SCSI disks are a little different, but I've never found one that
didn't work with the Link.

>Is it possible to have a hard disk inside the mega? what will I need for this
>and is there any restrictions on type and size of disk to put in it.

ICD makes (or at least used to make) an ICD Micro host adapter for an
internal drive in the Mega. They're haveing a housecleaning sale right
now, and Micro host adapters are very cheap. So give them a call...

>Thanks for any help, it _is_ appreciated!

Well, I hope so.... :)

Dan Aylward
dud@u.washington.edu

1956. Amazing interface needed

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 14:28:57 UTC
From: roymcp@garbo.uwasa.fi
Message-ID: <1993Jul28.142857.8113@uwasa.fi>
Source record: 203289

Hello all

I was just wondering if Atari or a third party manufacturer had produced
a brain to CPU interface. I need one badly as I'm a hunt and peck typist
and cannot program in 68000. I'm also on the market for a Cray II emulator
for a 1 Meg STE.

Thanks

Roy McPartland
--
^ /-/	roymcp@garbo.uwasa.fi	Roy McPartland - From Liverpool
<;\///	ag948@freenet.hsc.colorado.edu	+-----------------------------+
___\	roymcp@freenet.fsu.edu		Your Name Here 051 709 6010	
___/ ___	ag891@freenet.carleton.ca	+-----------------------------+

1957. Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 15:57:40 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Jul28.155740.3082@praxis.co.uk>
Source record: 203297

I recently read somewhere about a screensaver called Before Dawn that
was similar to After Dark on Macs and PCs. Does anyone know anything
about this program, like where to get it and whether it's shareware,
PD or comercial.
Secondly, are there any network programs around (PD/Shareware) that are MTOS
compatible? (Preferably XFSs with source code) I've used MX2 net but
it doesn't seem to like MiNT and can only be used between two
computers.

Thanks in advance.

==
Ben Bell

/---- ----| /---- Praxis plc,
| | | | | the software engineering company of Touche Ross,
|---< | |---< 20 Manvers Street, Bath, BA1 1PX, UK.
| | | / | | Tel +44 225 444700 xt374
`---- \--/ `---- Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

1958. GEM message queue

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:05:50 UTC
From: jansteen@cwi.nl
Message-ID: <10800@charon.cwi.nl>
Source record: 203293

The other day I was sending myself redraw messages:

```
msg[0] = WM_REDRAW;
msg[1] = app_id; /* AES's application id */
msg[2] = 0; /* 16 byte message */
msg[3] = w->win_id; /* GEM's window id */
msg[4] = rect[0]; /* Redraw area */
msg[5] = rect[1]; /* ... */
msg[6] = rect[2]; /* ... */
msg[7] = rect[3]; /* ... */
```

and noticed that (probably) AES frooze. I guess it was because of a
message queue overflow. I was scrolling through a text window keeping
the mouse pressed... this caused a lot of redraw messages.

So, is there a way to check the message queue, avoiding it to overflow?

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

1959. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:07:44 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul28.100744.15245@iscsvax.uni.edu>
Source record: 203290

In article <234ful$4uv@crchh327.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
> In article <1993Jul26.203518.15201@iscsvax.uni.edu>
> sinclap2954@iscsvax.uni.edu writes:
>>
>>It will come to that... Apple's new DSP macs will be out on Monday August 2
>>at MacWorld Boston. The prices are lower than expected.
>>
>>The Centris 660 AV with a dual dsp for sound and video, built in GEO
>>ports, the casper voice recognition will cost $2139(8/80 config) list.
>>This model will be powered up with a 25 mhz. 680400. Atari does not
>>have a chance. I suspect Apple will ship out in the week of its
>>releace(next week) volume that will surpass the install base of
>>Falcons. Nice try Atari. But you deserve to go out of business.
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> This is utter non-sense! Since when does a company deserve to go out
> of business because they didn't release the biggest, most powerful,
> cheapest computer in the world?

Have you heard the term being competitive. Hello, Hello: The Centris 660 AV
with two dsp's will cost $2139 list and will be powered by an 040. When users
see the this new Mac, they will not want a Falcon unless Atari drastically
reduces its price...

The market will decide what form Atari is..

Apple just happens to have a lot
> more resources to put it's multitude of (very similar) machines.
> Atari, on the other hand, is doing quite good with what the've got.
> If we didn't have such a robot mentality when it comes to computers
> (ie everyone having to have what everyone else has or what happens
> to sell the most), maybe the small guys like Atari and Commodore would
> have a better chance of it. I don't really care if my computer is
> the one used at work or the one used by everyone else I know or even
> if there is tons of software for those other computers. I happen to
> prefer the Atari alternative and as long as there is the bare minimum
> of quality software available (do I really need dozens of word proc-
> cessors to chose from?) then I have what I need and most importantly
> what I want. Stop wishing doom on Atari just because they do not
> meet your particular expectations.

Your right Atari does not meet my expectations. I for one thing like the
diversity of the Mac Software base, something that the Atari platform lacks.
But the reality is when the those new Macs hit the street this monday, there
won't be a market for the Falcon except for die hard Atari users....

That won't be enought to sustain Atari unless they drastically cut the price and get that 040 Falcon out that has to be half the price of the new Macs..

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>
> RandyH
>

1960. Re: Announcing... NetHack-- 3.1.3!

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:11:32 UTC
From: gene@brook.physics.sunysb.edu
Message-ID: <GENE.93Jul28121132@brook.physics.sunysb.edu>
Source record: 203294
Cross-posted to: rec.games.hack,comp.sys.atari.st

```
>>> "CH" == Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> writes:

CH> Announcing...

CH> NetHack-- 3.1.3!

CH> The DevTeam snuck a new version of NetHack 3.1 out last week, just as I
CH> was trying to finish the NetHack-- 3.1.2 patch... Well, luckily, the
CH> 3.1.2 to 3.1.3 patch didn't change anything that affected my changes to
CH> the code...

CH> I'll be posting a patch to the NetHack 3.1.3 code to convert it into
CH> NetHack-- 3.1.3; NetHack-- 3.1.3 adds about a dozen new artifacts, more
CH> than half a dozen new special rooms, about 140 new monsters and a few
CH> other nifty things.

Wait a second! I'm lost! What's the difference between NetHack and
NetHack--? Or is the last one just for Atari?
--
-- MIME mail is welcome.
Eugene N. Tyurin (ITP SUSB ; HOST = insti.physics.sunysb.edu)
Internet: gene@HOST ; NCSA Mosaic: http://HOST:80/hyplans/gene.html
**> Do infants have as much fun in infancy as adults in adultery?
```

1961. Re: FALCON SALES will die!!!

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:17:33 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul28.101733.15246@iscsvax.uni.edu>
Source record: 203291

In article <106439@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
> In article <1993Jul26.203518.15201@iscsvax.uni.edu>
> sinclap2954@iscsvax.uni.edu writes:
>
>>It will come to that... Apple's new DSP macs will be out on Monday August 2
>>at MacWorld Boston. The prices are lower than expected.
>>
>>The Centris 660 AV with a dual dsp for sound and video, built in GEO
>>ports, the casper voice recognition will cost $2139(8/80 config) list.
>>This model will be powered up with a 25 mhz. 680400. Atari does not
>>have a chance. I suspect Apple will ship out in the week of its
>>releace(next week) volume that will surpass the install base of
>>Falcons. Nice try Atari. But you deserve to go out of business.
>
> So fine and dandy for Apple. According to a recent article in the
> business section of our local paper, Apple is not doing that much
> better than Atari. Look at the number of computers they have for
> sale. Think about the development costs to design those machines.
> Think about how they have to price them at very low profit margins to
> compete against PC clones. Sure Apple may be the biggest single
> manufacturer of PCs. But according to this article, Apples hopes are
> all based on their ability to put out a PowerPC based machine within a
> year. It looks bad for ALL Motorola based PC manufacturers these
> days.
> --
> Opinions expressed are my own.
Its a good thing, your wrong. These are the same pundits who wrote off the
company when they restructured in the previos years. Apple not doing much
better than Atari is a laugh. Atari only sold 50,000 units in 1992 and Mac
sales were about three million units. Yes Apple development costs are higher
than Atari, but Apple has consistent product to sell. When Apple announces new
products you don't have to wait months and years for it like on the Atari
platform. Doesn't Atari priced their products at low profit margins. I
remember When Atari users deried Apple's high prices and they brush off
lowercost macs as saying Apple is not making money and it won't become a threat
to the Atari line.

Just wait until Monday And Atari will have to do two things or maybe three.

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

1962. ICD adress etc.

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:22:52 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.743876572@dtek.chalmers.se>
Source record: 203296

HAs anyone got the ICD adress, phone nr, email?, fax, number handy?

please respond via email,
thanks,

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

1963. PostScript for Cubase on Atari: done it!

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 16:29:55 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CAvv5w.449@dcs.qmw.ac.uk>
Source record: 203295

Hello all.

Do YOU want to generate PostScript of your scores from Cubase on your ST?

Well, we did, so we wrote a little program to do it (sort of). Basically,
what you need to do is this:

1. Get a print spooler that allows you to save printer output in a file.
E. Micklin's Magic Spooler seems to work (m_spool.zoo at
atari.archive.umich.edu, Printing directory).

2. Install HPJET.PRN as your printer on Cubase.

3. "Print" your scores to files.

4. Get our program, HPJ2PS.TTP and run it on the files. You can ftp it
from ftp.mcc.ac.uk (pub/cubase) or redstar.dcs.qmw.ac.uk
(archive/midi/cubase).

..et voila, PostScript. OK, so it's stuck at 300dpi resolution and is
pretty slow, but it works. The next step is to write our own spooler with
PS capability built-in. If anybody's written a spooler before, we'd appreciate
some help!

I compiled it on a Falcon using GCC 2.4.4 and tried out a few pages on
GhostScript on a Sun and printed them on an Ethernetted LaserWriter IIg.
At the moment it's really not been tested much, so if you try it, let us
know what happens.

Share & Enjoy,
--
Richard Parr (thumpy@dcs.qmw.ac.uk) &
Eliot Miranda (eliot@dcs.qmw.ac.uk),
Department of Computer Science, QMW, University of London

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

1964. Re: Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 17:12:06 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1409@usdtsg.DaytonOH.NCR.COM>
Source record: 203299

In article <caXD8B2w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>LZH and ZIP are both close in compression sizes. There probably isn't a
>clear winner amongst the two. Lharc is on the way out though as it seems
>most people have or going to switch to zip since it seems to be the way
>ta go. It looks to be the standard for pc users and that says something.

It's seems to have been the standard on the PC way before the latest version came out...

It all depends on the platform you're looking at; the faves for some platforms seem to be:

Atari ST: LHArc
MSDOS : PKZIP
UNIX : ZOO

And to note, the latest versions of each of the above compilers are available on *ALL* of the above platforms, and their resulting archives can be handled regardless of which platform you're on. The other thing to note is that the LH5 LHArc method, the "zoo -h" method" and the PKZIP 2.04 DeflatX method produced very similar-sized archives.

When LHArc took the spotlight away from the ST years ago (due to its substantially smaller archives), I (and I'm sure many people) converted all my ARC files to LZH files. I have not, however, converted from LZH to ZIP for the simple reason that it doesn't seem worth the time to convert since the resulting archives will not be that substantially smaller.

And for the Amiga-fans, I'm not very familiar with what's available on that platform, so I'm not ignoring yunz (although I think I have seen LHArc-compatible files in amiga file areas, so...)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...I even still use LHA on the PC once in awhile...

1965. Re: Amazing interface needed

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 17:26:07 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <CAvxrK.7J4@sunlab1.bath.ac.uk>
Source record: 203298

In the referenced article, roymcp@garbo.uwasa.fi (Roy McPartland) writes:
>

>a brain to CPU interface. I need one badly as I'm a hunt and peck typist
>and cannot program in 68000. I'm also on the market for a Cray II emulator
>for a 1 Meg STE.
>
I thought putting cables on the joystick pinouts 5,7,9 and then making
surgical implants to the lower pre-frontal bilateral quasi-conformal
lodes in the rear of the cerebral cortex already did that one? The
Cray II emulator has been around for years hasn't it? Called a ZX81?

Mark

1966. Re: ASCII utility wanted

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 17:36:39 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul28.113640.878@janus.arc.ab.ca>
Source record: 203076

In article <232ol5$1a0@usenet.INS.CWRU.Edu>, cj195@cleveland.Freenet.Edu (John W. Redelfs) writes:
>
>Can anyone recommend an Atari utility that will do a string search of a floppy
>disc filled with ascii files? I've got an ascii reader now that will do a
>search one file at a time, but that is a pain in the rear. How do I search
>an entire 720K floppy filled with ascii?
>--

I have a utility called (I believe) File_Finder that will do just this. You type in a string and a search path and it will search all files for that string. If you can't find it on atari.archive.umich.edu let me know and I can mail it to you in UUencoded form.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1967. Re: Connect 210

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 18:49:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <236hod$n7@elroy.jpl.nasa.gov>
Source record: 203300

In article <CAsyCq.34D@world.std.com> azog@world.std.com (azog) writes:
>Ok, so it looks like the guys at umich released conn210i.lzh into
>the public area, so I snagged it today. Great, now I dont need
>to learn German :-)

I know just how you feel, having upgraded thru each step of 2.x so far...
Of course, I never really worried about the German, just tried menus until
I found what I wanted...

>Anyways, it doesnt seem to send anything to the modem. I get to the
>window, and start typing the AT commands (Im old fashioned, I can
>type ATDTxxx faster than pulling up the dialer...), but nothing
>happens. THinking that maybe I do need to use the dialer, I used
>that, but still nothing...
>
>So I pulled connect.prg out of the conn202u.lzh file, thinking that
>maybe something was wrong, but that still didnt work.
>
>I love the program, and will register, but want to use it first before
>I do (never buy a car without a test drive...). Does the above mean
>that I need to register first before its fully functional? Does anyone
>else have these problems?
>
>(btw: the machine is a falcon with TOS 4.04 and a USR sportster 14.4k
>modem)

Have you ever used it successfully before, in any version? Sounds like you
haven't. (Always a good thing to establish.) Are you running MultiTOS or MiNT?

There are a couple difficulties in using the Falcon's serial ports; the bug
is present in all existing Falcon ROMs (TOS 4.00 to 4.04). It is also trivially
simple to fix, although by rights the bug should never have existed in the
first place.

If you are running with MiNT, and you have not run an appropriate patch, you'll
see the exact behavior you described - the bug causes the serial port to be
disabled after MiNT has initialized itself. If you run without MiNT, Connect
will run fine.

The background - the Falcon has 2 active serial ports, and uses the Bconmap
call to manage these ports. Unfortunately, there are a couple problems with the
Bconmap table, as generated by the TOS - even though there are 2 valid entries,
the counter says there is only 1. In fact it *needs* to say that there are *3*
entries, because the first *valid* entry is the *2nd* physical entry... The
first entry, which is reserved for the MC68901 (original ST) serial port, is
useless because that port isn't connected in the Falcon. (Even though, in the

TT/TOS 3.0 docs, it says you will always be able to rely on the ST-compatible port being present and usable. So much for promises... Needless to say, I believe this was a major mistake. The chip is still present, why didn't they just leave well enough alone and connect the damn thing, so that all existing communications software could continue to work without hassle...)

I suggest making two changes to correct this problem. First, update the Bconmap table counter to 3 instead of 1. There is a program BMAPFIX 1.0 by Don_Maple@kr.maus.de which does exactly that (available atari.archive and elsewhere). This will at least get your TOS's Bconmap function to respond, as opposed to its current behavior of shutting down the entire serial comm. support. The next change, which I suggested to Don but I don't believe he has yet adopted, is to overwrite the (useless) 1st entry in the table with the 2nd entry in the table. Then, when software tries to read or write from the nonexistent ST-compatible port, you will at least get *something* - you'll get the Falcon 9-pin serial port, which is pretty much what you would want to happen anyway. This whole patch takes about 3 lines of C code to perform; run it in your AUTO folder and forget the problem ever existed...

My notes are at home, otherwise I'd post the code right here. Maybe later today, if no one else has already...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1968. Re: An Appletalk driver

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 19:00:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <236id6$1af@elroy.jpl.nasa.gov>
Source record: 203101

Sounds like a nice project, I'd like to see it as well.

Of course, I wouldn't want to have to use it every day. 230kbps just isn't fast enough for a file-sharing network. It's barely fast enough for a dot matrix printer, and definitely not fast enough for laser printing. But I can see that it would be tremendously useful for folks trying to integrate into an already established Apple network.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1969. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 19:23:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <236jne$2h1@elroy.jpl.nasa.gov>
Source record: 203102

In article <CAuEp9.1zy@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>>>put it into an arbitrary video mode. I have a multisync-type monitor, and
>>>it seems more pointless than ever to have to twiddle the switch that controls
>>>the monochrome-detect line.
>
>>Im not sure I follow this: do have to play with things to switch
>>video modes? Why? I got an Axiom multisync monitor, picked it
>>up when I purcashed the Falcon (from the same dealer, just to be
>>sure that the monitor works well, etc...). He gave me a doo-hickey
>>that adapts the plug to the Falcons port, and off I go. I can get
>>all the modes without doing anything but choosing it thru the
>>desktop...

>On the menu item where you select video modes, if I select the compatibility
>mode for ST mono (with monochrome detect inactive), I get a high resolution
>interlaced mode. If I switch the monochrome detect signal to active, the
>machine does not automatically re-boot (unlike my old Mega), but if I re-boot
>manually the machine comes up in a very good match to ST monochrome mode. All
>video mode selection boxes are grayed out. Somehow, I just presumed this
>behavior was normal. It's possible that this behavior is an artifact caused
>by the doo-hickey that adapts the falcon's port to the round plug on my
>monitor switch box.

That answers the problem; you're using the Atari-monitor adpater, not the
VGA/Multiscan adapter. If you use the VGA adapter you'll get all the modes
non-interlaced, and the monochrome-detect line is irrelevant. You need to use
the VGA adapter and a 15-pin VGA cable instead of the 13-pin Atari cable.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1970. Re: PostScript for Cubase on Atari: done it!

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 19:47:35 UTC
From: rrice@netnews.upenn.edu
Message-ID: <138244@netnews.upenn.edu>
Source record: 203104

Richard Parr (thumpy@dcs.qmw.ac.uk) wrote:
: Hello all.

: Do YOU want to generate PostScript of your scores from Cubase on your ST?

To tell you the truth, what I'd really like to do is to generate PostScript from my Word Perfect 4.1 files--couldn't quite figure out how to do it on the STE, although the "Flowthru PosScript" driver on Word Perfect 5.1 on the IBM makes it easy. So I've been sucking the files through the IBM. Anybody have or can think of a better way?

Rob S. Rice
The U. of Penn.
rrice@mail.sas.upenn.edu

1971. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-07-28 19:58:22 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106652@hydra.gatech.EDU>
Source record: 203103

In article <2350j1$58q@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:

>This is a warning to all persons who buy the 720K-disk version of Works.
>CHECK THE DISKS WITH A REPUTABLE VIRUS KILLER BEFORE YOU CONTAMINATE
>YOUR SYSTEM!

This should be standard practice for everyone on ALL new disks (commercial or PD) that one introduces to their system. My nearest Atari dealer opens every software package they receive to test disks for virus' before they let them go out the door.
--
Opinions expressed are my own.

1972. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-07-29 12:30:22 UTC
From: klassa@aurs01.UUCP
Message-ID: <64682@aurs01.UUCP>
Source record: 203055

Hello... Anybody home??

Peter Sinclair-Day scribbles, in the wrong newsgroup:

>Your right Atari does not meet my expectations. I for one thing like the
>diversity of the Mac Software base, something that the Atari platform lacks.
>But the reality is when the those new Macs hit the street this monday, there
>won't be a market for the Falcon except for die hard Atari users....

Peter... This is getting boring. When are you going to grow up and
learn that (a) nobody cares and (b) this is the wrong group? How many
times do we have to tell you? Atari owners may not be smart enough to
abandon ship, but at least they're smart enough to post their messages
to the appropriate newsgroups.

Are you using your dad's account?

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

1973. Re: GEM message queue

Newsgroup: comp.sys.atari.st
Date: 1993-07-30 14:20:56 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.498519@cix.compulink.co.uk>
Source record: 203111

In article <memo.491706@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <10800@charon.cwi.nl>, jansteen@cwi.nl (Jan van der Steen) writes:

[.....]

>>and noticed that (probably) AES frooze. I guess it was because of a
>>message queue overflow. I was scrolling through a text window keeping
>>the mouse pressed... this caused a lot of redraw messages.
>>
>>So, is there a way to check the message queue, avoiding it to overflow?
>>
>
>I don't know the answer, but I have a feeling this problem does exist and
>is TOS version related. I think it explains some problems I am having
>myself with some TOS versions. But I may be wrong...
>
>Ofir ogal@cix.compulink.co.uk

No it's a feature not a bug Ofir ;-) Take a look in the hisoft.ts
conference on CiX if you are a member, there's a good explanation in there.
i don't think there is any way to avoid it completely, but there are ways
of reducing its likelyhood (sp?) Most obvious being; don't send yourself
so many messages. The AES isn't too clever at merging redraws (in some
circumstances anyway). Scrolling (in the top window at least) is another
good candidate for cutting out the message pipe.

Adam.

1974. Re: MIDI software locks-up RS232...

Newsgroup: comp.sys.atari.st
Date: 1993-07-30 16:34:32 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul30.103432.905@janus.arc.ab.ca>
Source record: 203075
Cross-posted to: comp.sys.atari.st,rec.music.makers,comp.music,rec.music.makers.synth,comp.sys.atari.st.tech

In article <2395meINN19k@uwm.edu>, modE@csd4.csd.uwm.edu (Phuture) writes:
>I'm using C-Lab Creator (MIDI sequencer) and Miniterm 9.33 (terminal program
>in .ACC form) on the Atari ST.
>
>The problem is that after I run Creator and enter Miniterm, the modem wont
>respond and I am forced to reboot if I want to dial-up. Miniterm works fine
>if I use it before running Creator.
>
>In general does software that uses the MIDI ports on the ST lock-up the
>RS232? Is there anything I can do to free-up or whatever the RS232 so it
>functions after using the MIDI software? Does anyone know if there is a bug
>in either of these programs?
>
>I really want this combination of software to work so I can switch back and
>forth easily and immediately between MIDI and telecomm applications, as
>these are currently the only things I use my ST for.
>
>Any other set-up suggestions?
>

Have you tried running it a a .PRG before and after you use Creator? I suspect
the problem is that as an .ACC it is getting into memory problems.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

1975. Re: Upgrading help needed plea

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 01:32:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A48299@SL.maus.de>
Source record: 203135

On We - 28.07.93 - at 3:06pm dud@stein.u.washington.edu mentioned the following:

D>They will not work at the same time, you know... If you get NVDI,
D>there's really no reason to get Warp9 (except for the background
D>picture o the desktop, the mouse accelerator,
^^^^^^^^^^
This is a feature of NVDI too ...

Bye
Stefan

Stefan_Damerau@sl.maus.de

1976. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 01:39:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A48300@SL.maus.de>
Source record: 203136

On Mi - 28.07.93 - at 4:57 pmbjb@praxis.co.uk asked this:

B>I recently read somewhere about a screensaver called Before Dawn that
B>was similar to After Dark on Macs and PCs. Does anyone know anything
B>about this program, like where to get it and whether it's shareware, PD
B>or comercial.
It's a IMO great screensaver for all Ataris.
It features two parts: A TSR (for the AUTO-folder) and an ACC.
Included are three kinds of saving:

- "At the movies" : Lots of IMGs or XIMGs can be created to fill the
screen. Existing IMGs are Daffy Duck, the Macintosh
toasters, rotating Atari-Symbols an so on ...
They are konfigurated by an extra-file.

These animations can be konfigured by a program which is packed in the same
archive.

- "Warp 5 Mr. Zulu" : Stars or other stuff (again IMG or XIMG) seen from
the screen in the Enterprise ;-)

- "Bouncing hole" : A symbol ist moving over the screen and - when it
hits the border it bounces back.
The funny part of this module is that the desktop is
seen through the symbol. for example: a simple hole,
or - and thats REAL GREAT - the "Intel outside" -
logo.

Several interfaces can be controlled to stop the saving:
- MODEM 1/2
- Serial 1
- Mouse
- Joystickport
- Keyboard
- Midi
- LAN

If you use the *.MOD-player "Paula" (by Pascal Fellerich from Luxembourg)
You can listen to a *.MOD-song while the saver is active.

Before Dawn is released as "Fairware", which is almost like PD, but if
you send money the the author (Arne_Rudolph@ac.maus.de) you get a
registered version if the saver should get Shareware in a later Version.

Sorry, but I don't know where YOU can get (because I don't even know
which way ftp - and so on - works) :-((
But: The files named "dawn112u.*" and "dawn113u.*" are only update-archives in

which are only updated files included.
The complete archive is the one of version 1.11 (actual is 1.13)

Bye
Stefan

_____
Stefan_Damerau@sl.maus.de

1977. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 03:42:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.XIA8qB613k_@semprini.tdkcs.waterloo.on.ca>
Source record: 203120

In <22vtod$3j2@cville-srv.wam.umd.edu>, 'Flip' Medley writes:
> I guess everyone is recommending using the Minix file system... considering
> the biggest penalty my machine takes when doing serious work (compiling
> with GNU C or G++) is when it goes to disk, can anyone tell me if it would
> be worth it to move all my programming over to a Minix partition on my
> hard disk?
>
> (it'd be nice for the long filenames, but if it is that much faster, i'd
> be ready to make the switch in a minix....er...minute... :))

Well, if you've got an ST, you probably won't get much G++ done under
MiNT... not enough RAM if you're using tcsh. :-(

It might be nice to modify minixfs.xfs so that it only allows the gross
8.3 filenames, but uses the more efficient i-node structures instead of
FATs...
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1978. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 03:43:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5jLZ5ChNGqw@semprini.tdkcs.waterloo.on.ca>
Source record: 203119

In <1993Jul21.182936.1707@midway.uchicago.edu>, Gustavo Comezana writes:
> Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
> available from an FTP site?

I imagine the ST is far too slow to deal with an MPEG file at an
almost-reasonable frame rate... The Falcon could probably do it at a
respectable rate _IF_ it used the DSP.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

1979. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 04:39:56 UTC
From: saj@chinet.chinet.com
Message-ID: <CB0IAL.65D@chinet.chinet.com>
Source record: 203123

In article <236jne$2h1@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
>In article <CAuEp9.1zy@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>>>>put it into an arbitrary video mode. I have a multisync-type monitor, and
>>>>it seems more pointless than ever to have to twiddle the switch that controls
>>>>the monochrome-detect line.
>>
>
>>On the menu item where you select video modes, if I select the compatibility
>>mode for ST mono (with monochrome detect inactive), I get a high resolution
>>interlaced mode. If I switch the monochrome detect signal to active, the
>>machine does not automatically re-boot (unlike my old Mega), but if I re-boot
>>manually the machine comes up in a very good match to ST monochrome mode. All
>>video mode selection boxes are grayed out. Somehow, I just presumed this
>>behavior was normal. It's possible that this behavior is an artifact caused
>>by the doo-hickey that adapts the falcon's port to the round plug on my
>>monitor switch box.
>
>That answers the problem; you're using the Atari-monitor adpater, not the
>VGA/Multiscan adapter. If you use the VGA adapter you'll get all the modes
>non-interlaced, and the monochrome-detect line is irrelevant. You need to use
>the VGA adapter and a 15-pin VGA cable instead of the 13-pin Atari cable.

The plot sickens. I have a VGA monitor on the table next to the Falcon. I
got an adapter to connect it up, and I get yet another video selection
dialog, with the choice of line doubling or not instead of interlaced or
not. Also, the true color modes aren't offered. Also, the ST mono
compatibility mode seems to be slightly different from the one I get on the
multisync. I think I've heard about all these things before, but never
in terms quite as concrete as "with this setup I'm offered these options".

I think maybe I have to learn what happens with the M0 and M1 pins on that
connector, and make the appropriate switchbox.

Steve

1980. Re: 3D2 -> DXF converter needed

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 18:43:16 UTC
From: kohlj@carson.u.washington.edu
Message-ID: <23eeg4$667@news.u.washington.edu>
Source record: 203069

In article <ansga01.743958261@mailserv> ansga01@mailserv.zdv.uni-tuebingen.de (Thomas Gaiser) writes:
>The subject says it all! I'm looking for a conversion program, which
>makes DXF-files from CyberStudio CAD3D's or CyberSculpt's .3D2-files.
>Any hints are welcome,
>thanks in advance!
>Thomas
>
>--
>* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
>* Seminar fuer Sinologie *_____*
>* Herrenberger Str. 51 * home: Elchtrasse 21 *
>* 72070 Tuebingen, Germany * 72768 Reutlingen *

There was one such prg in on a STart disk about 3 or so years back.. There was, of course, an article in the accompanying issue. I think there was at some point in time a STart index of articles in one of their regular issues.

1981. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 21:44:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB1tq5.6r9@sdf.lonestar.org>
Source record: 203108
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

```
================= quote on ===========
Cute. This system is real. It's called Jaguar. It looks a lot like 3DO.

o 2 32-bit RISC processors built by Motorla operating in parallel
o 24-bit graphics, 16M colors
o 32-bit DSP chip, 32-bit aux port for DAT and CD
o CD drive will be optional for another $200.

Of course, Atari is selling it, so you know what's going to happen...
==========================================

Actually, its a real 64 bit CPU, not 2 32 bit ones (or so I've been told,
unless Bob Brodie lied to us). And it has a 64 bit data bus (something the
next falcon should have, and I'd take a falcon if it was $200 more and had
the graphics capability and graphics speed of this Jaguar).

It can do 3-D polygons and shade and texture map them is real-time. Including
real-time rotations. Sounds great for 3D games and perfect for virtual reality!
```

1982. Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 22:20:26 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB1vE4.7Gu@sdf.lonestar.org>
Source record: 203109
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know if there is an Objective C compiler for the GNU Compiler? I'd rather go with Objective C than C++ (or G++). Also, would it be possible to create an Objective interface to GEM? Like the NeXT? Perhaps with a Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe a rewrite of the AES to be objective?

It also pisses me off that the AES polls everything. When you press a key or click with the mouse, it causes an interrupt. A keypress should find the application with the top window, giv eit the keypress, and then switch tasks so that when the keypress interrupt returns that application can deal with the key immediately. Same with mouse clicks. Of course, objectively, the "object" should get the events, not the necessarily the application. By task switching with the standard event interrupts I think the system would respond better and would at least seem faster, and should actually use less CPU time since you don't have to poll anymore.

In any case, I would like to learn Objective C for the ST, even if no one will ever fix the OS.

1983. Re: ATARI FALCON030 & SOUND

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 22:28:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.502940@cix.compulink.co.uk>
Source record: 203115

In article <CB1KCG.9sD@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In <H.eg.eUibC4DvSCM@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
>>There many resolution enhancer available (BlowUP030, Screenblaster,
>>CrazyPoints, etc.). Small external hardware, plugged into the video
>>port. I use 896*608*16 in 73(!)Hz noninterlaced with BlowUP030. Virtual
>>Screen and large interlaced resolutions (1280*1024*16 ~90Hz interlaced)
>>are possible, too.
>
>How about the slowdown in these modes? Acceptible?
>

Very much so. In 880*656*2 68.4Hz the slowdown is about 2-3%. I haven't
measured the slowdown in other modes, but it's not much.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

1984. Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-07-31 23:41:51 UTC
From: palefox@carson.u.washington.edu
Message-ID: <23evvv$955@news.u.washington.edu>
Source record: 203070

I am looking for a good shareware/PD text editor to use on my ST. What would you recommend?

Thanks!

RoMeo

1985. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 09:19:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23g1qkINNcs1@golem.wcc.govt.nz>
Source record: 203105

In article <H.eg.xwFrrrI6ezw@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <23cf6lINN7cs@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>PLEASE can people stop ! posting Files to A.A. till its fixed..

>If you really want to access it,
>a. use a mail server that will do any site for you.
>b. use a site that has ftp, I thought actrix is in your area??

Yes it is but are you going to lend me the money to use it, its more like $200
plus for that service and its not Real FTP, its still just a mailer,
you request the files and they get them down at night...

I with the problems that I had with Actrix you can keep it, it would be
the worst system that I have ever used...

>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::

Roger..... sheppard_r@kosmos.wcc.govt.nz

1986. Re: Mega STE 4 Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 09:28:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23g2bfINNcs1@golem.wcc.govt.nz>
Source record: 203106

In article <31JUL199310333929@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Does anyone know what type of adaptor does Mega STE 4 house? My HD Utilities
>program says that I have a Seagate ST157N. I have it formatted to 45 megs.
>
>I would like to buy a larger hard disk, say 200 meg but I don't know if I would
>have to get another HD controller to use with my new hard disk.
>
>Also, I find my Mega STE4 quite noisy. Is that the internal fan or is it the
>hard drive mechanism. Thanks in advance for any information.
>

I don't think that the controller supports Parity, so stick to a drive that does not need it..

The ST157N can get a bit noisey at times, the earth spring on the end of the spindle can squeek, use a soft lead pencil and rub it over the spindle end, please don't bend the spring to far back, also some soft glue on the spring can stop it resonating..

At for a drive I don't think you can go past a Quatum LPS240S, fast and nice and quite and has a diable Parity option...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1987. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 09:36:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23g2roINNcs1@golem.wcc.govt.nz>
Source record: 203107

In article <138760@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:
>
> I do hope that LHARC v. 2.22 works better than v. 2.21 does with
>ARCShell 3.01 (Yes, ye comp. sic. types, I'm command-line ilitterate). If
>
> Whose fault?
>
> Rob S. Rice
> rrice@mail.sas.upenn.edu

ARCshell 3.01 is way out of date and does not support the features of
the newer LZH2.22, from my past experience with ARCshell 3.01 it never
realy supported LZH201x at all...

I use Neodesk and run LZH from the command line, no switches are needed,
and it creates the folders ok...

Untill I find a real good Shell for all these archivers that its they it will
stay for me..

From what I have found there are a good many German Arcshells, but the problem
again is that I don't read German..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1988. test

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 12:08:40 UTC
From: gideon@techunix.technion.ac.il
Message-ID: <CB2xqH.2oz@discus.technion.ac.il>
Source record: 203110

```
This is a test
```

1989. Trade for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 16:11:48 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <23gq04$rc5@usenet.INS.CWRU.Edu>
Source record: 203112

I would like to get an old atari 520st w/ drive or stfm or 1040, here is a list of stuff i have to trade... Possibly you miss your old 8 biy sys and have an extra old st lying around...

Im willing to trade any item (items) on the list of equivilant value to an old ST..

Thanks

STeve

List Key: b=book B=Box
O=Overlays C=Cassette Case
+=Other Equiptment Included
(#)=Number of Disks

Equiptment List as of 07/27/93

Atari 2600 VCS

Encounter L-5 DA1001 Data Age
Space Jockey VC1001 U.S. Games
M.A.D. VC1012 U.S. Games
Space Cavern ?????? Apollo
Wizard Of Wor M8774 CBS
Fast Food 1003 Telelsys
Riddle/Sphinx 720106A Imagic
Bugs DA1005 Data Age
Superman CX2631 Atari
Haunted House CX2654 Atari
Venture CX26145 Atari
Dark Chambers CX26151 Atari
Laser Blast AG-008 Activision
bO Star Raiders CX2660 Atari / Includes 12 Button Controller
b SQ Earthworld CX2656 Atari / Includes Comic Book & Poster
b SQ Fireworld CX2657 Atari / Includes Comic Book & Poster
SQ Fireworld CX2657 Atari
Vanguard CX2669 Atari
Super Breakout CX2608 Atari
Yars Revenge CX2655 Atari
Reactor ------ Parker Bros
Frogger ------ Parker Bros
Demon Attack 720101B Imagic
Moon Patrol CX2692 Atari
Tutankaham ------ Parker Bros
Asteroids CX2649 Atari

Defender(5) CX2609 Atari
Home Run CX2623 Atari
Circus Atari CX2630 Atari
Centipede CX2676 Atari
E.T. CX2674 Atari
Asteroids CX2649 Atari
Football CX2625 Atari
b Pac-Man CX2646 Atari
Frogger ------ Parker Brothers
Glaxian CX2684 Atari
Cosmic Arc 720104A Imagic
Atalantis 720103A Imagic
Star Raiders CX2660 Atari / Includes Special 12 Button Controller
M.A.S.H. ------ 20th Century Fox
Freeway AG-009 Activision
b Skiing AG-005 Activision
Air Sea Battle CX2602 Atari
RS Football CX2668 Atari
RS Volleyball CX2666 Atari
Star Voyager 720102B Imagic
Warplock DA1002 DataAge
Indy 500 CX2611 Atari
Sub*Scan ------ SEGA
Stampede AG-011 Activision
Yars Revenge CX2655 Atari
Chopper Command AG-015 Activision
Defender CX2609 Atari
Football(2) CX2625 Atari
Super Breakout CX2608 Atari
Home Run CX2623 Atari
River Raid AX-020 Activision
Super Breakout CX2608 Atari
Phoenix CX2673 Atari
Defender (2) CX2609 Atari
PitFall AG-018 Activision
Frogs & Flies ------ Mattel
Lock N' Chase ------ Mattel/Data East
Astroblast ------ Mattel
Cosmic Arc 720104A Imagic
Kaboom! AG-010 Activision
Atlantis(2) 720103A Imagic
Defender(3) CX2609 Atari
Demons2Diamonds CX2615 Atari
b Raiders-LostArc CX2659 Atari
Tennis AG-007 Activision
Baseball ------ M-Network

Missle Command Instruction Booklet (2600/STG)
Gemeni Video Games System (2600 clone) w/ PS
Atari 2600 Unit w/ PS (11)

Atari 2600 VCS Owners Manual
Various Atari 2600/7800/computer type Joysticks
Atari VCS Game Catalog Rev-C(Yellow)(1)
Atari VCS Game Catalog Rev-D(Blue)(1)
Activision Game Catalog (AG-940-06) featuring photos of Alan Miller/
Larry Kaplan/David Crane/Bob Whitehead & Steve Cartwright
Atari 2600 JR w/ PS/SB/AV cables

Atari 7800 Prosystem

Bb Pole Position 2 CX7808 Atari
b Pole Position 2 CX7808 Atari
Bb Dig Dug CX7803 Atari
Bb Xevious CX7810 Atari
Bb Food Fight CX7804 Atari
Bb Joust CX7806 Atari
Dig Dug CX7803 Atari
Bb Galaga CX7805 Atari
Bb Karateka CX7822 Atari
Bb Donkey Kong CX7848 Atari
Bb Choplifter CX7821 Atari
Bb BallBlazer CX7815 Atari
Food Fight CX7804 Atari
Bb Donkey Kong Jr CX7849 Atari
Pole Position 2 CX7808 Atari
Ms. Pac Man CX7807 Atari
Bb Crossobow CX7844 Atari / Can use light gun!
Bb Dark Chambers CX7837 Atari / New
Bb Dark Chambers CX7837 Atari / New
Bb Dark Chambers CX7837 Atari

Atari 5200 Supersystem
---
b Missile Command CX5202 Atari
Missile Command CX5202 Atari
Bb Popeye 9510 Parker Bros
b Moon Patrol CX5241 Atari
Mario Bros CX5247 Atari
b Pengo CX5236 Atari
b Space Invaders CX5204 Atari
b Star Raiders CX5205 Atari
b Super Breakout CX5203 Atari
b Super Breakout CX5203 Atari
b Defender CX5218 Atari
b Centipede CX5215 Atari
b Pole Position CX5217 Atari
b RS Soccer CX5213 Atari
b Pac-Man CX5208 Atari
b Pac-Man CX5208 Atari
b Dig Dug CX5211 Atari
b Moon Patol (Booklet Only)

Atari 5200 Console w/ PS/SB (4 port)
Atari 5200 *Roller Controller*
Installing TV/Game Switch Box (2)
Atari 5200 - The Advanced Game System - Cart Sales Insert(2)
Atari 5200 Owners Manual(2)
Original 5200 Warrenty Registration Card - unused
Postage Paid mailer for free gift from Atari Corp (PPII Poster)
Atari 5200 Super System - Accessory/Cart sales insert

Odyssey2

3-in-1 AJ9400 Magnavox
Alien Invaders+ AA9428 Magnavox
Cosmic Conflict AJ9411 Magnavox
Sub Chase/Armored Encounter AJ9403 Magnavox
Pick Axe Pete AC9437 NAP Inc
Football AJ9402 Magnavox

Odyssey2 Console w/ 2 sticks (wired), PS, TVSB
Odyssey2 Console w/ orig box, manuals, 2 sticks (DB9), PS, TVSB

Intellivision

PGA Golf ------ Mattel
Triple Action ------ Mattel
Donkey Kong ------ Coleco
Q*Bert MA01915 Parker Bros
LasVegas Blackjack/Poker ------ Mattel
Donkey Kong ------ Coleco
Star Strike ------ Mattel
Major League Baseball ------ Mattel
Space Hawk ------ Mattel
Snafu ------ Mattel
PGA Golf ------ Mattel
BO Atlantis 720102B Imagic
Skiing ------ Mattel
Venture ------ Coleco
Major Leauge Baseball ------ Mattel
B White Water 720024A Imagic
BO Sub Hunt ------ Mattel
BO Demon Attack 720005A Mattel
BO NFL Football ------ Mattel
Triple Action ------ Mattel

Intellivision I Unit (2)
Sears Super Video Arcade Unit w/ 2 DB9 Controllers (White)

Atari 400/800/Xl/Xe/Xegs

Books - MANY list on request

Carts -

Frogger II ------ Parker Bros
Basketball CXL4004 Atari
Mountain King 4L2541 CBS/K-Byte
Donkey Kong RX8031 Atari
Donkey Kong RX8031 Atari
b Atari Logo RX8032 Atari / Includes 2 Extra Manuals
b Basic CXL4002 Atari
b Basic CXL4002 Atari
b Basic CXL4002 Atari
Bb Pitstop ------ Epyx
Dig Dug RX8026 Atari
Defender CXL4025 Atari
b Star Raiders CXL4011 Atari
b Missle Command CXL4012 Atari
Gorf ------ Roklan
Centipede CXL4020 Atari
Bb JumboJet Pilot THA12002 Thorn EMI
Bb Submarine Commander THA12001Y Thorn EMI

Cassette --
C Zaxxon -------- Datsoft

Disk --

1bB Math Blaster Davidson
1b GT Estate Word Processer Indus
2b GT Albert E Spreadsheet Indus
1b GT Data Manager Indus
2Bb Title Bout/Boxer Disk Avalon Hill
1Bb Computer Quarterback SSI
1Bb Starbowl Football Gamestar
1Bb Star Leauge Baseball Gamestar
1Bb Summer Games Epyx
1Bb Magniprint II Alpha Systems
1Bb Mail Order Monsters Electronic Arts
1b OS/A+ Operating System OSS
1b Dos XL OSS
1Bb Gauntlet Mindscape
1b WarGames Coleco
1b GhostBusters Activision
1Bb F-15 Strike Eagle Microprose
1Bb Tail of Beta Lyrae Datamost/Paradise Programming
1b Anti-Sub Patrol Roklan
1Bb Sports Spectacular Keypunch
2Bb AutoDuel Origin Systems
1Bb Spycatcher ALA
1b Racing Destruction Set Electronic Arts
1Bb World Championship Karate Epxy
2Bb Beach Head/II/Raid Over Moscow Triplepack Access Software
1Bb Bruce Lee Datasoft
1Bb Dogfight ALA Enterprises
1Bb SoloFlight Microprose

1Bb LavaRun K-Tel
1Bb Armor Assult Epyx
1b The Hulk SAGA Green Valley
2Bb Warlocks Revenge Synergistic Software
1b Shattered Alliance SSI
1Bb Infiltrator Mindscape
1b Dos 3 Master Disk Atari
1Bb Touchdown Football Electronic Arts
1Bb Zaxxon Datasoft
1 Timewise Atari
2Bb Cut and Paste WP Electronic Arts
1 Zork III Infocom
1 Suspended Infocom
1 The Hitchhikers Guide To the Galaxy Infocom
1 Deadline Infocom
1b Planetfall Infocom
1 Infidel Infocom
1 Cutthroats Infocom

MicroPort XL - PIA Experimenters Kit (PBI)
Atari 400 (membrane) (16k) (2)
Atari 800 48k GTIA (2)
Atari 9vAC Power supply (many)
Atari 800xl/xe power supply (many)
Atari 1050 Disk Drive In Box w/ all orig materials (1)
Atari 1050 Disk Drive w/ cable/PS (1)
Atari 1050 Disk Drive w/ bad ROM/Good MECH(1)
ICD P:R: Connection w/ Book/Disk
Atari 850 Interface w/ cables/PS (2)
Percom AT-88 Disk Drive w/ cables/PS
Atari CX87 Modem cable (new in package) (3)
U-Print interface (Ape-Face)
Atari 800xl(stereo)(64k)
Atari 400 w/ full stroke keyboard (missing space bar/not broken)

Timex Sinclair 1000

Cassettes-

Cbk States and Capitals 03-3001 Timex
Cbk Stock Option Analyzer 03-2007 Timex

Timex Sinclair 1000 w/o PS w/ AV Cables

TurboGrafx! 16

BbJ Tricky Kick IGS Inc HuCard
BbJ World Court Tennis NEC HuCard
BbJ Jack Nicklaus Turbo Golf Accolade HuCard
BbJ Parasol Strs-Bubble Bobble3 Working Designs HuCard
Keith Courage in Alpha Zns NEC HuCard

TG16 Console w/ PS/RF Cable/Controller
TG16 Controller (needs new cord)
TG16 Power Stick (needs new cord)

Super NES/NES/Gameboy

Bb Monopoly SNSMOUS Parker Brothers Original condition - SNES

2 Gameboy 4 player adapters - New shrinkwrapped
3 NES controllers
1 Nes MAX controller w/ turbo fire

Sega MASTER System

Hang On/Safari Hunt ????? Sega
Sega 3-D Glasses
SMS Console
SMS TV Switchbox

ActionMax VCR Gamesystem

B Pops Ghostly VHS game
B .38 Ambush Alley VHS Game
Hydrosub 2021 VHS Game

ActionMax System --
Console
Power Supply
Light Gun
A/V Cables
Hit Light

Colecovision/ADAM

ColecoVision Console w/ 2 controllers(black)
ADAM Computer Memory unit w/ 1 tape drive

Commadore Equiptment

Carts-
16k Ram Cartridge Vic-1111 Commadore
Avenger Vic-1901 Commadore
Radar Ratrace Vic-1910 Commadore
Gorf Vic-1923 Commadore
Mole Attack Vic-1912 Commadore
Visible Solar System Vic-1930 Commadore
Omega Race Vic-1924 Commadore
Bb Q*Bert -------- Parker Brothers
Bb Tomarc The Barbarian -------- Xonox
Bb Chuck Norris Superkicks/
Artillery Duel DOUBLEENDER CART Xonox
Bb Pole Position -------- AtariSoft
Bb Congo Bongo 006-04 Sega

Bb Draw Poker Vic-1908 Commadore
Bb Pinball Spectacular Vic-1920 Commadore
Bb River Rescue THC22001N Thorn EMI
Bb Mutant Herd THC22004N Thorn EMI

Cassettes-
Cb Introduction to BASIC I -------- Commadore
Cb Introduction to BASIC II -------- Commadore
Cb Flying Duchman CG 7252 Aim Software
Cb Car Chase VT1001 Commadore
Cb Car Chase VT1001 Commadore
Cb Biorhythm Compatability VT1003 Commadore
Cb Biorhythm Compatability VT1003 Commadore
Cb Super Slither VT1006 Commadore
Cb Space Math VT1004 Commadore
Cb Slither VT1006 Commadore
Cb Blue Meanies F' Outer Space VT1005 Commadore
Cb Blue Meanies F' Outer Space VT1005 Commadore
Cb Casino Style Blackjack VT1002 Commadore
Cb Casino Style Blackjack VT1002 Commadore

Vic20 w/ Original Box/PS/Cables
Vic20 w/ Original Box/PS/Cables
Vic20(Parts) / works - broken 8 key
VicModem w/ Vic-Term/C-64 Term Cassette /Bb+
1531 Cassette Drive
C2N Cassette Drive
VIC 20 Programmers Refrence Guide
Personal Computing on the VIC 20
Getting aquanted w/ your VIC 20
Cosmic Games for the VIC 20
BLASTO game - manual only
C64 - The Print Shop w/ box/books/additional Graphics Disk

TI99/4a Equiptment

Alpiner PHM 3056 Ti
Early Learning Fun Ti

TI99/4a Console w/ PS/Swithcbox
TI99/4a In original box(black/chrome) w/ all orig packing materials/cables/
switchbox/books/PS
TI99/4a(black) Motherboard
TI99/4a(black) Power Board
TI99/4a(black) Keyboard assembly

Misc Hardware

ICOM Terminal Server(IOR)
US Videotel V2000III Terminal(IOR)
Kaypro1 w/ 2 internal floppies(IOR)
2 Wico Command Control Joysticks - Red/Black w/ 2 buttons (switchable)

1 CLASSIC 2600 joystick
1 Epyx joystick - Molded, excellent stick - Right handed
1 Posttick II w/ 2 buttons - Metal shaft
1 Wico BOSS joystick grey/black w/ molded handle

TRS-80 64k w/ X-Basic w/ Cassette drive w/ 2 Joysticks
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

1990. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 16:12:06 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug1.161206.9380@cs.yale.edu>
Source record: 203113
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Does anyone know if there is an Objective C compiler for the GNU Compiler?
: I'd rather go with Objective C than C++ (or G++). Also, would it be possible
: to create an Objective interface to GEM? Like the NeXT? Perhaps with a
: Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe
: a rewrite of the AES to be objective?

GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
Obj-C library from the FSF. The FSF also makes dl, a dynamic load
system (they say it woks on Atari.)

--- Bob

1991. NOSEY_II.LZH on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 16:19:03 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCB39Br.542@netcom.com>
Source record: 203114

I just put Nosey II on atari.archive. It enables you to search through
multiple text files.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1992. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 16:51:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <23gs9s$np7@cville-srv.wam.umd.edu>
Source record: 203116
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Aug1.161206.9380@cs.yale.edu>,
Bob Fischer <bobf@milne.geology.yale.edu> wrote:
>Evan Langlois (evanlang@sdf.lonestar.org) wrote:
>
>: Does anyone know if there is an Objective C compiler for the GNU Compiler?
>: I'd rather go with Objective C than C++ (or G++). Also, would it be possible
>: to create an Objective interface to GEM? Like the NeXT? Perhaps with a
>: Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe
>: a rewrite of the AES to be objective?
>
>GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
>Obj-C library from the FSF. The FSF also makes dl, a dynamic load
>system (they say it woks on Atari.)
>
>--- Bob
>

How does one go about getting the Objective C library from FSF?

1993. Re: Nintendo buy Atari?/Toy 'R Us to carry Jag

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 18:04:08 UTC
From: rrusbasa@nyx.cs.du.edu
Message-ID: <1993Aug1.180408.4528@mnemosyne.cs.du.edu>
Source record: 203117
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

Bob_BobR_Retelle@cup.portal.com writes:
> Last year, Atari had $50 million in the bank for the big advertising push
> they were going to do.

> It never happened.

Well, then what *did* happen with that money? Is it still there? Was
it reallocated to the Jaguar or some other project?

> This year, Atari has $40 million in the bank for the big advertising push
> they're going to do...

> Sounds like it's not money Atari's short of...

The only reason I think Atari may put out a decent marketing effort for
the Jaguar is that is seems Time Warner has given them a kick in the ass
to get them going.

Time Warner owns 25% of Atari, so the answer to "Who will win the 3DO
vs. Jaguar competition?" is obviously "Time Warner."

Atari's stock has gone way up, and there are some big names looking at
them right now. They've put all their eggs in one basket. I think if
Atari fails with the Jaguar, the company will almost assuredly go under.

--
=-
/ Bob Rusbasan | Dance to the tension \
/ rrusbasa@nyx.cs.du.edu | of a world on edge \
=-

1994. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 18:21:49 UTC
From: sss@CUNYVMS1.GC.CUNY.EDU
Message-ID: <1993Aug1.182149.24739@timessqr.gc.cuny.edu>
Source record: 203122

In article <106652@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
>In article <2350j1$58q@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael
>Olin) writes:

This is an ex-Atarian and current Mac owner responding who has been
rolling on the floor with laughter reading the defensive remarks of
desperate Atari owners. Are you _REALLY_ implying that software SOLD
BY Atari should be examined by an anti-virus before installation on
an Atari? That's the reason why so many Atari users quit the ST: Atari
is an incredibly inept computer manufacturer. Late to delivery, lots
of VAPOR, and an ill=thought=out contempt for their buyers.

Yes, I agree: ATARI DESERVES TO DIE!

PS: This isn't from the unfortunate Atari owner SSS: this is from his smug Mac-owning pal,
pas@mindvox.phantom.com.
PPS: LOL.

>>This is a warning to all persons who buy the 720K-disk version of Works.
>>CHECK THE DISKS WITH A REPUTABLE VIRUS KILLER BEFORE YOU CONTAMINATE
>>YOUR SYSTEM!
>
>This should be standard practice for everyone on ALL new disks
>(commercial or PD) that one introduces to their system. My nearest
>Atari dealer opens every software package they receive to test disks
>for virus' before they let them go out the door.
>--

This is _NOT_ SSS responding: this is an ex-Atarian and current Mac owner wh

1995. Re: Got my Falcon, now for some questions...

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 18:53:35 UTC
From: a644690c@edinboro.edu
Message-ID: <1993Aug1.145335.10408@edinboro.edu>
Source record: 203124

(I know this topic is probably already dead, but our newsreader seems to
be at least 2 weeks slow!!!!)

>> Then again, "Why didn't they use SIMMs?", "Why didn't they use a
>> detachable keyboard?", "Why didn't they use a 33Mhz '030?", etc...
>> The ways of Atari are mysterious...
> nino> These questions have been discussed to death already in this
> nino> newsgroup, but once again:
>
> But it was a DUMB decision! Listen to your customers, Atari!

I agree that Atari needs to listen to there customers. In my experience
with users of MACs, IBMs (and clones), Amiga, and Atari; I find that the
average Atari or Amiga owner usually a bit more computer literate than the
average MAC or IBM user. I know MANY owners of PC Clones who know no more
about there machine that how to work a few applications while EVERY Atari
owner I know has written at least one simple program. The nonsense about the
Falcon being designed as a consumer machine is just absurd. The modular
design of a PC never scared anyone away. Todays computer consumer has
a preconceived notion that real computers look like a PC or MAC. I'm not
saying that Atari needs to look like someone else to sell machines, but that
the others do it because it makes sense.

> nino> - A detachable keyboard wasn't used according to Atari because
> nino> 1) The Mega STe and TT cases were not considered appropriate for
> nino> a consumer machine.
>
> But those cases are so great (especially the Mega case)! And they
> could have used SIMMs! and detachable keyboards. Even Macs (the
> ultimate expression of consumerism :-) have separate cases, detachable
> keyboards, and SIMMs nowadays...

Anyway, my point is that Atari seems to patronize its customers to
point that it is almost insulting.

> What I want is this:
>
> A Falcon040 with the DSP, GOOD D/A and A/D, ST compatibility, SCSI 2,
> VGA, standard serial and parallel ports, RCA in and out for sound (and
> NO crummy headphone amp), standard SIMMs, a Mega-style case, space
> inside for an extra hard or floppy drive, a GOOD keyboard...

Though the 68040 may have been to costly, the standard simms, modular
case, and REAL audio I/O would be nice. The Falcon is being pushed
(among other things) as a great audio machine. Line level RCA jacks
would not have scared away anyone that was interested in its audio abilities.

(Though, I've not heard a Falcon's output, I've had enough audio experience to know that a headphone amp is just going to add distortion if used over a PA (or stereo) system. And the separate channel grounding of RCA jacks would help too). The VGA is already there, but using a higher speed pixel clock (like used in BlowUp030) from the beginning would have been cool.

> - lancer@wpi.wpi.edu - - Operation Ivy: -
> - The position being taken is not to be mistaken for attempted -
> - education or a righteous accusation. Only a description, just -
> - an observation of the pitiful condition of our degeneration. -

I wish Atari all the luck, but I just can't see a company that does not listen to its customer base being very successful. I, myself, DO intend on picking up a Falcon030 with the next 6 months because I see great hacking potential, I like Motorola architectures and I'm tired of MACs and PCs because I use them every day at work.

Peace,

-Adam Conover.
a644690c@edinboro.edu

1996. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 21:07:19 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <23hba7$95h@sol.ctr.columbia.edu>
Source record: 203118

In article <CAsJ8D.A14@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois)
writes:
} I don't care how fat it SHOULD be on other systems. On MY system, my GEMDOS
} partitions are MUCH faster than my MINIX partitions, no matter what version
} of the MINIX.XFS I use, GEMDOS is Faster, and it takes up less space. Minix
} is horrible. I noticed this and finally started doing benchmarks, and sure
} enough, MINIX was NOT faster at all, it was SLOW. Sure perhaps it IS faster
} on some other computer, but not on this one.

Well, you've obviously got something set up wrong then. Have you got
caching enabled on the FAT disk and not on the minixfs one?

minixfs is approx 2x faster in general use on my system.

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1997. Re: GEM message queue

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 21:42:56 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB3oBK.L2A@sdf.lonestar.org>
Source record: 203148

The best thing to do is NOT send messages. Just call your scrolling routines directly instead of sending yourself a message to scroll. It should be faster that way too.

1998. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 21:47:33 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB3oJ9.L6u@sdf.lonestar.org>
Source record: 203147

```
==================== quote ==================
I use Neodesk and run LZH from the command line, no switches are needed,
and it creates the folders ok...
=============================================

You don't need Neodesk, just install it as an application, this works for
most archivers out there. LZH2.21 (or 2.22 and maybe 2.20) is nice because
the folders are automatic and its about 5 times the speed.

==================== quote ==================
Untill I find a real good Shell for all these archivers that its they it will
stay for me..
=============================================

A shell isn't needed for extraction, subce most extract automatically.
And any CLI will do for creating archives, although STZIP works best for
me since I like it's built-in interface.
```

1999. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 21:59:31 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB3p3A.LH4@sdf.lonestar.org>
Source record: 203150

> Just because the simplest, and cheapest way for you to access it
> isn't working, doesn't mean that everyone else should not have
> access to it.

> If you really want to access it,
> a. use a mail server that will do any site for you.
> b. use a site that has ftp, I thought actrix is in your area??

Can someone give me some help on option =A= above? Someone gave me some advice on using some mail server that seemed to have such an option, but it was in Germany. Anyone have an option for the US? I tried the German one but I haven't heard any word from it yet, and I don't think I will.

2000. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 22:08:50 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB3pIr.Lrr@sdf.lonestar.org>
Source record: 203149
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
============= quote =====================
GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
Obj-C library from the FSF. The FSF also makes dl, a dynamic load
system (they say it woks on Atari.)
=========================================
```

OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
Now, I thought that GNU C required G++ (another MB or so of archives)
in order to compile C++ code. Will GNU C compile C++ and Objective C
without these alternate "front-ends" ?? Or will I have to find a front-end
for Objective C.

I have contacted the FSF before when I was tracking down GNU C. They sent
me a little book that gave an InterNet address to contact, and he told me to
FTP a.a.u.e, and i later learned to use BART to get it. I don't remember
seeing an objective C library on a.a.u.e. Is it there, or will i have to look
elsewhere.

Any help is greatly appreciated. Thanks.

2001. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-08-01 22:53:28 UTC
From: azog@world.std.com
Message-ID: <CB3rL5.2t6@world.std.com>
Source record: 203121

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <1993Jul21.182936.1707@midway.uchicago.edu>, Gustavo Comezana writes:
>> Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
>> available from an FTP site?

>I imagine the ST is far too slow to deal with an MPEG file at an
>almost-reasonable frame rate... The Falcon could probably do it at a
>respectable rate _IF_ it used the DSP.

Gemview can deal with JPEGS, but, it doesnt use the DSP. Even on
the falcon, with an 030 (yes, slow at 16MHz, but still faster than
a 16MHz 68k), its pretty damned slow...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

2002. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 00:08:01 UTC
From: azog@world.std.com
Message-ID: <CB3v1F.95D@world.std.com>
Source record: 203132

saj@chinet.chinet.com (Stephen Jacobs) writes:

>The plot sickens. I have a VGA monitor on the table next to the Falcon. I
>got an adapter to connect it up, and I get yet another video selection
>dialog, with the choice of line doubling or not instead of interlaced or
>not. Also, the true color modes aren't offered. Also, the ST mono
>compatibility mode seems to be slightly different from the one I get on the
>multisync. I think I've heard about all these things before, but never
>in terms quite as concrete as "with this setup I'm offered these options".

>I think maybe I have to learn what happens with the M0 and M1 pins on that
>connector, and make the appropriate switchbox.

> Steve

This video mode dialogue is what you should normally see: you should
have double lines (interlaced, really...). True colour seems to be
only available in 40 column mode (heave... unless its my monitor
also?)

Have you run MTOS yet? And then check the video selection menu?
Only when you run MTOS, can you see three additional video
modes! TT low, TT med, and TT high. TT high is not available,
I think that needs one of those big 19" TT monitors...

Your right, this is odd, but I think its just Ataris way of
letting the computer deal with the myriads of monitors...
I think the best way to go is a SVGA non-interlaced monitor.
Mine is VGA non-interlaced...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

2003. Re: AtariWorks?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 01:05:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14635@uqcspe.cs.uq.oz.au>
Source record: 203127

a644690c@edinboro.edu writes:

>Can anyone that is using AtariWorks post a review? I am really interested
>in it, but the only thing I have heard is bug rumors.

There are a number of reviews and discussions in issues of AEO - which
are available via FTP (from atari.archive.umich.edu), and are often
posted here too.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2004. Re: Mega STE 4 Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 01:31:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <1AUG199320313045@pavo.concordia.ca>
Source record: 203125

>I don't think that the controller supports Parity, so stick to a drive that
>does not need it..
>
>The ST157N can get a bit noisey at times, the earth spring on the end of the
>spindle can squeek, use a soft lead pencil and rub it over the spindle end,
>please don't bend the spring to far back, also some soft glue on the spring
>can stop it resonating..
>
>At for a drive I don't think you can go past a Quatum LPS240S, fast and nice
>and quite and has a diable Parity option...
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

Thanks for your info, Roger. I will do my best to find out more about Quantum LPS240S.

Wojo. (wojci_g@pavo.concordia.ca)

2005. Re: Nintendo buy Atari?/Toy 'R Us to carry Jag

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 01:34:54 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCB3z26.H5v@netcom.com>
Source record: 203128
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

In article <1993Aug1.180408.4528@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu (Bob Rusbasan) writes:
>Atari's stock has gone way up, and there are some big names looking at
>them right now. They've put all their eggs in one basket. I think if
>Atari fails with the Jaguar, the company will almost assuredly go under.

That's what they said about the ST and TT.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2006. Re: NOSEY_II.LZH on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 01:38:53 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCB3z8t.HF2@netcom.com>
Source record: 203129

In article <1AUG199320413565@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>
>Is there a specific directory on atari.archive that the new files should be
>uploaded to? Would it happen to be "Newitems"?

Put them in New. Newitems is for downloading new files.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2007. Re: NOSEY_II.LZH on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 01:41:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <1AUG199320413565@pavo.concordia.ca>
Source record: 203126

In article <ekrimenCB39Br.542@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes...
>I just put Nosey II on atari.archive. It enables you to search through
>multiple text files.
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

Is there a specific directory on atari.archive that the new files should be
uploaded to? Would it happen to be "Newitems"?

I was going to upload Nosey II tonight but I can see that you beat me to it :)

Wojo. (wojci_g@pavo.concordia.ca)

2008. Re: Announcing... NetHack-- 3.1.3!

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 02:59:08 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <1993Aug2.025908.3401@monu6.cc.monash.edu.au>
Source record: 203131
Cross-posted to: rec.games.hack,comp.sys.atari.st

Magnus Olsson (magnus@thep.lu.se) wrote:
: In article <1993Jul29.154707.9877@monu6.cc.monash.edu.au>
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: >Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
: >: Announcing...
: >:
: >: NetHack-- 3.1.3!
:
: >Could you think about renaming yours to NH 3.1.3 enhanced or NH 3.1.3 ++
: >or something else.
:
: Huh?
:
: He *has* renamed it to something else, viz. "Nethack--". Did you think
: the minus signs above were just added as punctuation?

I thought it was just punctuation, the longer form off the "-" sign
(forgotten what's it called) instead of Nethack minus minus.

: >There is a NetHack++ floating around with binaries for AmigaDOS and
: >MS-DOS
:
: Well, NH++ is actually an earlier version of NH--, but some pedantic
: person complained that "unless it written in C++, you shouldn't call
: it anything ending in '++'" (can you believe anyone actually demanding
: that? It's sad but true that there are idiots around...) and the
: obliging author promptly changed the name to NH--.

NH++ was based on 3.0 and was written I think by different authors. NH++
started on MS-DOS machines and NH-- was first out for the Atari-ST.

How about NetHack "author name" 3.1.3?

But I thought the author of NH-- based his version on an earlier version
of the NH3.1 as he said something about the Dev Team sneaking another
version out, which lead me to believe the -- was the long - and the 3.1.3
was his revision (one up from 3.1.2)

- Jim

2009. Re: virus on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 03:16:45 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <23i0ut$e2k@cxc1.cl.msu.edu>
Source record: 203130

wells_s@kosmos.wcc.govt.nz (Steve W) writes:

>] Look for Oregon Research Associates catalog, you'll find AVK (Atari Virus
>] Killer) It's designed to work with Falcon machines and non-Falcon
>] machines alike...

>If it's the one I think it is, be careful, as it thinks the 'Anti-Virus
>Virus' is safe, but it still copies itself around making a nuisance
>of itself! (It won't copy onto executable boot sectors apparently,
>but be careful none-the-less!)

>The only virus killer I've ever needed is George Woodsides V-Killer, v3.84!
>So far, it's worked every time! It's even useful as a limited disk-repair
>program to fix stuffed boot-sectors!

Unfortunately, the monitor guard from Woodside's V-Killer isn't compatible
with TOS 2.06, and I don't know if it works with even higher versions of
TOS. And, it doesn't recognize link viruses...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2010. Re: Nintendo buy Atari?/Toy 'R Us to carry Jag

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 04:11:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <23i45g$6j1@usenet.INS.CWRU.Edu>
Source record: 203133
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1993Aug1.180408.4528@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu (Bob Rusbasan) writes:
>>Atari's stock has gone way up, and there are some big names looking at
>>them right now. They've put all their eggs in one basket. I think if
>>Atari fails with the Jaguar, the company will almost assuredly go under.
>
>That's what they said about the ST and TT.
>

Yeah, and now look where the company is at. :)
(But still ticking at about 2,000 less employees...)

>
>

--

2011. Monochrome SM124 ST monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 04:28:30 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1993Aug2.042830.26792@newshub.ariel.yorku.ca>
Source record: 203134
Cross-posted to:
comp.sys.atari.st,ont.forsale,fl.forsale,phl.forsale,ott.forsale,misc.forsale,misc.forsale.computers.other,misc.forsale.computers

```
Subject says it all. SM124 B&W monochrome monitor for the Atari ST for sale.
Excellent condition - $100 CDN or B.O. First to take it at that price, I'll
be willing to split shipping.

_/_/_/_/_/_/_/ "The Boss" (Tony D'Alfonso)
_/ _/ _/ cs902117@ariel.yorku.ca
_/ _/ _/ "You could say I lost my belief in our politicians,
_/ _/_/_/_/ they seem like game show hosts to me."
- "If I ever lose my faith in you." - Sting
```

2012. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 06:45:05 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug2.064505.1502@jonh.wimsey.bc.ca>
Source record: 203137

azog@world.std.com (azog) writes:

>Your right, this is odd, but I think its just Ataris way of
>letting the computer deal with the myriads of monitors...
>I think the best way to go is a SVGA non-interlaced monitor.
>Mine is VGA non-interlaced...

You don't even need an SVGA non-interleaced monitor, as that only
applies to 1024x768, which the Falcon can't do hooked up to one. (at
least the one I had here for a while couldn't. The best you're likely to
do is 800x600, if you get a ScreenBlaster.
The Falcon I had here had the 286 emulator in it, and it is quite
fast running Windows 3.1 for a 286, but the 800x600 is an interlaced
mode and completely unusable for any serious work.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2013. Jampack4 uploaded to A.A.

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 07:20:46 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CB4F2n.KGv@cs.uct.ac.za>
Source record: 203140

For all you people out there who have been using Jampack 3, I have uploaded the newer version, Jampack 4 to A.A. The compression ratios are quite a bit better than v3, and you also get some source code too! Hope it's of use to somebody out there...

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

2014. nintendo buy atari?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 08:55:06 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB4JFu.4yw@ztivax.zfe.siemens.de>
Source record: 203138

>The only reason I think Atari may put out a decent marketing effort for
>the Jaguar is that is seems Time Warner has given them a kick in the ass
>to get them going.

>Time Warner owns 25% of Atari, so the answer to "Who will win the 3DO
>vs. Jaguar competition?" is obviously "Time Warner."
and sony ows 30%of atari(april'93). where are the tramiels?

>Atari's stock has gone way up, and there are some big names looking at
>them right now. They've put all their eggs in one basket. I think if
>Atari fails with the Jaguar, the company will almost assuredly go under.
where is the atari-stock at the moment. I'm interested in every change (up or down).
Is there anybody who will post it every day?

bye, mike :-)

2015. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 08:55:10 UTC
From: Little John <haines@ccint1.rsre.mod.uk>
Message-ID: <1993Aug2.085510.26742@ajax.rsre.mod.uk>
Source record: 203139

In article <CB3rL5.2t6@world.std.com> azog@world.std.com (azog) writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
(stuff deleted)

>Gemview can deal with JPEGS, but, it doesnt use the DSP. Even on
>the falcon, with an 030 (yes, slow at 16MHz, but still faster than
>a 16MHz 68k), its pretty damned slow...

Where can I get hold of Gemview. Will it allow me to process JPEG
on my Mega ST

Thanks

Little John (haines@ccint1.rsre.mod.uk)

%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard

2016. Help with IMG file

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 09:10:37 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CB4K5p.J23@cs.uct.ac.za>
Source record: 203142

Umm, anybody out there in NetLand know how the TOS IMG file works?
I need to create an IMG file, like the old disk-based TOS machines, so's I
can boot up another version of TOS from stiffy. Absobloodylutely *ANY*
advice/help will be appreciated. And no, I'm not doing anything illegal either.
:)

Thanks in advance.
Oh yeah, preferably email me, and I'll make a digest and post that if and when
I get a response...

Barry
--

```
------------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) \_/ /_ | | |~\ \_ |\ ( Got engaged on Sat 8th May 1993! )
```


Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2017. Frank Bartels (knarf): mail bounced

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 10:46:44 UTC
From: sanders@sci.kun.nl
Message-ID: <CB4oLw.109@sci.kun.nl>
Source record: 203141

Hi Knarf,

my e-mail to you bounced. Anyway, thanks for your info on the st-login
packages. If you want the complete thank-you I sent you, mail me your
correct reply address :-)

Sander STOks
sanders@sci.kun.nl

2018. GDOS printer driver for NX-1000?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 11:29:48 UTC
From: ortega@cactus.org
Message-ID: <1993Aug2.112948.22327@cactus.org>
Source record: 203145

Is there a GDOS printer driver for the Star NX-1000 printer?

FX80.SYS does not work very well with STraight Fax for printing
more than a few lines.

BTW, where does one find specs for writing printer drivers
for GDOS?

--
Paul Ortega | "She was wearing a para-military outfit
2015 Cedar Bend Dr., #1105 | and was holding what I thought was a bomb..."
Austin, TX 78758 | "You just shot a Girl Scout...."
ortega@cactus.org ----------

2019. Re: Megafile/RLL/Seagate question

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 12:04:07 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CB4s6w.D1I@hpbbrd.bbn.hp.com>
Source record: 203067

Gijs Bok (gijs@hacktic.nl) wrote:
> The drive is a Seagate ST-238R PR. The controller is of the
> RLL type. Can anybody fill in some details for me?
> I'd like to know:
> 1: Can I replace the drive just like that?
Yes.
> 2: Can I replace it with a bigger or smaller disk (MB's I mean)?
Yes.
> 3: Does it need to be this Seagate with this type, or
> can the Megafile handle any other RLL disk?
No, and yes, the MF30 will drive virtually any other RLL drive with
a ST506/412 bus.

> 4: Do I have to low-level format a new disk, and how do I do that?
With HDX, you will have to add an entry to your WINCAP file before
formatting.

> 6: About the crash: the drive didn't want to spin two times.
> Both times I shook the drive quite firmly. The first time
> everything went fine, the second time most of the files
> became unreadable. Would a low-level format to this disk
> do any good?

What does "unreadable" mean? Did you find all partitions after
booting? I would try to recover the old drive (by testing
and maybe reformatting it) before buying a new one. And when
the drive doesn't want to spin up, don't shake the drive,
but just turn it (rapidly).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2020. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 12:04:16 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CB4s75.IAL@cs.ruu.nl>
Source record: 203143

In <1993Aug1.182149.24739@timessqr.gc.cuny.edu> sss@CUNYVMS1.GC.CUNY.EDU writes:

>This is an ex-Atarian and current Mac owner

Have you got used to the crappy scroll bars yet? Try a TT with the latest
version of WINX!

>of VAPOR, and an ill=thought=out contempt for their buyers.
^^^^^
Like built-in speech recognition (Centris 660AV)?

>Yes, I agree: ATARI DESERVES TO DIE!

It always does. Problem is, it never manages to die completely.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2021. Re: nintendo buy atari?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 12:10:19 UTC
From: ritz@ritz.mordor.com
Message-ID: <930802445@ritz.mordor.com>
Source record: 203144

Mike Gassmann (mike@bsun10.zfe.siemens.de) wrote:

: >The only reason I think Atari may put out a decent marketing effort for
: >the Jaguar is that is seems Time Warner has given them a kick in the ass
: >to get them going.

: >Time Warner owns 25% of Atari, so the answer to "Who will win the 3DO
: >vs. Jaguar competition?" is obviously "Time Warner."
: and sony ows 30%of atari(april'93). where are the tramiels?

: >Atari's stock has gone way up, and there are some big names looking at
: >them right now. They've put all their eggs in one basket. I think if
: >Atari fails with the Jaguar, the company will almost assuredly go under.
: where is the atari-stock at the moment. I'm interested in every change (up or down).
: Is there anybody who will post it every day?

It doesn't make any sense to agonize over the price of a stock every
day. If you have analyzed the company and you believe in the stock,
set up a low price (that you sell at in case it goes down), and a
high price (that you sell at in case it goes up). For what it's worth,
I have my thresholds set at -15% and +60% and that seems to work for
me. I check the prices once every couple of days, but my broker
has his instructions on when to sell.

You'll sleep a lot better.

Also, 3DO has a lot of big name companies behind it too. Atari still
hasn't said how much the jaguar will cost once you add a CD-ROM to it.
It will have to go head to head with 3DO's price. As of this writing,
3DO seems to outhype and outspend Atari at every turn. We all know
that in the American market hype sells a lot more boxes than technical
specs.

Chris

--
Christopher Mauritz -- ritz@ritz.mordor.com

Ritz International BBS
Ask me about public access internet access in Jersey City, NJ

2022. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 12:51:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.506611@cix.compulink.co.uk>
Source record: 203058

In article <CB3v1F.95D@world.std.com>, azog@world.std.com (azog) writes:
>
>Your right, this is odd, but I think its just Ataris way of
>letting the computer deal with the myriads of monitors...
>I think the best way to go is a SVGA non-interlaced monitor.
>Mine is VGA non-interlaced...
>

Or a Multiscan SVGA if you can afford. Works much better with ScreenBlaster,
BlowUp030 and similar.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2023. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 12:51:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.506612@cix.compulink.co.uk>
Source record: 203059

In article <1993Aug2.064505.1502@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> You don't even need an SVGA non-interleaced monitor, as that only
>applies to 1024x768, which the Falcon can't do hooked up to one. (at
>least the one I had here for a while couldn't. The best you're likely to
>do is 800x600, if you get a ScreenBlaster.
> The Falcon I had here had the 286 emulator in it, and it is quite
>fast running Windows 3.1 for a 286, but the 800x600 is an interlaced
>mode and completely unusable for any serious work.
>
The reason it's interlaced is that it's not an SVGA. I am running now at 880*656 at 68.4Hz non-interlaced on my SVGA. I can even push it to over 900 if I wanted.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2024. MegaSTE HardDrive

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 13:57:32 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB4xFw.D5u@ztivax.zfe.siemens.de>
Source record: 203146

>Does anyone know what type of adaptor does Mega STE 4 house? My HD Utilities
>program says that I have a Seagate ST157N. I have it formatted to 45 megs.
yes, really the megste has the seagate st157n harddrive. It will give you
48MB

>I would like to buy a larger hard disk, say 200 meg but I don't know if I would
>have to get another HD controller to use with my new hard disk.
This won't be a problem I think. The harddiskcontroller is good enough for a
quantum 210 :-)

>Also, I find my Mega STE4 quite noisy. Is that the internal fan or is it the
>hard drive mechanism. Thanks in advance for any information.
you can get a new fan in it called pabst it is quiet and will fit instead of
the old one but the st157n is very loud so it will not bring the much :-|

bye, mike :-)

2025. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 14:34:19 UTC
From: sourada@iastate.edu
Message-ID: <gen_744302054@iastate.edu>
Source record: 203051
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.05.05
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

('Suspened' from publishing...)

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany,
Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format

back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number

of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm to 8-9 am LOCAL time. LOCAL time means local to the computer you are accessing! For example, 4 P.M. in Minneapolis, Minnesota is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New York.

2. Once you connect, issue the following commands at your FTP prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/atari/umich.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that might be of use to Atari ST users. Please send me addresses for the blank ones on this list. See also IAAD, it lists many more companies that are not on this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)

508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

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1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)

213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

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Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

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16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
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503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

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GEnie: ESTEEM GEnie: HISOFT
Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

W. David 'Dr. Bob' Parks William Penner
WizWorks! Medical Designs Software
P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER
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916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD or POTECHIN
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

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317 356 6946 201 998 4441
GEnie: R.RICHARDS2 GEnie: G.RICHARDSO1
Cat2 Top19

A Ridley Chris Roberts
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Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

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613 591 1922 310 595 9799
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CIS: 72711,2503 GEnie: S.SANDERS2
BIX: e rosenquist CIS: 71760,2140
Cat17 Cat2 Top39

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415 453 0271 496-A Hudson Street, Suite F39
GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S

Cat6 Top23

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Gadgets by Small, Inc. MS Design
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Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469
GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

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Delphi: DATAQUE

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GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
Cat6 Top32 Cat8 Top2

Melinda Turcsanyi Ralph Turner
MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

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Double Click Software Taylor Ridge Books
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713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
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BBS: 713 944 0108
Cat30

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216 539 5623 213 876 7704
GEnie: C.WALTERS1 GEnie: N.WEINRESS
Cat7 Top13 Cat4 Top12

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815 968 2228 Cat13 Top14
GEnie: DOUG.W
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413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: 93.05.02
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

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Andy Tanenbaum (ast@cs.vu.nl)
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John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
same static accepting stiffled INVERSION alive
Steven Ourada --- sourada@iastate.edu

2026. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 14:34:24 UTC
From: sourada@iastate.edu
Message-ID: <soft_744302054@iastate.edu>
Source record: 203053
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
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PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN

FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:

Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

```
user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>
```

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program

that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
same static accepting stiffled INVERSION alive
Steven Ourada --- sourada@iastate.edu

2027. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 14:34:28 UTC
From: sourada@iastate.edu
Message-ID: <hard_744302054@iastate.edu>
Source record: 203054
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM
Mega 1 8 1 1.2 F MB

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
same static accepting stiffled INVERSION alive
Steven Ourada --- sourada@iastate.edu

2028. Current IAAD list

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 14:37:38 UTC
From: sourada@iastate.edu
Message-ID: <sourada.744302258@vincent2.iastate.edu>
Source record: 203052

Can someone please mail me the lastest list of IAAD members and info for the
FAQ?

Thanks,
Steven Ourada

--
same static accepting stiffled INVERSION alive
Steven Ourada --- sourada@iastate.edu

2029. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 15:46:42 UTC
From: azog@world.std.com
Message-ID: <CB52Hv.4o3@world.std.com>
Source record: 203056

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>It's a IMO great screensaver for all Ataris.

Are you sure about this? It doesnt work right on my Falcon. It doesnt work period under MTOS, just locks up the machine totally...

When running without MTOS, and the screen saver kicks in, its totally funky. I cant explain it more than that...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name Death.

2030. Fastest/Most compatible LZH?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 16:01:43 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CB536w.Lyt@mailer.cc.fsu.edu>
Source record: 203060

Ok, I have been using lzh201l.ttp (the latest Quester version to my knowledge) for some time. In the past, I have found different lzh extractors with major incompatibilities, so I have stuck with 201l for some time.

I noticed a post comparing the new 2.20 with Quester, and mentioning a version 2.21.

My questions:

Is this new lzh 2.2x 100% compatible with Quester?

Is 201l really the latest Quester version?

Does 2.2x conform to the Quester command line structure, or the older lharc structure (i.e. should "Quester Mode" be set in Arcshell).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2031. For sale: Spectre GCR + ...

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 16:10:19 UTC
From: dclemans@news.wv.mentorg.com
Message-ID: <1993Aug02.161019.13097@news.mentorg.com>
Source record: 203057

For sale...

Spectre GCR - gives Mac+ emulation to the Atari

with Mac Roms & system software
with full manuals/documentation
with an original Spectre 128 cartridge (the predecessor to
the Spectre GCR)

and an unused PC-Ditto II board (gives PC-XT emulation
to the Atari)

$200 in the Portland, OR area

$200 + shipping elsewhere

Dave Clemans

dave_clemans@mentorg.com

(work) 503-685-1292
(home) 503-646-1138

2032. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 16:15:14 UTC
From: healy@nosc.mil
Message-ID: <1993Aug2.161514.15024@nosc.mil>
Source record: 203062

In article <1993Aug1.182149.24739@timessqr.gc.cuny.edu> sss@CUNYVMS1.GC.CUNY.EDU writes:
>In article <106652@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
>>In article <2350j1$58q@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael
>>Olin) writes:
>
>
>This is an ex-Atarian and current Mac owner responding who has been
>rolling on the floor with laughter reading the defensive remarks of
>desperate Atari owners. Are you _REALLY_ implying that software SOLD
>BY Atari should be examined by an anti-virus before installation on

>PS: This isn't from the unfortunate Atari owner SSS: this is from his smug Mac-owning pal, pas@mindvox.phantom.com.

smug is the word. The first virus I encountered came on a Mac operating system upgrade from Apple. Macs have always been notorious for viri. I've had an ST since 1987 and have yet to encounter a virus (and I sure hope things stay that way).

Smug ex-atarian comments belong in advocacy however; that is the purpose of that group.

Mike Healy

healy@nosc.mil

2033. Falcon A/D D/A

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 16:47:21 UTC
From: round@sees.bangor.ac.uk
Message-ID: <1993Aug2.174721@sees.bangor.ac.uk>
Source record: 203161

I bet this has probably been said before, but I have not been following this group, could someone tell me exactly what the Falcon can do in the way of A/D and D/A. What I want is to be able to record and playback CD quality signals simultaniously.

If it falls short can this Cubase board that was mentioned do it?

Thanks

David Round, room 310, UCNW, -+-\ -+-\
SEES, Dean Street, | | |_/
Bangor, Gwynedd, | | | \
LL57 1UT, UK EMail round@uk.ac.bangor.sees -+-/ + `
*****These are my own views, I represent nobody (Well maybe myself)*****
***********I guarantee nothing - Particularly the spelling**********

2034. Was: PageStream Color Postscript

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 17:02:40 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Aug2.170240.26096@news.unige.ch>
Source record: 203061

Speaking of colour Postscript - does anyone know how
I could print from Calamus SL onto a colour Postscript
printer ?

Mike

****
Mike Morris PhD
Division of Medical Genetics
Geneva
Switzerland
****

2035. Re: Announcing... NetHack-- 3.1.3!

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 17:42:34 UTC
From: leduc@schaefer.math.wisc.edu
Message-ID: <1993Aug2.174234.23148@schaefer.math.wisc.edu>
Source record: 203064
Cross-posted to: rec.games.hack,comp.sys.atari.st

avrom@Csli.Stanford.EDU (Avrom Faderman) writes:

[...]

>Very. But also a bit frightening. Anyone care to port Nethack-- to
>C++ (and rename it Nethack++) to avoid the recurrence of a _truly_
>silly thread?

>-Avrom

Too late.

RL

2036. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 19:29:00 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <744319739@amazon.cs.duke.edu>
Source record: 203063

From the Holy Book of <CB3p3A.LH4@sdf.lonestar.org>
as spake by evanlang@sdf.lonestar.org (Evan Langlois) :
[some attributions missing]
>> a. use a mail server that will do any site for you.
[...]
>Can someone give me some help on option =A= above?

Here's something I snarfed from rec.games.moria a year or so ago. I'm
posting it since I think it's of general interest. Enjoy.
++

From the Book of Usenet, Thompson 5:11...

,-,
|A|nd so it came to pass that the alumni, the graduates of the places of
'-' higher learning and knowledge, were shorn of their FTP access, and
were unable to access the many games thereby, and there was much wailing
and gnashing of teeth.

,-,
|A|nd one of the alumni despaired, and spake before the assembled masses:
'-' "Canst thou tell me of the way, that I might find my favorite game?
I am shorn of my FTP access."

,-,
|B|ut the masses did not know the way, and there was much silence.
'-'

,-,
|T|hen a voice rose from within the crowd, saying: "Come hither, and ye
'-' shall learn the secrets of FTP by mail." And the crowd hearkened to
that voice, and gave it a space, for there was much desire to learn the
secrets of FTP by mail.

,-,
|"|Send a message to ftpmail@decwrl.dec.com with the word 'help' in the
'-' body of the message, and ye shall receive a list of commands that
may be sent to this magical daemon. Thy requests shall be queued, and
verily I say that the files you request shall arrive at your mailbox in
the space of a day's time." The crowd marvelled at this, that the secret
should be so simple and easy, yet so little known.

,-,
|"|Have a care, thou must also knowest the secrets of 'atob', 'compress'
'-' and 'cat', for thy file may arrive compressed and in parts, and thou
must re-assemble, decode and uncompress them. Yet this is a minor task
to the likes of thee, worthy alumni." A murmur ran through the crowd at
this news: Some despaired yet again, having gone to places of learning
that did not teach these secrets. Others spake of ways to surmount these
difficulties, while still others paid them no heed whatsoever.

,-,

```
|A|nd so the masses dispersed, each to attempt to magic of FTP by mail,
'-' and in the days that followed there were many attempts made, and some
of these led to files, and others to error messages, and still others to
gibberish which the receiver could not comprehend. And there was some
despair, and some confusion, yet for the most part the files were received,
and it was like unto a miraculous work, for the masses had ever lost hope
of using FTP again.
,_,
|A|nd there was much rejoicing.
'-'

--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).
```

2037. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 20:00:37 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug2.200037.11976@iplmail.orl.mmc.com>
Source record: 203066

I have had my ST for less than a year now, and I have had two seperate instances of the 'mouse inversion' virus on some disks. Once on Sim City that I purchased used at a swap meet, and lately from a .msa file. It all depends on how un-lucky you get. The best think to do is be suspicious of any new disk that you add to your collection until you run a virus checker on it.

Larry Richardson
richards@foghorn.orl.mmc.com

2038. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 20:04:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9231@S2.maus.de>
Source record: 203032

R>I do hope that LHARC v. 2.22 works better than v. 2.21 does with
R>ARCShell 3.01 (Yes, ye comp. sic. types, I'm command-line ilitterate).

No. I don't know any other shell which has problems with LHarc 2.2x. And there are some new shells using the new possibilities. In the near future there will be a shell defeating everything else... :-) The other possibility is to wait for the internal LHarc-Shell (like Zip, but better ;-)

Criss

2039. Re: Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 20:04:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9230@S2.maus.de>
Source record: 203033

WS>How!? I'm amazed it can be made this fast..... It's out-performing
WS>the PC version on a 16Mhz machine!

I'm sure there are still some possibilities left to make LHarc faster...
But at the moment I'm realising the Zip-like shell...

Criss

2040. Re: Nintendo buy Atari?/Toy 'R Us to carry Jag

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 20:41:28 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug2.204128.15433@ntg.com>
Source record: 203065
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

In article <1993Aug1.180408.4528@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu (Bob Rusbasan) writes:
>Atari's stock has gone way up, and there are some big names looking at
>them right now. They've put all their eggs in one basket. I think if
>Atari fails with the Jaguar, the company will almost assuredly go under.

Atari's stock went way up when people noticed a huge number of shares being traded. If you looked closely, however, those shares being traded were Jack Tramiel selling some of his position to his sons.

--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2041. Re: For sale: Spectre GCR + ...

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 22:06:07 UTC
From: bnell@scr.siemens.com
Message-ID: <CB5K28.6xr@scr.siemens.com>
Source record: 203068

dclemans@news.wv.mentorg.com (Dave Clemans) writes:
>For sale...
> Spectre GCR - gives Mac+ emulation to the Atari
> with Mac Roms & system software
> with full manuals/documentation
> with an original Spectre 128 cartridge (the predecessor to
> the Spectre GCR)
> and an unused PC-Ditto II board (gives PC-XT emulation
> to the Atari)
>$200 in the Portland, OR area
>$200 + shipping elsewhere
>Dave Clemans
>dave_clemans@mentorg.com
>(work) 503-685-1292
>(home) 503-646-1138

Hello,
When I tried to reply to you the mail bounced. I'd be willing to take you
up on your offer if no-one else has. My email address is bnell@scr.siemens.com.
My work phone is 609-734-3314. I send you my address and home phone if you
are still selling.

Thanks,
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

2042. Re: Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 22:46:34 UTC
From: azog@world.std.com
Message-ID: <CB5Lxo.86F@world.std.com>
Source record: 203071

palefox@carson.u.washington.edu (Romeo Fahl) writes:

>I am looking for a good shareware/PD text editor to use on my ST. What
>would you recommend?

>Thanks!

>RoMeo

Well, theres a port of SEDT for GEM, called GSEDT (EDT is a pretty
nice editor available on VMS machines... I think there also may
be a version of ST-TPU???)

Theres also elvis, a vi clone. And then theres emacs... I shudder
when I even thinkl of emacs, so dont ask me about these....

Check atari.archive.umich.edu, probably under a directory called
atari/Editors

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

2043. Re: GEM message queue

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 23:17:53 UTC
From: jansteen@cwi.nl
Message-ID: <10834@charon.cwi.nl>
Source record: 203073

```
>In article <10800@charon.cwi.nl>, jansteen@cwi.nl (Jan van der Steen) writes:
>>
>>The other day I was sending myself redraw messages:
>>
>> msg[0] = WM_REDRAW;
>> msg[1] = app_id;/* AES's application id*/
>> msg[2] = 0;/* 16 byte message*/
>> msg[3] = w->win_id;/* GEM's window id*/
>> msg[4] = rect[0];/* Redraw area*/
>> msg[5] = rect[1];/* ...*/
>> msg[6] = rect[2];/* ...*/
>> msg[7] = rect[3];/* ...*/
>>
>>and noticed that (probably) AES frooze. I guess it was because of a
>>message queue overflow. I was scrolling through a text window keeping
>>the mouse pressed... this caused a lot of redraw messages.
>>
>>So, is there a way to check the message queue, avoiding it to overflow?

I want to sincerely thanks all people who responded to the
question concerning overflowing GEM message queues:

pjj@cs.man.ac.uk (Pete Jinks)
comeau@crc.sofkin.ca (Phil Comeau)
ogal@cix.compulink.co.uk (Ofir Gal)
apelled@cix.compulink.co.uk (Adam Pelled)
evanlang@sdf.lonestar.org (Evan Langlois)

As Mr. Pelled correctly pointed out, the specific problem can be
avoided by directly calling the redrawing function instead of
sending the redraw message to AES (and thus getting queued in
the AES message pipe).

The reason I posted the question was first of all out of curiosity
since the overflow of the message queue could happen in other
(unexpected) circumstances as well. But also since I believe that the
method to send the application redraw messages instead of executing
them locally (possibly all over the place) is elegant since:

1. AES promises to merge these events with other
redrawing messages, which will gain efficiency

2. The structure of the program will be cleaner and
thus the maintainability will improve since the
machinery is stired from one place
```

I have a related question concerning redrawing ICON type objects which
I've posted to comp.sys.atari.st.tech. I feel that the previous
question should have been posted there as well, I'm sorry that I didn't.

Thanks again for your thoughts,
Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

2044. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 23:19:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.509547@cix.compulink.co.uk>
Source record: 203166

In article <CB52Hv.4o3@world.std.com>, azog@world.std.com (azog) writes:

>Are you sure about this? It doesnt work right on my Falcon. It doesnt
>work period under MTOS, just locks up the machine totally...
>
>When running without MTOS, and the screen saver kicks in, its totally
>funky. I cant explain it more than that...
>
>--
For MTOS I recommend SCPROT by Markus Gutschke.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2045. 14meg ramboard 4sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-02 23:23:47 UTC
From: apalmer@pyrps5.eng.pyramid.com
Message-ID: <23k7m3$2a4@pyrps5.eng.pyramid.com>
Source record: 203072

I have a Z-Ram Falcon memory board with 14meg of
memory for sale. I am asking $500 for the board.
It has been working fine in my Falcon for about three
weeks. I'm selling the board because I need the money.
I would like to sell this to someone in the Bay area.
I will sell outside the Bay area for $500 plus shipping.
Please send me e-mail or phone me at 408-992-0131.

thanks,
apalmer@pyramid.com

2046. No BART, then use comp.sources/binaries.atari.st PRETTY PLEASE !!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 01:29:54 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1993Aug3.112954.1@uqvax.cc.uq.oz.au>
Source record: 203074

With BART down at the moment, is it possible that people depositing
files on a.a also post them to comp.sources.atari.st and/or
comp.binaries.atari.st, as these areas are an alternative source which
really doesn't get used.

Please keep this in mind for those of us without FTP access.

Thanks
Dennis

DENNIS REMMER mail_remmer@uqvax.cc.uq.oz.au *or* D.REMMER@cc.uq.edu.au

Real World: Applications Consultant, ARC Systems Pty Ltd
Graphics, GIS, CAD, Utilities Management, Systems Integration
Academia: Postgraduate, The University of Queensland
GIS, Technology Management, Department of Geographical Sciences
Plus (at no extra cost): Principal, Transmission Communications
Brisbane-based Electronic Music Label, Production, Innovation

2047. Re: Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 02:00:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.509786@cix.compulink.co.uk>
Source record: 203169

In article <23evvv$955@news.u.washington.edu>, palefox@carson.u.washington.edu (Romeo Fahl) writes:
>
>I am looking for a good shareware/PD text editor to use on my ST. What
>would you recommend?
>
Everest. Mail staylor@cix.compulink.co.uk or jconnor@cix.compulink.co.uk for details about English version and registration. It is excellent and fully GEMed.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2048. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 02:03:42 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.wpabkcXr_DU@nasim.sta.sub.org>
Source record: 203181

saj@chinet.chinet.com (Stephen Jacobs) writes:

>The plot sickens. I have a VGA monitor on the table next to the Falcon. I
>got an adapter to connect it up, and I get yet another video selection
>dialog, with the choice of line doubling or not instead of interlaced or
>not. Also, the true color modes aren't offered. Also, the ST mono
>compatibility mode seems to be slightly different from the one I get on the
>multisync. I think I've heard about all these things before, but never
>in terms quite as concrete as "with this setup I'm offered these options".

True Colour is only available if you switch to 40 columns.

The ST-MONO compatibility mode are the same on an VGA and a
MultiScan. What do you mean is different?

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

2049. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 02:38:56 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB5wow.324@sdf.lonestar.org>
Source record: 203162

==========
Well, you've obviously got something set up wrong then. Have you got
caching enabled on the FAT disk and not on the minixfs one?

minixfs is approx 2x faster in general use on my system.

==========

I have done tests with and without caching, and with both uncached, the GEMDOS one is faster, and newer MINIX drivers test slower, although I don't have the latest. Also, MINIX XFS driver has its OWN cache, and I haven't messed with it at all. Is there a way to increase the cache (without making an extra program to make an FCTRL call and sticking it in my MINT.CNF file, I hate trillions of utility programs that need to load in).

What version of TOS do you use? 1.0 and 1.2 and even 1.4 are all MUCH slower than 1.62, with 1.0 being abysmal. If you use 1.0, then MINIX is likely faster for that reason. My 1.62 (which is actually about the same as 2.06 without Newdesk) is much faster on the GEMDOS level. This COULD be the difference. Also, I have a VERY slow drive, with horrible access times. Perhaps the FAT system is better on slow drives (it would be if the MINIX one needs to access more non-contiguous sectors).

I'll do a re-test later when I get the newer MINIX.XFS and maybe I'll increase the cache, but caching shouldn't be a problem if BOTH are not cached.

2050. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 02:44:16 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB5wxt.3AB@sdf.lonestar.org>
Source record: 203164

GEMVIEW 2.30 came with a program called Multidialog, or it was SUPPOSED to.
I got the folder, and the README, but no program. Its supposed to put any
dialog box into a window so that you can still access the menu-bar and task
switch. Does anyone know where I can get this?

Also, can anyone tell me about WINX and WINNI?? One of them said it modified
the AES and would read from ROM or a disk image. It wouldn't work with my
TOS 1.62 ROMs nor my TOS 1.0 disk tos that I keep. The other just opened
some windows, but it was in German, so I don't know what it was supposed to do.

Thanks
email reponse would be best.

2051. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 02:49:43 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB5x6w.3EK@sdf.lonestar.org>
Source record: 203163

```
====================
This video mode dialogue is what you should normally see: you should
have double lines (interlaced, really...). True colour seems to be
only available in 40 column mode (heave... unless its my monitor
also?)
====================
```

No, interlaced makes 400 lines out of 200, doubling makes 240 lines out of 480, so they are opposite effects. TV monitors need interlace to get more lines and VGA monitors need doubling to get fewer lines (which looks better than the real thing, since doubling doesn't leave scan-line spaces). I need a way to access BOTH monitor types since I have an NEC 3D (no Falcon yet :-)

True Color is only available in 40 column or interlaced modes since the falcon is limited to around 8M Longwords/second of video bandwidth or around there, and 640x480 in true-color in too much I think.

2052. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 03:03:00 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <23kkh4$b1a@apakabar.cc.columbia.edu>
Source record: 203078

I was always wondering why my mouse flipped when I used certain disks...,
I just assumed it was a funky TOS bug. Either way, is there any PD software
that will kill this, and will it do any serious damage to my system if I
take my time killing it? (I have a MegaST 1.02, soon to be MegaSTE.

Sol Poretsky
hsp4@columbia.edu

2053. Re: Nintendo buy Atari?/Toy 'R Us to carry Jag

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 03:14:21 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <23kl6d$o8e@usenet.INS.CWRU.Edu>
Source record: 203077
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

Re: Stephen Landrum's comments concerning the surge in Atari's stock

Methinks Steve may be getting a little nervous about the Jaguar...(har, har)

- Chris Millar Internet Address: cmillar@delphi.com

2054. Re: Smooth Talker WANTED $$

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 04:03:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2720103@under.mind.ORG>
Source record: 203014

Well, although the sound quality isn't as good as Smooth Talker's, that PD program (STSPEECH.TOS) can be used from GFA BASIC. I have the code somewhere, but unfortunately it only works with v2.0. (And only from the interpreter.) I could disassemble a compiled Modula 2 program, see how it accesses STSPEECH.TOS, and possibly make that usable from GFA. (BTW, the prgram is that talking formatter.)

--
via Fortress Gateway at uumind.mind.ORG

2055. UPLOAD: nh313gem.zoo - Full-colour GEM NetHack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 04:45:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14668@uqcspe.cs.uq.oz.au>
Source record: 203079

(Changes list at end of message)

NetHack 3.1.3

Graphical GEM Version for Atari Computers
REVISION A

by Warwick Allison
warwick@cs.uq.oz.au

No longer do you have to play NetHack with silly character graphics!

OVERVIEW

This port of NetHack gives you full-colour graphics, plus a
completely GEM user interface. Not to be confused with the hackfnt
technique of simply changing the font, THIS version gives you
16x16 pixel, 16 colour graphic icons for EVERY OBJECT IN THE GAME -
that's about 850 different icons.

REQUIREMENTS

Being a GEM application, this game will run in many graphics modes,
however it is by far the best when played with:

- 16 colours
- AT LEAST 640x480 pixels

This means that the game is not really playable on the standard modes
of old ST, Mega, and STe models. It will, however, run in such modes,
but with most of the playability lost. Run it in ST-medium to the
see basic interface, then run it in ST-low to see the neat graphics...
then try to imagine what it is really like...

and get a Falcon, a TT, or a graphics card.

This version also requires at least 2 MEGABYTES of RAM: the program
itself is more than 1M, and the graphics consumes 350K.

THE DISPLAY

There are 3 windows, initially placed in the order:

- Message window
- Map window
- Status window

The Message window is a scrolling window of messages. Make sure you keep an eye of these messages - they mean the difference between death and maybe death. Note that it works a little different from the normal NetHack message display: you will always see the most recently output messages. New messages are initially displayed in large text, but become small when no longer current. If too many messages arrive a "MORE" window will pop up - prompting you to read the messages, then press return.

The Map window is where all the action happens. It is a scrolling window, although in 640x480 modes, you can see the full height of the map, and half of the full width. It scrolls automatically as your player moves around the map, and can be manually scrolled with the GEM scrollbars, or by using the arrow keys. You may select to have a box around your player by choosing the "Map cursor" menu item - this is most useful if you drink a potion of invisibility!

The Status window is exactly as appears in the traditional character-based NetHack. I won't go into details of NetHack itself - read the NetHack documents for that information.

THE CONTROLS

Both mouse and keyboard controls are available at all times.

Experienced NetHack players will generally use the keyboard 95% of the time, but it is handy to have the GEM menus at the top of the screen for those less-often used commands.

The GEM menus have the keyboard equivalents displayed with them, so the beginner can quickly learn the more common commands (selecting 'Get' will drive you crazy if you don't learn that ',' is the keyboard equivalent).

The map can be clicked on to move the player around, but this gets VERY tedious. Use the numeric keypad (8 directions) to move the player:

```
N
|
7 8 9 5 = self / rest
```

W-4 6-E Shift-number to move in that direction until a corner.

```
1 2 3
|
S
```

When scrolling about with the arrow keys or scrollbars, the HOME key will return the view to your player.

During pop-up dialog boxes, the UNDO key will ALWAYS end the interaction with a non-response (usually undoing the activity without effect). The ESC key also ends interaction in MOST pop-ups. It doesn't end a "get line of text" pop-up, because the standard GEM user interface uses the ESC key to clear a field. You would agree with me that you don't want ESC to cancel the pop-up when you are asked to wish for something...

Also in pop-up dialogs, keypresses can be used to select options - just use the keys depicted in the pop-up. The RETURN key selects the heavy-outlined button, as per the GEM user interface.

Pop-up dialogs may be dragged around the screen by clicking and holding on the background blue area of the dialog. This is especially useful when you think you've read a create monster - just drag the pop-up so you can see what happened the instant before it popped-up.

CAVEATS

Currently, if you read a blessed scroll of genocide, you will be asked what "class" of monsters to exterminate. In the character-based NetHack, this simply means you get to wipe out all the monsters represented on the screen by a given character! So, in order to use such a scroll effectively, you will have to read the on-line help to get a bit of an idea what monsters are in each "class" if you want to know what to wipe out.

HISTORICAL NOTE

You may notice a resemblance in some of the icons to those in the old EPYX game called "Rogue". I have deliberately drawn similar characters for some monsters, so as to give a feeling of homeliness to those players who have spent hours playing the EPYX "Rogue". However, be clear that this game is not IN ANY WAY endorsed by EPYX, nor is any of the graphics in this game copied from the EPYX "Rogue" graphics.

USER SERVICABLE PARTS - for experts

The graphics used by the game are contained in 4 Degas Elite picture files (.PI1) in the data directory. It's probably best not to look at them too soon - it'll spoil the game a bit to see all the graphics, but I've provided them in that format so that if you don't like my picture of a Rust Monster (yes, I know they are supposed to be red), you can change them.

The resource file for this game may be edited quite extensively to customize the interface. Of course, ALWAYS keep a backup of the original RSC if you start changing things. ALL MENU BAR ITEMS may be moved around, deleted, etc. the keyboard equivalents must remain unchanged - it is those that are passed on to the NetHack system. So, for example, if you don't like the way I have ordered items in

```
the "Here" and "There" menus (I certainly don't like the ordering),
you can move them to under other menus, and change the text of the
item, provided you leave the keyboard equivalents the same.

------------------------------------------------------------------------------

---------------------- NH 3.1.3 GEM - Revision A ----(this release)-----
NetHack 3.1.3 base used.
ST-specific help file added to Help menu.

---------------------- NH 3.1.2 GEM - Revision A ----------------------
NetHack 3.1.2 base used.
Message window changed to ensure ALL of EVERY message seen (Wrap, "MORE" pager).
Text and Menu windows vertical scroll with UP and DOWN arrows.
Full colour graphical RIP tombstone.

---------------------- NH 3.1.1 GEM - Revision C ----(previous release)-
Flying dialogs added.
Support for graphics cards vastly improved.

---------------------- NH 3.1.1 GEM - Revision B ----------------------
Ensured "LEVELS" and "SAVE" subdirectories are in archive.

---------------------- NH 3.1.1 GEM - Revision A ----------------------
Initial GEM port of NetHack 3.1.1.

------------------------------------------------------------------------------

--
Happy GEM-NetHacking!
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| ___________________________|
```

2056. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 05:45:28 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <23ku1oINNfae@sheoak.ucnv.edu.au>
Source record: 203086

In article <H.ea.5jLZ5ChNGqw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Jul21.182936.1707@midway.uchicago.edu>, Gustavo Comezana writes:
>> Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
>> available from an FTP site?
>
>I imagine the ST is far too slow to deal with an MPEG file at an
>almost-reasonable frame rate... The Falcon could probably do it at a
>respectable rate _IF_ it used the DSP.
>
What about some means of converting these to an ST animation file?

Jared

2057. Omniswitch for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:00:10 UTC
From: u833@rex.uokhsc.edu
Message-ID: <CB660A.C6M@rex.uokhsc.edu>
Source record: 203087

Hello, I was moving this last weekend and ran across a couple of pieces of hardware from my old Atari 520ST. I thought I'd post and see if anyone was interested in them.

Omniswitch by Talon Technology
-switches between color and Monochrome monitors with 1 switch
-converts standard atari video to IBM type multisync plug
(both 9pin and 15pin)
-composite video out
-audio out
-switches between 2 floppies as floppy B:
-includes monitor video cable (color) and floppy drive cable to go from box to atari

I've only used this with an old ST model and none of the newer machines.

I'll be happy to sell it to some deserving soul that'll put it to better use than my trash can as that's the only other place I know to put it.

So leave me mail if your interested. $40 would be fine with me.

2058. Software-Modem

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:06:43 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB66B8.8JA@ztivax.zfe.siemens.de>
Source record: 203080

>>Don't wait for a software modem. The FALCON is not that fast.

>??! It was said some time ago that the DSP could easily "emulate" a
>14K4 modem, not state-of-the-art nowadays but still impressive. Is
>this not possible after all? Even 9K6 would be nice, considering the
>2400 baud modem I'm using now...
hi!
A friend of mine told me that a friend of him (a firend of him a firend of him...???) is programming a softwaremodem with 14400bps and the coding and decoding sequences are all right now. the only problem should be to handle this in a program and not by using an assembler.

Mike :-)

2059. mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:17:22 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB66sy.8t9@ztivax.zfe.siemens.de>
Source record: 203081

>>In <1993Jul21.182936.1707@midway.uchicago.edu>, Gustavo Comezana writes:
>>> Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
>>> available from an FTP site?

>>I imagine the ST is far too slow to deal with an MPEG file at an
>>almost-reasonable frame rate... The Falcon could probably do it at a
>>respectable rate _IF_ it used the DSP.

>Gemview can deal with JPEGS, but, it doesnt use the DSP. Even on
>the falcon, with an 030 (yes, slow at 16MHz, but still faster than
>a 16MHz 68k), its pretty damned slow...

>--
>Billy D'Augustine azog@world.std.com
hi!`
I'm reading interested the discussion about mpeg on atari and now it is time to grin about this :-) because in the moment i'm working on a sparc2 at siemens and i'm programming at an mpeg-player. the speed on the sparc2 (26mips) is incredible slow (8bit colours) and on the sparc10 (86!mips) a gray-dithered videosequence (8bit gray) will decode approximately 3.5 pictures per second. look this is for realtime applications too slow and won't be much better in the next times. Maybe the jaguar will deal with it (150mips).
mike :-)

2060. Beforedawn

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:25:11 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB675z.94r@ztivax.zfe.siemens.de>
Source record: 203082

>Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>>It's a IMO great screensaver for all Ataris.

>Are you sure about this? It doesnt work right on my Falcon. It doesnt
>work period under MTOS, just locks up the machine totally...

>When running without MTOS, and the screen saver kicks in, its totally
>funky. I cant explain it more than that...

such things don't happen with midnight THE screensaver on atari st(e)/tt/falcon,...
mike:-)
>--
>Billy D'Augustine azog@world.std.com

>And I saw, and look, a pale horse, and the one seated upon it had the name
>Death.

2061. good st-editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:30:26 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB67Eq.9BA@ztivax.zfe.siemens.de>
Source record: 203083

>I am looking for a good shareware/PD text editor to use on my ST. What
>would you recommend?

>Thanks!

>RoMeo

hi!
in the moment i'm using que (v3.02) and it's still good (i use it for tex and other ascii-files) avaiable is it on several ftp-archives.
mike :-)

2062. FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:34:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23l0ujINN12s@golem.wcc.govt.nz>
Source record: 203084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I have just had a play with the latest version of FLASH II,
I just got the Patches down from GEnie for a friend, it is
now upto version 2.11...

I have never realy played with it before, the reports that I read
about it and the comments from Alan Page put me right off,
Alan mentioned that it had the same flaws as FLASH 1.6..

I as I had the latest version I though that I would give it a try out...

Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
no support for sending a ESC key code, used on many BBS's, its used as a clear
key, no support for C-Kermit, only Kermit, and you have to manualy select
Terminate after logging off a BBS...

From what I have read the Zmodem is a old version taken from the PD source
code that has been posted around, there is a TX delay after each TX block..

So Please were can I get a real GOOD Terminal program, Connect
is no good, no support for medium res, and Stalker is very slow and has some
bugs from what I can make out...

I like the Flash concept, the only one that has come near is Trapido...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2063. AIM 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 06:41:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23l1beINN12s@golem.wcc.govt.nz>
Source record: 203085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

AIM 3.1 does not work in Low Res Colour..

all I get is a load screen and a bee after it loads..

This was tried on a 2.5 meg STFM and a 4 meg STE..

a friend also got the down from the same place cs.tu-berlin.de
and has the same problem with a 1040 STFM...

My copy does work on a mono monitor....

the LOW.RSC file is there and sounds like its being loaded..

Is this a Buged Version..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2064. Re: PageStream Color Postscript

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 09:09:41 UTC
From: djs@jet.uk
Message-ID: <1993Aug3.090941.18877@jet.uk>
Source record: 203099

In <23bur4INN25u@umbc7.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:

>Hi to any PageStream users.. I'm curious how to get it to print color
>postscript files. Do you have to do anything weird to get it to print,
>or will it handle them normally...?

As the v2.2 manual says, (but the v2.1 manual did not say), you need to
put the word `color' in the options field of the printer setup dialogue.

I have done this, then got colour files correctly viewed using GhostScript,
although I do not have a colour printer for the ultimate test.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2065. Re: Was: PageStream Color Postscript

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 09:16:52 UTC
From: djs@jet.uk
Message-ID: <1993Aug3.091652.19011@jet.uk>
Source record: 203100

In <1993Aug2.170240.26096@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:

>Speaking of colour Postscript - does anyone know how
>I could print from Calamus SL onto a colour Postscript
>printer ?

SL does not support PostScript out-of-the-box, you need the DataFormer module
(which is quite expensive). From DMC (in response to a similar question
from me):

"You require the optional Dataformer module to output about 17 extra file
formats, which include PS/EPS."
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2066. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 09:45:22 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Aug3.094522.18572@beaver.cs.washington.edu>
Source record: 203089

In article <CB0IAL.65D@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>
>The plot sickens. I have a VGA monitor on the table next to the Falcon. I
>got an adapter to connect it up, and I get yet another video selection
>dialog, with the choice of line doubling or not instead of interlaced or
>not. Also, the true color modes aren't offered. Also, the ST mono
>compatibility mode seems to be slightly different from the one I get on the
>multisync. I think I've heard about all these things before, but never
>in terms quite as concrete as "with this setup I'm offered these options".

The fact is you can't do true-color modes in 80 columns on a VGA monitor. The
only way the Falcon can do it is with interlace which is only available on
an RGB monitor (SC1224 or equivalent), at least with the standard monitor
adapters and desktop video stuff. So no, there isn't anything wrong with
your monitor, you have to use 40 column for true color.

How is the ST monochrome different? It should still come up with 640x400x1bit
on a VGA monitor as well as an RGB or monochrome (it's interlaced on the RGB
monitor). If the display is "squished" you can just adjust the monitor
controls to stretch it out again.

>
>I think maybe I have to learn what happens with the M0 and M1 pins on that
>connector, and make the appropriate switchbox.
>

Well, that depends what you're trying to do. On a VGA monitor you get up
to 640x480x256 colors (and anything less than that of course with 256 or
less colors) and also true color in 320x240 or 320x480. If you get a
ScreenBlaster or similar device and you have a multisync monitor (or SVGA
at least), you can get higher resolutions. I routinely run my Falcon at
832x624x16 colors or 800x608x256 colors, and that's without any external
hardware at all, just a program in the auto folder. With external
hardware you get those higher modes but with a lot better refresh rate.

> Steve

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2067. MasterBrowse Beta-Testers Needed!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 09:58:20 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.fivkEMGlGLk@elfhaven.ersys.edmonton.ab.ca>
Source record: 203038

Hi,

If you have TOS 2.06, I need your help.

I need two people to beta-test the new version of MasterBrowse. There may be some problems with TOS 2.06, but there is no way for me to confirm this without more than one test-machine available.

So, if you are interested in testing the new version, please send me a message at ess@PUCnet.com right away!

(No experience is required - if the program bombs, there is something wrong. If not, not. I know where the problem SEEMS to be, but it could just be the computer the program was tested on. The testing itself would take less than twenty minutes.)

Be sure to send a break-down of your system, AUTO folder, and installed accessories with your request to beta-test.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

2068. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 10:07:31 UTC
From: hesche@hivehom.cs.tu-berlin.de
Message-ID: <23l9uh$c0s@news.cs.tu-berlin.de>
Source record: 203088

Hi,

In article <CB3p3A.LH4@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

> > a. use a mail server that will do any site for you.

> Can someone give me some help on option =A= above?

Send mail to ftpmail@decwrl.dec.com with help inside the message.

Bye

Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

2069. Re: AIM 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 11:09:55 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <23lh23$8jt@unicorn.ccc.nottingham.ac.uk>
Source record: 203091

In article <235rpu$3qn@news.cs.tu-berlin.de>, hesche@quepasa.cs.tu-berlin.de (Herwig Schelauske) writes:

|> some minutes ago, I recived AIM v3.1 (Atari Image Manager) from Robert H. de
|> Vries (thanks). I moved it into /pub/atari/graphic/ at ftp.cs.tu-berlin.de
|> (130.149.17.7, mail-server@cs.tu-berlin.de) and in the moment I try to
|> upload it to atari.archive. Filename aim_3_1.zip.
|>

Anybody got the colour version of this to work on an STE ? The Mono version seems fine, but in low resolution it just hangs whilst loading.

Sam

Samuel Marshall Dept. Psychology
(0602) 515151 Nottingham University
ext. 8369 University Park
e-mail ssm@psyc.nott.ac.uk Nottingham NG11 6DS U.K.

2070. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 11:50:27 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug3.115027.24942@iplmail.orl.mmc.com>
Source record: 203093

In article <23kkh4$b1a@apakabar.cc.columbia.edu>, hsp4@namaste.cc.columbia.edu (Haim S. Poretsky) writes:
|>
|> I was always wondering why my mouse flipped when I used certain disks...,
|> I just assumed it was a funky TOS bug. Either way, is there any PD software
|> that will kill this, and will it do any serious damage to my system if I
|> take my time killing it? (I have a MegaST 1.02, soon to be MegaSTE.
|>
|> Sol Poretsky
|> hsp4@columbia.edu
|>
|>
|>
|>
|>

The biggest risk is the fact that the virus replicates itself by writting the virus code into the boot sectors of a floppy disk. If it writes itself onto a disk that has actual boot code...

I used V Killer to detect and remove the virus. V Killer is great virus detection/removal software. It even gives a description of the virus if it recognizes it. It is available on atari.archive.umich.edu (I think).

Larry Richardson
richards@foghorn.orl.mmc.com

2071. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 11:55:45 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB6MGy.8sD@dscomsa.desy.de>
Source record: 203090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23l0ujINN12s@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
> with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
[...]
>So Please were can I get a real GOOD Terminal program, Connect
>is no good, no support for medium res, and Stalker is very slow and has some

No support is a little overstressed. In fact it runs pretty well unter
medium res but its not that nice as in higher resoltions. At least
CoNnect's internal Z-Modem is very fast. On a TT or Falcon it rates
up to 11000 Cps when null-modeming on a 115200 line.

Wolfgang

2072. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 12:50:42 UTC
From: azog@world.std.com
Message-ID: <CB6p0J.6D4@world.std.com>
Source record: 203092

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>Well, that depends what you're trying to do. On a VGA monitor you get up
>to 640x480x256 colors (and anything less than that of course with 256 or
>less colors) and also true color in 320x240 or 320x480. If you get a
>ScreenBlaster or similar device and you have a multisync monitor (or SVGA
>at least), you can get higher resolutions. I routinely run my Falcon at
>832x624x16 colors or 800x608x256 colors, and that's without any external
>hardware at all, just a program in the auto folder. With external
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

What and where can I find such a program? I found something a few
weeks ago, on the Znet BBS. Forget the name, but the README file
stated something to the effect that the program isnt fully tested,
and since it deals with non-standard rez, it could damage your
Falcon and/or your monitor... needless to say, I didnt run it...

--
Billy D'Augustine azog@world.std.com

And I saw, and look, a pale horse, and the one seated upon it had the name
Death.

2073. WANTED: ST Ram board and ROM upgrade!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 13:11:14 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Aug3131114@ramanujan.WPI.EDU>
Source record: 203153

I'm looking to upgrade my 1040STf.

I've got some SIMMs (256k and 1 meg) sitting around, so I thought a RAM board would be a good idea. Anyone have one to sell? Or any suggestions?

Also, I'm looking to upgrade my old TOS 1.0 ROMS to at least 1.4. Can anyone offer some pointers on this? Should I get a switchable TOS board? Do I need a special board to upgrade? i would assume so...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - I did not invent this world -
- Everybody thinks the way that we thought, -
- We thought ahead, and look what we got -

2074. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 13:19:17 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.744383834@rw8.urc.tue.nl>
Source record: 203096

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>Surprise. George Woodside's VirusKiller monitor guard binged when we
>looked at Speedo disk #3. Sure 'nuff, on closer investigation V-Kill
>reported a known virus ('Key' or Signum virus....)

About four years ago I had this virus too. I luckily discovered it
before it had done any damage, but I am interested in what it would
have done if I hadn't caught it in time. Supposedly this is the most
widespread virus on the ST. Atari ST Niuews in the Netherlands claims
that there are more than 1.5 million copies of it. Sounds like the
pingpong virus on the PC.

Erlend.

2075. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 13:19:59 UTC
From: tzs@hardy.u.washington.edu
Message-ID: <23lolv$mf5@news.u.washington.edu>
Source record: 203095
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

arp@shell.portal.com (Andy - Patrizio) writes:
>Of course, Atari is selling it, so you know what's going to happen...

So, will it be available from both Atari dealers?

--Tim Smith

2076. For SALE: 520 ST, 2.5MB RAM, 84MB HD, Word Perfect... $450, o.b.o.

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 13:29:40 UTC
From: koleda_k@msb.flint.umich.edu
Message-ID: <koleda_k.101.0@msb.flint.umich.edu>
Source record: 203094

FOR SALE: MUST sell, ATARI ST system, 2.5 MB RAM, 84 MB HD, Word Perfect...

All of the items listed below for $450 O.B.O.
Best offer as of 8/13/93 takes it.

Hardware:
Atari 520ST (TOS in ROM) ...
External DS/DD drive, Atari SF-314
Mouse, Best Electronics
Joystick, Standard Atari (2)
Eazy-ST 2 Meg Ram Upgrade (total 2.5 Megs)
Monochrome Monitor, Atari SM124
Monitor switch box, Astra
Color Monitor, Atari SC1224
1200 Baud Modem, Atari SX212
Hard drive case, 3-5.25 inch bays/power/fan (Tech Spec.)
Supra Hard SCSI controller with clock
84 MB hard hrive, Seagate ST-296N, 28 ms access
1-Joystick Wico "Bat Handle"
Star NX-10 9-pin dot-matrix printer, extra ribbon, Epson/IBM

Software:
WordPerfect 4.1 (excellent spell checker and thesaurus)
Pagestream 1.83, with 16+ PD fonts
LDW Power 2.0 (Exports Lotus format)
G-Plus, Codeheads
Mavis beacon Teaches Touch Typing
GFA Draft Plus
F-16 Falcon (upgraded to hard drive installable version)
Stealth (telecomm software)

Atari Explorer, several years
ST-LOG
START numersous issues, many with magazine disks

Public domain software:
About 25 megs total on hard drive
Much duplicated on floppies
Utilities of all kinds
.IMG clipart
.TNY color pictures
Many excellent public domain games
Lots of GFA basic source code Included on hard drive

Everything in excellent condition. No known problems.

Prefer to sell as a unit. Actual shipping charges on most items -- or pickup in vicinity of Flint, MI (about 1 hour drive N. of Detroit).

That's only $450 o.b.o.

Please contact via e-mail.
Koleda_k@msb.flint.umich.edu

2077. How much to pay for a 1040st?

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 14:04:33 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <23lr9h$4eq@telerama.pgh.pa.us>
Source record: 203098

I'm in the market for a used Atari 1040st. How much is too much to pay for
one?
Joe
--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

2078. Re: Where's Jim Allan (FAST Technologies)

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 14:05:19 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <23lrb0$583@charm.magnus.acs.ohio-state.edu>
Source record: 203097

In article <24JUL93.07060280@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>On Dec 5, 1992 I issued a certified cheque to FAST Technologies for
>a T25 accelerator board. It's now July 24th, 1993 and still no
>T25! Repeated requests have been made for the product (always got
>an answering machine - never was able to speak to a person). This
>morning I called and could not even get the answering machine.
>
>Has Jim Allan taken flight with my $US 285.00? Anyone know where
>I can reach Jim. I am getting a little bit ticked off at this
>nonsense.
>
>Jim, if you're out there I want a full refund. Enough is enough!

Jim is not out here, he refuses to try internet, but his GeNie address is J.ALLEN27. It is the only way to get ahold of him. I should say that Jim Allen and I are not on good terms. It took a *long* time (over 6 months) to get my T25, and I only got it after getting ahold of Nathan at ISD (he is head of IAAD also). Amazingly enough, I had my T25 withing 5 days then! Jim is a LIAR LIAR LIAR LIAR, I warn everyone not to purchase a single product from him.

First, I asked two very specific questions about the T25;

1) Did it work *completly* with the Spectre GCR
2) Did it work *completly* with the ISAC card

his answer to both was an absolute *yes*, "NO PROBLEMS AT ALL". Guess what... He knew very well that the card did in fact cause problems with *some* Spectres and *some* ISAC cards. In my case, it works properly with neither of them! To use Spectre disks I have to return to 8mhz, and it causes screen glitches with the ISAC. He knew about both of these problems, and when I asked he should have said "There are occasional problems".

Also, he repeatedly lied to me about my T25 being "in the mail". It was never in the mail, not until I got IAAD after him.

Finding that there really were problems which he *lied* to me about, I demanded a refund. He repeatedly refuses to refund my money. Also, he has said I could send him my machine to him and have it repaired within a couple days since he knows how to fix both the problems I have. I can't believe he expects me to be stupid enough to send my machine to a guy who has repeatedly and purposfully lied to me?!?!?!? I may never see it again!

I believe he lives in the Boston area, I am going to be in that area in about 6 months, and I'm simply going to take my machine over and have him fix it while I watch.

I doubt you will get your money back, and I doubt you will get your T25 if you don't get ahold of someone like Nathan.

However, I should say that the T25 is extremely fast. I had AdSpeed also, and the T25 is much faster even than AdSpeed, especially in the Video areas. If you get one and it works, I think you will be pleased with the speed it provides.
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "Isn't the term Politically Incorrect
/ | \ \// somewhat Politically Challenged?" - me

2079. Re: Where's Jim Allan (FAST Technologies)

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 16:34:43 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug3.163443.27571@sofkin.ca>
Source record: 203155

In article <23lrb0$583@charm.magnus.acs.ohio-state.edu> dhbutler@magnus.acs.ohio-state.edu (Pandemonium) writes:
>Jim is not out here, he refuses to try internet, but his GeNie address is
>J.ALLEN27. It is the only way to get ahold of him. I should say that Jim Allen
>and I are not on good terms. It took a *long* time (over 6 months) to get
>my T25, and I only got it after getting ahold of Nathan at ISD (he is head of
>IAAD also).

Dorothy Brumleve is currently president of the IAAD.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

2080. Re: virus on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 16:36:37 UTC
From: ga@mrih.no
Message-ID: <1993Aug3.163637.24963@ugle.unit.no>
Source record: 203151

Frank Bartels (knarf@nasim.sta.sub.org) wrote:
> mike@bsun10.NoSubdomain.NoDomain (Mike Gassmann) writes:

> >btw, are there any viruses that also runs on the falcon. i ask this because i have
> >no virus-killer which is running on my falcon :-(

> Hmm, a German virus-killer called Virendetektor (vdet_31m.lzh) works
> fine on my FALCON in any resolution.

> >mike :-)

> Bye,

A demo version of "Antidote" - probably the quickest and most compatible
virus killer of them all will follow next issue of Scriba, to be
released some time in August (hopefully. We have some problems with
some decrunching routines that flipped out).

_______ ________ _______ _______
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
_______/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ ________/ / _______/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_______/ __/ __/ __/ __/ __________/ ST font by tkl@mrih.no

2081. Re: good st-editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 16:37:35 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug3.163735.17157@ibr.cs.tu-bs.de>
Source record: 203152

In article <CB67Eq.9BA@ztivax.zfe.siemens.de>, mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:
|>
|> >I am looking for a good shareware/PD text editor to use on my ST. What
|> >would you recommend?
|>
|> >Thanks!
|>
|> >RoMeo
|>
|> hi!
|> in the moment i'm using que (v3.02) and it's still good (i use it for tex and other
^^^^
|> ascii-files) avaiable is it on several ftp-archives.
|> mike :-)
Is this a typo?
I'm using QED (v3.02), it's great.
You may define your own shortcuts (K"urzel) thus typing
bd(esc) leads to \begin{document} in TeX-Mode.

I've written a ps.krz and mailed it to the other, because I don't
want to type things like setlinejoin (or was it ...joint) every time.
Now i simply type slj(esc).

It supports GDOS (no printing, only smaller fonts)!

BTW, QED is shareware by Tom Quellenberg

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2082. Re: Looking for Civilization for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 17:24:49 UTC
From: kennyy@bnr.ca
Message-ID: <1993Aug3.172449.1461@bmers145.bnr.ca>
Source record: 203154

Louis R. Castro (rene@dvorak.amd.com) wrote:
: Hi fellow ST users. I'm a new owner of an old 520ST, unmodified as well.
: Anyway, as the subject says, I'm looking for CIV on the ST because I think
: it's a great game. I've only played it on a MAC 210 DUO but since neither
: the game nor the computer are mine I can't play as often as I would like.

Sorry Louis, but Civilization needs a meg, plus a double-sided drive to run.
Your old 520ST should have only 512K, with a single-sided drive.

--
Kenny Yan. kennyy@bnr.ca
The above is not a BNR opinion/view/comment/press release.

2083. Re: Looking for Civilization for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 17:46:15 UTC
From: proche@imag.fr
Message-ID: <CB72p3.MAB@imag.fr>
Source record: 203156

Sorry, but if you have just 512K, I think you can't run Civilization.
Maybe you should upgrade it to 1 Meg. Anyway, the game will be less
nice than on Mac.

--

| Pascal Roche | Pascal.Roche@imag.fr | LGI Grenoble | 76-51-46-00 poste 51-20 |

| "Yeah ! Yeah !" |
| Nirvana |

2084. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 19:17:08 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CB76wK.66z@mailer.cc.fsu.edu>
Source record: 203158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
> Hi I have just had a play with the latest version of FLASH II,
> I just got the Patches down from GEnie for a friend, it is
> now upto version 2.11...
>[...]
> Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
> with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
> no support for sending a ESC key code, used on many BBS's, its used as a clear
> key, no support for C-Kermit, only Kermit, and you have to manualy select
> Terminate after logging off a BBS...
> [...]
> So Please were can I get a real GOOD Terminal program, Connect
> is no good, no support for medium res, and Stalker is very slow and has some
> bugs from what I can make out...

I use Uniterm 2.0e015 and the GEM sz.prg rz.prg package (the one that is included with rufus or Connect, I cannot remember). I wrote two small macros to invoke sz and rz from the Uniterm popup menu. It works great for me.

Uniterm is the best vt100 emulation I have found in any terminal program (on any type of pc). My only complaint about Uniterm is that it uses its own custom drawing routines to improve upon vanilla TOS calls. I would like to be able to disable this behavior (as Neodesk allows you to do), and let Warp 9 speed things up. Uniterm's drawing routines are quite fast, but I would bet that Warp 9 could do better.

As about 80% of the time I spend in front of my ST is spent modeming into the systems I administer, I feel that I have given Uniterm (and GEM rz/sz) a pretty good test. I have yet to find any bugs in this setup. As all the stuff is readily available via ftp, I suggest you check it out.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2085. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 20:22:05 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug3.202205.6159@cs.yale.edu>
Source record: 203157
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
: Now, I thought that GNU C required G++ (another MB or so of archives)
: in order to compile C++ code. Will GNU C compile C++ and Objective C
: without these alternate "front-ends" ?? Or will I have to find a front-end
: for Objective C.

Sorry, my help stops here. All I know is that when I compiled GCC on
my SPARC, it made me a C/C++/ObjC compiler, and I had to get a G++
library to make C++ work. The docs didn't mention anything needed for
ObjC. I've only used plain C.

--- Bob

2086. Need Help with StarGlider 2!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 20:28:17 UTC
From: tbdrude@infonode.ingr.com
Message-ID: <1993Aug3.202817.15207@infonode.ingr.com>
Source record: 203159
Cross-posted to:
comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.action,comp.sys.amiga.games,comp.sys.atari.st

Here's a blast from the past:

Out of nostalgia, I bought a used copy of StarGlider 2 for the PC.
I used to have the Amiga version years ago. One thing missing is the
keyboard chart. Does anyone have a keyboard chart for StarGlider 2
that I could get a copy of?

I know that several of the keyboard keys activate parts of the game
you can't get to otherwise. Amiga or ST keyboard charts should be
similar to the PC, I think.

Any help would be appreciated.

Thanks,

- Ted Drude (tbdrude@infonode.ingr.com)

2087. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 21:15:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23mkhaINN5co@golem.wcc.govt.nz>
Source record: 203160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ConNect is barely usable in Medium res', if you can't get an 80*24 display
of text without needing a magnifying glass - there's not a lot of point!

2088. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-03 21:33:24 UTC
From: saj@chinet.chinet.com
Message-ID: <CB7D7p.45C@chinet.chinet.com>
Source record: 203165

In article <744319739@amazon.cs.duke.edu>,
Scott Bigham <dsb@duke.cs.duke.edu> wrote:
>,_,
>|A|nd so the masses dispersed, each to attempt to magic of FTP by mail,
>'-' and in the days that followed there were many attempts made, and some
>of these led to files, and others to error messages, and still others to
>gibberish which the receiver could not comprehend. And there was some
>despair, and some confusion, yet for the most part the files were received,
>and it was like unto a miraculous work, for the masses had ever lost hope
>of using FTP again.
>,_,
>|A|nd there was much rejoicing.
>'-'
>

,_,
|B|ut the accuser, the enemy of mankind, came before the LORD, the postmaster,
'-' finding him at a site in between the supplicant and decwrl, and said: "Lo,
thy telephone bills increaseth; thy spool space is consumed. One who knows
not thy majesty hath ftpmailed numerous items of strange kind" and the LORD
waxed extremely wroth, and sent flames in many directions, and there was a
great uneasiness in the land.

Remember that mail travels through funny paths, and it's a GOOD IDEA to be
sure it's ok with everyone along the way if you ftpmail.

Steve

2089. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 00:58:17 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <107455@hydra.gatech.EDU>
Source record: 203170

In article <1993Aug1.182149.24739@timessqr.gc.cuny.edu> sss@CUNYVMS1.GC.CUNY.EDU writes:
>This is an ex-Atarian and current Mac owner responding who has been
>rolling on the floor with laughter reading the defensive remarks of
>desperate Atari owners. Are you _REALLY_ implying that software SOLD
>BY Atari should be examined by an anti-virus before installation on
>an Atari?

No. I am saying that the only way to insure a system remain virus
free is to check EVERY disk that is put in a disk drive. This is
regardless of the source of that disk, including commercial.

>Yes, I agree: ATARI DESERVES TO DIE!

If you believe your Mac is completely immune from viruses or that all
commercial disks for the Mac, including those distributed by Apple, are
immune from virus contamination, then YOU DESERVE TO DIE of your own
stupidity!
--
Opinions expressed are my own.

2090. Re: Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 01:30:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14685@uqcspe.cs.uq.oz.au>
Source record: 203167

palefox@carson.u.washington.edu (Romeo Fahl) writes:

>I am looking for a good shareware/PD text editor to use on my ST. What
>would you recommend?

For a TOS based text editor, check out Elvis (a vi clone). It is extremely
powerful, implementing everything in real vi, plus heaps of extras. It comes
with full documentation of the myriads of features.

There is a GEM based test editor in the CS-TEX distribution.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2091. FOR SALE: *** Atari ST/TT Software CHEAP ***

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 01:31:44 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CB7o8w.9yL@ccu.umanitoba.ca>
Source record: 203168
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=========================================================================
SOFTWARE
=========================================================================
Rings of Medusa.............$ 12.00
Space Ace...................$ 14.00 No box or docs.
The Pawn....................$ 10.00
TV Sports Football..........$ 10.00
10th Frame Bowling..........$ 10.00
Tetris (Spectrum Holobyte).....$ 10.00
Sundog......................$ 13.00
STOS The Game Creator.......$ 15.00 Full version with manuals.
DataManager ST..............$ 25.00 Excellent full-featured DB.
NFL Football for GameBoy.......$ 11.00

=========================================================================
MISCELLANEOUS
=========================================================================
4 different 5.25" disk cases & drive cleaner all for.....$12

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Volume discounts available.

--
<Trevor_Cordes@cc.umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
=========================================================================
```

2092. minixfs speed (was Re: MiNT is not slow)

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 02:40:19 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <23n7ij$688@charm.magnus.acs.ohio-state.edu>
Source record: 203171

In article <CB5wow.324@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>============
>Well, you've obviously got something set up wrong then. Have you got
>caching enabled on the FAT disk and not on the minixfs one?
>
>minixfs is approx 2x faster in general use on my system.
>
>===============
>
>I have done tests with and without caching, and with both uncached, the GEMDOS
>one is faster, and newer MINIX drivers test slower, although I don't have the

Since the MINIX drivers always seemed a lot faster to me, I thought
I'd do a couple quick tests. One was extracting a zoo file, and the
other was copying a large number of files. Both tests were done from
tcsh (i.e. the copies were done using "cp"). The results are as follows:

minix partition GEM partition

zoo 16 sec 34 sec
copy 6 26

I am using TOS 3.06. The GEM partition was cached with CACHE100;
the minix partition with the standard caches.

A possible reason for you getting less performance from the minixfs
could be that the driver was compiled using the "ROBUST" option.
(I think this was the default for some of the earlier version 0.60
releases.) Try checking the config.h file for a line with
"#define CACHE_MODE", change it to TURBO if it isn't already set
to this, and recompile.

--Jeff
jeffmay@magnus.acs.ohio-state.edu

2093. 14meg ramboard 4sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 03:13:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <4961.78.uupcb@uttsbbs.uucp>
Source record: 203191

Hey.. Where did you get a Falcon in the Bay Area? I'm calling from the
San Ramon/Danville/Dublin area.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

2094. Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 03:22:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <4962.78.uupcb@uttsbbs.uucp>
Source record: 203192

Last I heard the Jaguar was susposed to be released in New York and in the SF area at the beginning of the month. Well, uhe beginning of the month has come and gone, and I have'nt seen any, or heard of any around. What's the deal? Did they set a later date? (Imagine that, Atari delaying the release of a product) Unfortunately I can't get the inside scoop on products anymore since my dad quit Atari a couple days ago and also now lives in Pennsilvania.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

2095. High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 03:53:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <3AUG199322531972@pavo.concordia.ca>
Source record: 203172

Hi,

Presently I am using Freeze Dried Term and the highest setting for computer to modem flow is 19200. Are there any programs for my Mega STe (mentioned the name because of 16 Mhz) that support the 38400 and 57600 bps? The highest throughput that I get with my 14.4 v42bis connection is in the 1650 bps BUT would it be right to assume that with data compression by the communicating modems I should get a rate of 57600 bps between my STe and my modem? Hmm, can the flow rate of my Mega STe go above 19200 bps?

Wojo (wojci_g@pavo.concordia.ca)

2096. Karl Anders/ProTracker ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 05:05:05 UTC
From: vicb@clark.edu
Message-ID: <1993Aug4.050505.3887@clark.edu>
Source record: 203173

I am trying to contact Karl Anders, one of the authors of ProTracker ST, but the Internet address given in the readme file bounced. Anyone know his current internet email address?

Thanks in advance,
Victor Bruhn
vicb@clark.edu

2097. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 05:23:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23nh57INN6vp@golem.wcc.govt.nz>
Source record: 203178

Hehe, Very nice!

2098. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 05:26:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23nh9pINN6vp@golem.wcc.govt.nz>
Source record: 203179

Just the Micro-Soft Anti-Virus utility with MS-DOS 6 recognises around 1200 viruses! (Including various mutations/aliases....) And that has been said to be no good because it doesn't recognise enough! The ST has less than a tenth of the amount of viruses that the PC has, and about a quarter less than the amount the mac' has....

2099. Re: Megafile/RLL/Seagate question

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 05:29:10 UTC
From: kohlj@carson.u.washington.edu
Message-ID: <23nhf6$9p0@news.u.washington.edu>
Source record: 203174

Doesn't the MF30 have a scsi host adapter and then an adaptec 4070 scsi-st506/st412 RLL converter (or the OMTI version which was better (1:1 interleave instead of like 1:2)) If so, then you could use a SCSI drive, which are still made, more readily available, cheaper (unless you find someone dumping an old drive), and faster.

2100. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 06:45:12 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCB82rC.5xu@netcom.com>
Source record: 203180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
: Hi I have just had a play with the latest version of FLASH II,
: I just got the Patches down from GEnie for a friend, it is
: now upto version 2.11...

: I have never realy played with it before, the reports that I read
: about it and the comments from Alan Page put me right off,
: Alan mentioned that it had the same flaws as FLASH 1.6..

: I as I had the latest version I though that I would give it a try out...

: Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
: with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
: no support for sending a ESC key code, used on many BBS's, its used as a clear
: key, no support for C-Kermit, only Kermit, and you have to manualy select
: Terminate after logging off a BBS...

Hmmm, this message can't be correct. I use Flash II every day with unix computers. Using sz and rz on a unix system with a 14.4 modem on both ends I get 1600+ xfer rates all the time. Occasionally I may get slower speeds but that isn't flash. V.32bis modems occasionally will back down the transfer rate if the line quality is bad. My modem supports a speed status at command. One time I noticed my transfer rates were slower than normal so I type +++ and check the status. My modem was communicating with the other modem at 7200 baud if I remember correctly. Also Flash II has no problems with the esc key. Lord knows using VI I go ballistic if the esc key didn't work. And as for screen updates. The speed isn't quite as fast as the old flash or uniterm but it certainly couldn't be called slow. I've tested the screen update speed on my system with warp9 and find that it will just fall short of keeping up at 9600 baud.

Now there are some bugs and problems but so far Missionware has been very responsive in correcting known bugs.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

2101. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 07:09:07 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB83v7.3KJ@dscomsa.desy.de>
Source record: 203175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article writes:

>Uniterm is the best vt100 emulation I have found in any terminal program (on
>any type of pc). My only complaint about Uniterm is that it uses its own
>custom drawing routines to improve upon vanilla TOS calls. I would like to
>be able to disable this behavior (as Neodesk allows you to do), and let Warp 9
>speed things up. Uniterm's drawing routines are quite fast, but I would bet
>that Warp 9 could do better.

UniTerm has still problems with double height characters and reverse
scrolling in scroll regions. Sure it is a very good vt100 emulation but
CoNnects vt100 has proved in many tests to be superiour. Concerning
speed up by Warp 9 CoNnect also will allow significant results there
as it completely relies on GEM and VDI.

Wolfgang

2102. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 07:15:25 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB845q.3ou@dscomsa.desy.de>
Source record: 203176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>of text without needing a magnifying glass - there's not a lot of point!

I think we had this discussion already. As CoNnect is able to use GDOS
fonts even without GDOS its just a question of you beeing able to install
a proper GDOS font for 80x24. There exist fonts which are very readable
even without magnifying glasses.
Obviously you still haven't been able to read the online help in the
new version of CoNnect on how to install the fonts though the online
help is in English.
Taking this into account I really don't know how to help YOU. But there
are other very contempt medium res users haven 80x24 (without using
magnifying glasses) and it would be very kind of you stopping this
statements as this seems to me to be some personal problem of you.

Wolfgang

2103. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 07:17:51 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB849s.3qx@dscomsa.desy.de>
Source record: 203177

In article <3AUG199322531972@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hi,
>
>Presently I am using Freeze Dried Term and the highest setting for computer to
>modem flow is 19200. Are there any programs for my Mega STe (mentioned the name
>because of 16 Mhz) that support the 38400 and 57600 bps? The highest throughput
>that I get with my 14.4 v42bis connection is in the 1650 bps BUT would it be
>right to assume that with data compression by the communicating modems I should
>get a rate of 57600 bps between my STe and my modem? Hmm, can the flow rate of
>my Mega STe go above 19200 bps?

Have a look on CoNnect. Baudrates of 38400, 57600, 76800, ... 153600 are
no problem at all using a MegaSTE, a Falcon or a TT.

Wolfgang

2104. TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 09:02:28 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB8944.LHt@ztivax.zfe.siemens.de>
Source record: 203182

Hi!
Heard of the new Atari-Computer?
It is a TT-clone developed by GE-Soft (Germany):

Motherboard with MC68030 50MHz
the whole board will run with 50MHz(!)
It has a lot of ports and slots:
Midi
DMA
Rom
DSP (!)
MC68040 (!!)
2xVME
ISA (6.25MHz)

The Memory-data:
up to 64MB Fast-RAM (with 16MBit-Simms up to 256MB)
up to 14MB Video-RAM

Resolutions:
ST-high
TT-mid
TT-high

Project-Name: EAGLE

MF-II-keyboard

Infos you can get at:
GE-Soft
Landgrafenstrasse 37
53842 Troisdorf-Oberlar
(GERMANY)

It will be avaiable on market early in september.

mike :-)

2105. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 09:12:25 UTC
From: Little John <haines@ccint1.rsre.mod.uk>
Message-ID: <1993Aug4.091225.9427@ajax.rsre.mod.uk>
Source record: 203183

In article <3AUG199322531972@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hi,
>
>Presently I am using Freeze Dried Term and the highest setting for computer to
>modem flow is 19200. Are there any programs for my Mega STe (mentioned the name
>because of 16 Mhz) that support the 38400 and 57600 bps? The highest throughput
>that I get with my 14.4 v42bis connection is in the 1650 bps BUT would it be
>right to assume that with data compression by the communicating modems I should
>get a rate of 57600 bps between my STe and my modem? Hmm, can the flow rate of
>my Mega STe go above 19200 bps?
>
>Wojo (wojci_g@pavo.concordia.ca)
>

I am not sure, but I *think* that V42bis uses compression to get 14.4 over 9.6 links.

I had a similar problem, attached to a modem at 19200 bps using kermit - I got 2400 bps

I solved the problem by increasing the transmit window (the number of frames before acknowledgement is required). I now get 12800 bps.

You could try something similar with your program. Hope it helps :-)

Little John <haines@ccint1.rsre.mod.uk>

2106. pack/depack on the fly?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 09:37:58 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CB8ArB.546@cs.uct.ac.za>
Source record: 203190

Well, having uploaded JamPack4 to a.a. recently, I now want to know if anybody knows how to pack data "on the fly" as it were. I know that with JamPack4 you can have depack data "on the fly" but not the other way around. If there are any public domain/shareware programs that do this, can somebody let me know where they can be found???

And if there isn't a public domain program to do this, I might be tempted to modify JamPack4 to do this, but *ONLY* if there isn't such a program in pd or shareware...

Email welcome.
Thanks
Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

2107. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 09:55:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.515885@cix.compulink.co.uk>
Source record: 202951

In article <wmtwen.744383834@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

I think the Signum virus does nothing until it has found its other half. I
don't think the other half was ever written. The guy who wrote it must have
changed to a PC...

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2108. Re: Got my Falcon 14/80

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 09:55:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.515883@cix.compulink.co.uk>
Source record: 202952

In article <CB6p0J.6D4@world.std.com>, azog@world.std.com (azog) writes:
>
>What and where can I find such a program? I found something a few
>weeks ago, on the Znet BBS. Forget the name, but the README file
>stated something to the effect that the program isnt fully tested,
>and since it deals with non-standard rez, it could damage your
>Falcon and/or your monitor... needless to say, I didnt run it...
>

This was it. Make sure that your monitor is capable (SVGA) and you're OK.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2109. Re: MPEGs

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 10:15:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CB8CHs.1EI@cs.bham.ac.uk>
Source record: 203185

In article <CB5wxt.3AB@sdf.lonestar.org> Evan Langlois writes:
>GEMVIEW 2.30 came with a program called Multidialog, or it was SUPPOSED to.
[...]
>Also, can anyone tell me about WINX and WINNI?? One of them said it modified
>the AES and would read from ROM or a disk image. It wouldn't work with my
>TOS 1.62 ROMs nor my TOS 1.0 disk tos that I keep. The other just opened
>some windows, but it was in German, so I don't know what it was supposed to do.
I got no joy either from WINX. It gives two bombs when I run it from
the AUTO folder. I have a UK TOS 1.04 on ROMs. Has anyone got it
working?

--Chris

2110. Re: FTP-Mailler

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:00:42 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <23o4sq$2rj@unicorn.ccc.nottingham.ac.uk>
Source record: 203184

In article <23ni36INN719@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Okay, I can't quite remember the address of this FTP-Mailler, can anyone
>tell me what it should be, it's something like:/
>
>ftpmail@ic.ac.src.doc.uk
>
>(Or a variation of that, I know it ends in .uk!)

I don't know about the 'ftpmail' bit, but the rest should be:

src.doc.ic.ac.uk

Keith.

--
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2111. BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:30:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o6k7INN86v@golem.wcc.govt.nz>
Source record: 203186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

I posted the article about Bart being down, but I don't think any one read what I had wrote at the end...

So here it is...

Comments Please any one...!!!!

2112. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:41:02 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.xkWyz3W2cNU@nasim.sta.sub.org>
Source record: 202970

azog@world.std.com (azog) writes:

>Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>>It's a IMO great screensaver for all Ataris.

>Are you sure about this? It doesnt work right on my Falcon. It doesnt
>work period under MTOS, just locks up the machine totally...

Do you really use the actual version? Before Dawn 1.13 is the first
screensaver on my FALCON that really works fine!

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

2113. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:44:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o7euINN86v@golem.wcc.govt.nz>
Source record: 203187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CB845q.3ou@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>>of text without needing a magnifying glass - there's not a lot of point!

>statements as this seems to me to be some personal problem of you.
>
> Wolfgang

Wolfgang...NO NO NO..!!!

What we wan't is a REAL Comms program, one that can do 80 * 24 using
the System font with medium res...!!

On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
when you give us a FULL screen option with Connect then I will buy it, so
please don't dictate what we wan't, we are the users..

If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
we wan't..??

I have found no one here that likes Connect at all, we have been used to FLASH
for so many years and FDT is used here a lot also, so you need some thing that
is better than those to sell here, Connect is not better its that simple...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2114. Re: Fastest/Most compatible LZH?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:48:30 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.JIqbYlZlktA@nasim.sta.sub.org>
Source record: 202969

boyd@sonya.math.fsu.edu (Mickey Boyd) writes:

>Ok, I have been using lzh201l.ttp (the latest Quester version to my
>knowledge) for some time. In the past, I have found different lzh
>extractors with major incompatibilities, so I have stuck with 201l for
>some time.

>I noticed a post comparing the new 2.20 with Quester, and mentioning a version
>2.21.

2.22 was released some days ago.

>My questions:

> Is this new lzh 2.2x 100% compatible with Quester?

More than 100% because some bugs of Questor were fixed. Chris used the
Sources of Questor and optimized them.

> Is 201l really the latest Quester version?

Yes.

> Does 2.2x conform to the Quester command line structure, or the older
> lharc structure (i.e. should "Quester Mode" be set in Arcshell).

There are some changes. But it is really silly to use any Arcshell where
you cannot configurate the command line parameters. But you won't need
an Arcshell:

Packing: Drop a folder 'test' on the LHARC.TTP. test.lzh will be
created.

Unpacking: Drop an archive 'test.lzh' on the LHARC.TTP. The archive will
be unpacked into a folder 'test'.

Works fine for users I think.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

2115. Re: Falcon A/D D/A

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:54:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.516272@cix.compulink.co.uk>
Source record: 202955

In article <1993Aug2.174721@sees.bangor.ac.uk>, round@sees.bangor.ac.uk (Mr D P Round) writes:
>I bet this has probably been said before, but I have not been following this
>group, could someone tell me exactly what the Falcon can do in the way of A/D and
>D/A. What I want is to be able to record and playback CD quality signals
>simultaniously.
>
>If it falls short can this Cubase board that was mentioned do it?
>

The Falcon can play and/or record 4 tracks at the same time. Check D2D Edit
and Cubase Audio.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2116. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:54:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.516274@cix.compulink.co.uk>
Source record: 202954

In article <3AUG199322531972@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hi,
>
>Presently I am using Freeze Dried Term and the highest setting for computer to
>modem flow is 19200. Are there any programs for my Mega STe (mentioned the name
>because of 16 Mhz) that support the 38400 and 57600 bps? The highest throughput
>that I get with my 14.4 v42bis connection is in the 1650 bps BUT would it be
>right to assume that with data compression by the communicating modems I should
>get a rate of 57600 bps between my STe and my modem? Hmm, can the flow rate of
>my Mega STe go above 19200 bps?
>
Yes. The data flow would increase on text files. Try Connect or Stalker,
both can connect at the higher speeds the MSTE supports.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2117. Re: WANTED: ST Ram board and ROM upgrade!

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:54:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.516271@cix.compulink.co.uk>
Source record: 202956

In article <LANCER.93Aug3131114@ramanujan.WPI.EDU>, lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
>
>Also, I'm looking to upgrade my old TOS 1.0 ROMS to at least 1.4. Can
>anyone offer some pointers on this? Should I get a switchable TOS
>board? Do I need a special board to upgrade? i would assume so...
>

If you get TOS 1.4 you just need to check whether you have a 2 or 6 chip set. It just plugs in. TOS 2.06 needs an extra board installed. 2.06 is nicer and you can also switch back to 1.0 for the odd game that won't work.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2118. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 11:55:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o83hINN86v@golem.wcc.govt.nz>
Source record: 203188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhoffmanCB82rC.5xu@netcom.com>, jhoffman@netcom.com (John Hoffman) writes:
>sheppard_r@kosmos.wcc.govt.nz wrote:
>: Hi I have just had a play with the latest version of FLASH II,
>: I just got the Patches down from GEnie for a friend, it is
>: now upto version 2.11...

>modem at 7200 baud if I remember correctly. Also Flash II has no problems
>with the esc key. Lord knows using VI I go ballistic if the esc key didn't
>work. And as for screen updates. The speed isn't quite as fast as the old
>flash or uniterm but it certainly couldn't be called slow. I've tested
>the screen update speed on my system with warp9 and find that it will just
>fall short of keeping up at 9600 baud.

>| John Hoffman | jhoffman@netcom.com | Boring Sigfile |

I do sugest that you read some of the Files on GEnie, the Archive
round table ones about FLASH II, many of the comment are about the slow speed,
Zmodem also problems with the the ESC key, so I don't think that I am making
it up, try placing the ESC key command into a Auto log on script...

My modem Supra, tell me the speed that I am connected at, I also tried
using FLASH 1.6 and RZ/SZ 3.4 and got 1600 cps after loging off with FLASH II..

My Post here was just confirming the comments that I have read on GEnie...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2119. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:24:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1420@usdtsg.DaytonOH.NCR.COM>
Source record: 203196

In article <3AUG199322531972@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hi,
>
>Presently I am using Freeze Dried Term and the highest setting for computer to
>modem flow is 19200. Are there any programs for my Mega STe (mentioned the name
>because of 16 Mhz) that support the 38400 and 57600 bps? The highest throughput
>that I get with my 14.4 v42bis connection is in the 1650 bps BUT would it be
>right to assume that with data compression by the communicating modems I should
>get a rate of 57600 bps between my STe and my modem? Hmm, can the flow rate of
>my Mega STe go above 19200 bps?

ConNect (2.10i) can go up to 19200 baud on modem port 1, and theoretically up to 153600 baud on modem2 and serial2. I say theoretically because the MegaSTe itself can only send/receive the data so fast at 16mhz. I have, null modeming on serial 2, gotten rates like around 3000cps doing zmodem between my MSTE and 10mhz 286. A TT should push at least 7000cps I'd imagine.

I believe STalker can also do the higher bauds and ports, but I haven't tried it out personally (I have tried Connect though for the above stuff).

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...and I think they're both Falcon/MTOS compatible as well (if ya even decide to upgrade in the future)...

2120. Re: MiNT is not slow

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:28:38 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <23oa1m$ola@sol.ctr.columbia.edu>
Source record: 203189

In article <CB5wow.324@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:

} I have done tests with and without caching, and with both uncached, the GEMDOS
} one is faster, and newer MINIX drivers test slower, although I don't have the
} latest. Also, MINIX XFS driver has its OWN cache, and I haven't messed with it
} at all. Is there a way to increase the cache (without making an extra program
} to make an FCTRL call and sticking it in my MINT.CNF file, I hate trillions of
} utility programs that need to load in).

One for Steven, not for me :-)

} What version of TOS do you use? 1.0 and 1.2 and even 1.4 are all MUCH slower
} than 1.62, with 1.0 being abysmal. If you use 1.0, then MINIX is likely faster
} for that reason. My 1.62 (which is actually about the same as 2.06 without
} Newdesk) is much faster on the GEMDOS level. This COULD be the difference.
} Also, I have a VERY slow drive, with horrible access times. Perhaps the FAT
} system is better on slow drives (it would be if the MINIX one needs to access
} more non-contiguous sectors).

I have an STe (TOS 1.62), and I have a Quantum drive (9ms, 1Mb/sec) as
well as an ST506 drive (40ms, 400k/sec). The minix fs is faster on
both drives. In fact the spped up is greater on the slow drive....

} I'll do a re-test later when I get the newer MINIX.XFS and maybe I'll increase
} the cache, but caching shouldn't be a problem if BOTH are not cached.

Seems to me you've covered all the variables - unless there are
auto-folder programs that are interfering...

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2121. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:39:24 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Aug4.123924.2875@Informatik.TU-Muenchen.DE>
Source record: 203194

In article <CB66sy.8t9@ztivax.zfe.siemens.de>, mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:
|> hi!`
|> I'm reading interested the discussion about mpeg on atari and now it is time to grin
|> about this :-) because in the moment i'm working on a sparc2 at siemens and i'm
|> programming at an mpeg-player. the speed on the sparc2 (26mips) is incredible slow (8bit
|> colours) and on the sparc10 (86!mips) a gray-dithered videosequence (8bit gray) will
|> decode approximately 3.5 pictures per second. look this is for realtime applications too
|> slow and won't be much better in the next times. Maybe the jaguar will deal with it
|> (150mips).
|> mike :-)
|>
|>
Hi Mike!

I have to dissapoint you and your sparc machines a little :-) bit!!
On my Falcon I have got a demo called Birdy.prg which plays this well-known sequence using the DSP. The demo is by Brainstorm, France (don't know their full adress). And FACT IS: IT DOES AT LEAST 15 FRAMES per second!

You ask why? The explanation is easy: Your Sparc uses Floating point operations to perform the mpeg decoding. This is quite a lot work for a normal sparc machine. (The MIPS number means nothing: M eaningless I nformation P rovided by S alesmen!!!) The DSP 56001 uses fixed point arithmetics, which is a lot faster. And then the mpeg-algorithm itself: It is strongly related to Fast fourier transforms (as much as i know, i am no mpeg expert) and in this algorithm THE special instruction of the DSP "mac" can be used. This instruction SIMULTANEOUSLY performs one 24x24->48 bit multiplication, one 48+56->56bit addition, TWO parallel moves including reverse carry adressing mode (indeed VERY fine for FFTs!). This instruction takes (as all instructions) 2 clock cycles. The Falcon DSP runs at 33MHz Clock speed. For the above operation this results 16*4=64 Million Fixed Point operations per second. To replace this instruction with a sparc and especcially to simulate the reverse carry adressing mode you need lots of cycles. And Floating point operations rarely will execute faster than 3 cycles each!

Another comparison: Here at the university we have got HP 9000/720 running at 50 MHz Clock. I've tried out a public domain mpeg player, played the file mjackson.mpg

Here is the (commented) ouput of the program:
609 /* Number of frames */
Done!

Real Time Spent (After Initializations): 26.989618 secs.
Avg. Frames/Sec: 22.564232

This is not too bad, is it???! The HP-PA is already known as a good floating point machine, and it shows...

Cheers,

Michael Eberl,
eberl@informatik.tu-muenchen.de

2122. 1 Meg ceiling required for some programs - why?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:52:34 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Aug4.125234.14497@porthos.cc.bellcore.com>
Source record: 203197

I have a program called "Fractal Engine" from one of the ST Format cover disks. I could not get it to run on my 4 Meg STe (2 bombs), although it ran fine on my 1 Meg ST. I decided to try the 1 Meg program that tells the STe it now has only 1 Meg, and the Fractal Engine ran fine. What is it about some programs that they require a 1 Meg ceiling? Why would a programmer insert this constraint? (or could this be an indication that somewhere in my 4 Megs I have bad memory?) I know RR Tycoon requires this 1 Meg set-up, but I don't understand that one either. I'm slowly teaching myself 68000 assembler; is memory management tricky with the ST/STe?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2123. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:55:17 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <23objl$6mk@charm.magnus.acs.ohio-state.edu>
Source record: 203193

> Last I heard the Jaguar was susposed to be released in New York and in
> the SF area at the beginning of the month. Well, uhe beginning of the

The only date I've heard has been "some time in October."

->->->((JP))<-<-<-

Don't panic!
--- Douglas Adams: 'The Hitchhiker's Guide to the Galaxy'

2124. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 12:56:06 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <23obl6$jin@info2.rus.uni-stuttgart.de>
Source record: 203195

In article <4962.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>Last I heard the Jaguar was susposed to be released in New York and in
>the SF area at the beginning of the month. Well, uhe beginning of the

If I remember correctly, it was said at the beginning of September,
not August. Just be patient (and hopeful :-)

--
Ciao
Uwe

2125. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 13:41:11 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.326.744471671@dhhalden.no>
Source record: 203198

In article <CB8944.LHt@ztivax.zfe.siemens.de> mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:
>Heard of the new Atari-Computer?
>It is a TT-clone developed by GE-Soft (Germany):
>
>Motherboard with MC68030 50MHz
>the whole board will run with 50MHz(!)
>It has a lot of ports and slots:

[stuff deleted]

>MC68040 (!!)

Hey, what is this for - you were just saying it was a 030 @ 50MHz
Is this one of the regular German scams such as the Medusa board that has
this "66 MHz" 040? It is just a 33MHz which is quoted with the internal
speed...

>The Memory-data:
>up to 64MB Fast-RAM (with 16MBit-Simms up to 256MB)
>up to 14MB Video-RAM
>
>Resolutions:
>ST-high
>TT-mid
>TT-high

Something is wrong here - the best you can get is 1280x960 in mono and for
that you can install 14megs of VRAM????

Yuk...

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2126. Atari ST terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 13:44:37 UTC
From: jshardlo@micrognosis.co.uk
Message-ID: <CB8M6E.5rD@micrognosis.co.uk>
Source record: 203200

My guvnor wants a program to emulate a Terminal on his Atari ST so he can log in to work from home.

Can anyone recommend a good PD program to emulate a terminal?

Like NComm or Term on the Amiga.

Thanks,

2127. Re: WANTED: ST Ram board and ROM upgrade!

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 13:55:48 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug4.135548.29263@nrtpa038.bnr.ca>
Source record: 203001

In article <LANCER.93Aug3131114@ramanujan.WPI.EDU>, lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
|>
|> I'm looking to upgrade my 1040STf.
|>
|> I've got some SIMMs (256k and 1 meg) sitting around, so I thought a
|> RAM board would be a good idea. Anyone have one to sell? Or any
|> suggestions?
|>
|> Also, I'm looking to upgrade my old TOS 1.0 ROMS to at least 1.4. Can
|> anyone offer some pointers on this? Should I get a switchable TOS
|> board? Do I need a special board to upgrade? i would assume so...
|>
|> thanks,
|> .s.
|> --

I've heard of good results with both the JRI and New World SIMM expansion boards. TOSs your 1.0 version in favor of 1.4, the only incompatability I encountered was with the game Arkanoids, and some where I have/had a patch to fix Arkanoids. All you have to do is remove the old ROMs and plug in the new ones, make sure you get the 6 chip set.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2128. Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 13:58:54 UTC
From: saj@chinet.chinet.com
Message-ID: <CB8Mu7.HuH@chinet.chinet.com>
Source record: 203005

More on the continuing saga of trying to make my new Falcon a comfortable machine to use:

I have what I think is the latest version of tcsh (whatever version, pl3) in f:\bin. I have files named login.csh and tcshrc.csh all over the place, along with a few files named cshrc.csh. (all over the place means, in this case, f:\bin, f:\etc, f:\usr\bin and c:\multitos). When I open f:\bin and double click on tcsh.ttp, it starts up fine, cheerfully ignoring all the potential startup files I've left around for it. What should I do to change that behavior? (yes, this is with a FAT filesystem. I'm still very nervous about installing a MINIX filesystem on a 20 MB partition, and I'm not in any great hurry to re-partition the disk).

Steve

2129. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 14:04:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <23ofkh$20o@cville-srv.wam.umd.edu>
Source record: 203199

In article <23objl$6mk@charm.magnus.acs.ohio-state.edu>,
Jeff A Poling <jpoling@magnus.acs.ohio-state.edu> wrote:
>> Last I heard the Jaguar was susposed to be released in New York and in
>> the SF area at the beginning of the month. Well, uhe beginning of the
>
> The only date I've heard has been "some time in October."
>

I've heard the date October 31st as the release date for Jaguar in NY and SF,
and October 1st the day for Panasonic's 3DO machine.

2130. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 15:00:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1421@usdtsg.DaytonOH.NCR.COM>
Source record: 203003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23o7euINN86v@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>What we wan't is a REAL Comms program, one that can do 80 * 24 using
>the System font with medium res...!!

This is your needs for a comms program. This, however, does not
mean that Connect is not a "real" comms program, only one that doesn't
suit your needs. I've found many features in Connect that suit *my*
needs much better than other terms, but that is my situation...

>On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
>when you give us a FULL screen option with Connect then I will buy it, so
>please don't dictate what we wan't, we are the users..

Uh, who's forcing you to use anything? That's the beauty of shareware:
you try it out, and if it doesn't suit your needs, so harm done. And if
it does, then things are cool. On a stock [Mega]ST/e, running in
mdeium with Connect probably isn't the best thing in the world. Running
in mono (as I do) is quite comfortable, and I'd imagine using one
of the TT/Falcon's modes would be downright great. A full screen option
would be nice, but then you may lose some of the other features of
Connect (this would apply mainly to MegaSTe/TT/Falcon users who
can have different serial ports connected to different windows at the
same time - something a little trickier to do in one screen).

On Wolfgang's point of view, he would have to find it so that
"if a full screen option were present, then Connect would significantly
be enhanced and sell better." If he's getting a good response
already, then he may see no need to add it. It would be nice to have,
since that seems to be the specific complaint about Connect, but
as for now ain't so.

>If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
>we wan't..??

See above paragraph. What Wolfgang would have to weigh would be the
advantages of adding a full screen mode vs his windowed mode. The
windowed mode would work better for multitasking systems, which Atari
seems to be headed towards. Of course if the demand were there,
then perhaps a lot more registrations would come in if the option
were present.

As a note on full screen. Before I switched to Connect, I was an
avid Uniterm user - it was (and really is) one of *the* best term
emulators, at least in the VTxxx realm. It was full screen. When running
under MultiGEM, I could use Uniterm, but I would have to switch to

the "drop-down menu mode" (hit the HELP key) to be able to switch to
some other task. This was a pain, but it did allow the multitasking.
Who knows, that could even be an option if Connect were given fullscreen...

>I have found no one here that likes Connect at all, we have been used to FLASH
>for so many years and FDT is used here a lot also, so you need some thing that
>is better than those to sell here, Connect is not better its that simple...

Um, a little presumptious, eh? :-) I've learned one thing - it's
dangerous to generalize a group of people, because some
smart aleck (me for instance :-) proves the rule is not correct.
Anyways, I like Connect a lot, mainly because it suits *my* needs.
I have a MegaSTe, and like to use the higher baud rates of the modem2
and serial2 ports - Connect lets me do this. Connect lets me change
the fonts, which is nice (you could use Warp9 to change the system
font when under Flash, for instance, but the fonts would take up the
same space). I multitask under MultiGEM, and am planning on getting
MultiTOS and/or Geneva - for me Connect seems to be designed to
work under such an environment. The unix-shell is helpful to me,
and various other options are also nice. The fact that I can do just about
anything in Connect *with the mouse* (rather than having to hit function
keys, etc) makes life more convenient for me. My needs are met and
exceeded.

And I do run Connect under a variety of situations: BBS's (VT52 and
ANSI mode), unix boxes (VT100 mode), GEnie, etc.

Your primary need (from your message) seems to be full screen. As such,
Connect doesn't suit your needs. That doesn't mean it's useless,
just not of use to you. If anything, Wolfgang may wish to find a
more tactful way of saying this, but the idea is there...

I do have Flash 1.6 in my collection of stuff (store bought, along with
a couple other disks of misc shareware terms that I don't really use)
and I just didn't take to it. It's hard to describe, but it just
wasn't what I was comfortable with. And so, Uniterm was my choice for
awhile. Does that mean Flash is worthless? Nope. Just not useful
to me...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"...from the makers of the X-15 Cruise Basselope..."

2131. Re: Megafile/RLL/Seagate question

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 15:02:35 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <CB8psC.23I@dnsserv.go.dlr.de>
Source record: 203004

In <23bu0sINN2bd@xs4all.hacktic.nl> gijs@hacktic.nl writes:

> Hi,
> My Megafile 30 disk crashed. Now I plan to replace only
> the drive, not the power supply and not the controller.
>
> The drive is a Seagate ST-238R PR. The controller is of the
> RLL type. Can anybody fill in some details for me?
> I'd like to know:
> 1: Can I replace the drive just like that?

Yes. I changed my 60M for a 30M at one stage, and put the 60M in a PC!
You will need to reformat, so dont worry about error messages the first time
you power up. (I had to try the format a couple of times before it worked)

> 2: Can I replace it with a bigger or smaller disk (MB's I mean)?

Yes, no problem, but it must be RLL to work correctly.

> 3: Does it need to be this Seagate with this type, or
> can the Megafile handle any other RLL disk?

Dont know. It should work with others...but knowing Atari.....

> 4: Do I have to low-level format a new disk, and how do I do that?

Use the standard hard disk utilities that you have.

> 5: Are these RLL drives still for sale?

RLL drives are still around. Flee markets have them by the cartload, or
new from most PC vendors. (I have found it best *NEVER* to say its for an Atari
though. Even for my Atari PC 286 clone, pc shops said "it wont work with Atari"
but it did!!!)

> 6: About the crash: the drive didn't want to spin two times.
> Both times I shook the drive quite firmly. The first time
> everything went fine, the second time most of the files
> became unreadable. Would a low-level format to this disk
> do any good?
>

Sounds like the second time you had a head crash. Never jolt a working drive!

> Thanks very much for your response.
> --
> Gijs Bok
> gijs@mbase97.hacktic.nl

> gijs@hacktic.nl

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

2132. STE prices

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 15:17:27 UTC
From: ae900@Freenet.carleton.ca
Message-ID: <CB8qH3.30J@freenet.carleton.ca>
Source record: 203002

What is the current market value of a used Atari STe - and
please...no smart ass comments from the Atari naysayers.

2133. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 18:29:03 UTC
From: rrusbasa@nyx.cs.du.edu
Message-ID: <1993Aug4.182903.28393@mnemosyne.cs.du.edu>
Source record: 203006
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.video.misc,alt.games.lynx,alt.folklore.computers

```
tzs@hardy.u.washington.edu (Tim Smith) writes:
> arp@shell.portal.com (Andy - Patrizio) writes:
> >Of course, Atari is selling it, so you know what's going to happen...
>
> So, will it be available from both Atari dealers?
>
> --Tim Smith

--
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
/ Bob Rusbasan | Dance to the tension \
/ rrusbasa@nyx.cs.du.edu | of a world on edge \
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

2134. Compilation error when compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 18:57:40 UTC
From: pp@krynn.solace.hsh.se
Message-ID: <PP.93Aug4205740@krynn.solace.hsh.se>
Source record: 203007

I get the following error when I compile MiNT on a gnu cross-compiler on a
sun-3:

First I have to remove all the
from the endings of the lines just to get
it to compile the first .c file.

Then I have to rename raise in all the files to something else (gnugurka)
cause else I get conflicting definations (something...) (don't know if this
is the right thing to do... but anyway...)

Then when it come to the file genmagic.ttp it compiles it for Atari... and not
sun-3, so I have to do that manually, it compiles asmtrans.ttp in the right
format though... (I have to compile genmagic with -I/ pointing at the MiNT
include files to get it to work to.. but I think it makes the right output
anyway)

Then finally comes the error I haven't figured out how to solve yet...
(hang on a sec here.. I'm compiling it again just to get that error again :-)
/home/pp/Atari/cross-gcc/bin/cgcc -G -Wall -O2 -fomit-frame-pointer -mshort -o mint.prg
bios.o xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o mem.o
proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o tosfs.o debug.o rendez.o
unifs.o shmfs.o fasttext.o welcome.o nalloc2.o memprot.o realloc.o context.o intr.o
syscall.o quickzer.o quickmov.o cpu.o -liio16
mem.o: Undefined symbol _xbios referenced from text

Well guys... what am I doing wrong?
--
Per Persson "All the things that I hate, like my work and the state
pp@solace.hsh.se say obey and repent, watch TV and be content.
+46 60 128815 No more endless debate, time to retalliate Cat
Will I dream? gonna get me a gun, and get the job done." Rapes Dog

2135. SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 19:29:15 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Aug4192915@wpi.WPI.EDU>
Source record: 202760

Can someone tell me more about those RAM boards for STs that use SIMMs? Xtra RAM's looks good at $79 (from MC Computers or Toad), but I'd like to know more before I buy... For instance, which SIMMs can these boards use? I ask mainly because I have a lot of Mac SIMMs around here and I want to know if I will be able to use them in my ST... Also, is it possible to modify the ST to take SIMMs without one of these RAM boards?

Thanks...

Perhaps a section on RAM upgrades should be included in the FAQ...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I said "you out of water?" she said "nope, out of practice." -
- Then she said "come and quench my thirst -
- 'cause I'm a different kind of dry." -

2136. For Sale: Magnavox Color Monitor for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 19:48:59 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <CB931n.I1v@murdoch.acc.Virginia.EDU>
Source record: 203012

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 14" (vs. 13), better made, useable with

IBM-comp's, Amiga, and composite-video machines (Atari 8-bit,

C=64, vcr, ld player) as well.

Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$275 + shipping.

lch3e@virginia.edu

2137. Re: Compilation error when compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 19:50:19 UTC
From: pp@krynn.solace.hsh.se
Message-ID: <PP.93Aug4215019@krynn.solace.hsh.se>
Source record: 203011

well.. ummm... *blush* looks like I forgot to add the -mint flag for the
cross-compiler... *blush* hit me hard! ok?
--
Per Persson "All the things that I hate, like my work and the state
pp@solace.hsh.se say obey and repent, watch TV and be content.
+46 60 128815 No more endless debate, time to retalliate Cat
Will I dream? gonna get me a gun, and get the job done." Rapes Dog

2138. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 19:57:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <23p4br$45g@usenet.INS.CWRU.Edu>
Source record: 203008

Wasn't your dad a corporate lawyer for Atari?

I hope your dad didn't leave because of problems within the company...

Anyhow, Atari is supposely going to release the Jaguar in October in New York
and in San Fran.

Right now, they are making the first run. In September, they are going
to start mass producing them. This is at least what I was told.

Len
--

2139. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 19:59:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <23p4ft$4n2@usenet.INS.CWRU.Edu>
Source record: 203009

In a previous article, cmedley@wam.umd.edu ('Flip' Medley) says:

>In article <23objl$6mk@charm.magnus.acs.ohio-state.edu>,
>Jeff A Poling <jpoling@magnus.acs.ohio-state.edu> wrote:
>>> Last I heard the Jaguar was susposed to be released in New York and in
>>> the SF area at the beginning of the month. Well, uhe beginning of the
>>
>> The only date I've heard has been "some time in October."
>>
>
>I've heard the date October 31st as the release date for Jaguar in NY and SF,
>and October 1st the day for Panasonic's 3DO machine.
>
>
>

I heard it was suppose to be released sometime in October too. I don't know
when though.

I heard they are suppose to be manufacturing them in large quantities
in September--not August. First run in August.

Len

--

2140. Re: STE prices

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 20:01:39 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <23p4j4$515@usenet.INS.CWRU.Edu>
Source record: 203010

In a previous article, ae900@Freenet.carleton.ca (Roger M. Selby) says:

>
>What is the current market value of a used Atari STe - and
>please...no smart ass comments from the Atari naysayers.
>
>

I have seen a 4 meg STe being sold for $499.95. This is new.

So, I guess you could say that it wouldn't be wise to pay more than $349.95
for a 1040 STe!

--

2141. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 20:32:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23p6d5INNaor@golem.wcc.govt.nz>
Source record: 203016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I think we had this discussion already. As CoNnect is able to use GDOS
] fonts even without GDOS its just a question of you beeing able to install
] a proper GDOS font for 80x24. There exist fonts which are very readable
] even without magnifying glasses.

Anyone want to tell me where to find one?

] Obviously you still haven't been able to read the online help in the
] new version of CoNnect on how to install the fonts though the online
] help is in English.

It's pretty difficult to get it wrong! Put the file in the GEMSYS folder, put the filename in ASSIGN.SYS, and it's loaded. However, none of the fonts I have are usable in anything less than 10-points! Speedo-GDOS fonts are a lost cause, the smallest they are usually readable is about 12-points! :)

It's a good little program, if I had a faster machine (GEM's speed doesn't help things), and a good 8-point GDOS font, I might use it.....

> there are some very contempt 80*24 users......

My point exactly..... 8-) (Sorry!)

2142. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 20:36:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23p6ksINNaor@golem.wcc.govt.nz>
Source record: 203017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

]

2143. Re: pack/depack on the fly?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 20:40:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23p6rgINNaor@golem.wcc.govt.nz>
Source record: 203018

] Well, having uploaded JamPack4 to a.a. recently, I now want to know if an
] knows how to pack data "on the fly" as it were. I know that with JamPack4
] can have depack data "on the fly" but not the other way around. If there
] any public domain/shareware programs that do this, can somebody let me kn
] where they can be found???

The program 'AFX' (Automatic File Extractor) will do this, but the current
version is only a demo, and is rather crippled! The (shareware) author
has also apparently given up with the ST-Platform. (Thomas Quester,
author of Lharc 2.01 etc.)

Nope, sorry, mis-read the message, AFX is a depack-all-files on-the-fly,
there isn't anything in the PD (That I know of) that will do the opposite!

2144. Does anybody have Mint running on 1 floppy disk?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 20:50:57 UTC
From: selick@csa.bu.edu
Message-ID: <23p7fh$b64@news.bu.edu>
Source record: 203015

If anybody has Mint (any version) running on a single floppy disk, could you please pack it with msa or arc, or lzh, or whatever, and e-mail me a uuencoded copy? I'd like a version with ksh, or any shell that supports pipes.

Thanks,
Steve
selick@csa.bu.edu

2145. TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 21:17:53 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <35056@galaxy.ucr.edu>
Source record: 203013

That sounds great! How did they get around the Atari ROMs? Does it come with them or do you have to buy them separately? Gosh, maybe Gribnif can distribute it here in the U.S.!! I'd buy one.

--Paul
phruby@ucrengr.ucr.edu

2146. How to upgrade *old* SUPRA/ATARI hard disk?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 22:14:25 UTC
From: hansen@sol.cs.wmich.edu
Message-ID: <1993Aug4.221425.2608@sol.cs.wmich.edu>
Source record: 203019

I have an old 20MByte hard drive that is flaky. I suspect that occasionally it sticks on powerup and won't spin up. (The supply died years ago, and it is all out of the case, with a different supply.)

What kinds of drives are compatible with this unit? I am using ICD utilities to manage the drive, including autoboot. Any help would be appreciated.

Thanks,

-Karl
hansen@cs.wmich.edu

2147. Help getting programs from wuarchive?

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 22:17:33 UTC
From: hansen@sol.cs.wmich.edu
Message-ID: <1993Aug4.221733.2676@sol.cs.wmich.edu>
Source record: 203020

I have retrieved several programs from the atari st directories on wuarchive, but have not been able to run any of them.

I FTP from wuarchive.wustl.edu, with binary mode, then KERMIT from my local account to home with binary mode as well. NO GO.

Any help would be appreciated, especially if it includes all the gory details :)

-Karl
hansen@cs.wmich.edu

2148. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 22:37:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.vEQC6SVEBz2@albemuth.equinox.gen.nz>
Source record: 203028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In <23o6k7INN86v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>I posted the article about Bart being down, but I don't think any one
>read what I had wrote at the end...
>
>
>So here it is...
>
>Comments Please any one...!!!!
>
>
>
> < access...
>
>
>_____
>_____

I can quite clearly remeber this point being answered by a couple of
people. The point is that *MOST* people *CAN* access atari.archive
through FTP. If you look back at the postings in this group in the last
couple of months, you will see quite a few comments to the effect that
people have had trouble connecting to a.a (This means by FTP!!!) because
it is so busy!! This suggests that a lot of people *ARE* using a.a quite
happily, totally unaffected by BART's problems. Just because *you* can't
access a.a does not mean "most people" can't access it!!

>I know this statement could upset the people on A.A. but I thought
>that the Atari community deserve a far better mailer than the one that is
>presently used on A.A. , I thought this the MAIN ATARI/ARCHIVE FTP site,
>but it has the worst mailer..

By far the vast majority of FTP sites that I have come across (I'm not
just talking about the handful of ones with Atari stuff on them) do not
have any associated mailserver at all! The standard thing to do if you
are one of those wanting stuff through mail, is to use one of the
ftp-mailservers which connect to _any_ site and send the stuff back to
you via mail. ftpmail@decwrl.dec.com is the most famous of these but
there are others. If you don't understand the way things like this work,
read the newsgroup alt.internet.services or the book "Zen and the art of
Internet". The information is out there but you have to look for it.

>I don't know what other peoples fealings on this, but I have stuck my head out
>in what I think...

If you still don't know what people think, you can't be reading what people have been saying!!!! I can't put it clearer than that.

>Why can't A.A. implement the same kind of mailers that are used on most
>European FTP Sites...

I don't claim to be the correct person to answer this, but a couple of things stand out. First, atari.archive is not the only archive based at umich.edu, therefore I guess resources there are likely to be quite stretched at times. Secondly, a.a is staffed and run by volunteers who have to implement these sorts of things themselves. The fact that there is a mailserver just for the use of the atari community is itself quite unusual, the one at tu-berlin and others like it in europe, are used to cover the complete FTP site, not just the atari area.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2149. Re: UPLOAD: nh313gem.zoo - Full-colour GEM NetHack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 22:38:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14709@uqcspe.cs.uq.oz.au>
Source record: 203021

```
(Oh, it's at atari.archive.umich.edu, in /atari/Games/nh313gem.zoo, or
at least it will be, once it gets moved out of /atari/New - probably by
the time you get this follow-up mail!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

2150. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 22:57:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.IKMKDb7RWKY@albemuth.equinox.gen.nz>
Source record: 203029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <23o7euINN86v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <CB845q.3ou@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>>In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>>>of text without needing a magnifying glass - there's not a lot of point!
>
>>statements as this seems to me to be some personal problem of you.
>>
>> Wolfgang
>
>
>Wolfgang...NO NO NO..!!!
>
>
>What we wan't is a REAL Comms program, one that can do 80 * 24 using
>the System font with medium res...!!
>
>On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
>when you give us a FULL screen option with Connect then I will buy it, so
>please don't dictate what we wan't, we are the users..
>
>If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
>we wan't..??

For a comms program to do what flash/trapido (or Uniterm for that
matter) does, it needs to reserve the whole of the screen for itself.
This makes it extremely unfriendly to the newest developments like
Multi-TOS etc. Atari is telling developers to either use GEM with
windows, or totally the opposite with TOS text programs (so that they can
be run inside windows with smaller fonts), so that they can run in
multi-tasking and mixed interface environments. Older types of program
will only run properly on the older computers. This is a fact of life!!
Therfore you can't expect someone like Wolfgang who is trying to make
the next great comms program for today, to go the way of the old ones!!

>I have found no one here that likes Connect at all, we have been used to FLASH
>for so many years and FDT is used here a lot also, so you need some thing that
>is better than those to sell here, Connect is not better its that simple...

No-one where??? This newsgroup is often full of people saying how much
they like it!!! If you mean nz, well I for one like it, even though I
havn't got a powerful enough machine to fully utilise it. CoNnect even
so completely beats Flash or FzDT. They are just not able to handle the
ANSI/VT-100/102 stuff adequately for me.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2151. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-04 23:52:14 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Aug4.165214.4695@arizona.edu>
Source record: 203022

First of all, could someone verify this TT-Clone business (no offence to the original poster, but I have trouble believing this).

But if it's true, I'd say it's rather good news. Maybe a little competition would make Atari pay attention to its customers a little more. And if they don't pay attention, I would (if I had the money) just as happily buy a computer from GE-Soft as from Atari--I like the product, but I've lost any loyalty to the compayny.

-Paul Harris
paul@charlie.ame.arizona.edu

2152. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 00:16:22 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug05.001622.183669@zeus.calpoly.edu>
Source record: 203023

In article <CB3pIr.Lrr@sdf.lonestar.org>,
>OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
>Now, I thought that GNU C required G++ (another MB or so of archives)
>in order to compile C++ code. Will GNU C compile C++ and Objective C
>without these alternate "front-ends" ?? Or will I have to find a front-end
>for Objective C.

The same compiler does all three. You will need a few sets of
libraries to be able to do anything with C++ or Objective C.

The smartest place to look is prep.ai.mit.edu. This is the home of
GNU, and you should be able to find what you want there. (Not
precompiled, source only. But if your GCC is working, compiling the
libraries is a breeze).

- mike

2153. QD Play v3.1 available on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 00:20:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <23pjorINN7ve@life.ai.mit.edu>
Source record: 203026

I've just sent QD Play 3.1 to atari.archive.umich.edu. It will eventually reside in atari/Sound/Players/play31.arc. This program is a command line and AUTO folder digitized sound player with lots of options.

New to 3.1 is the ability to play sounds from specific memory locations. This makes it easy for programmers to incorporate digitized sound playing into their own programs by calling QD Play with Pexec. This won't work, however, in an environment where programs aren't allowed to read their parents' address spaces. Perhaps this is the case for MultiTOS; I don't know.

Anyway, someone asked for this feature, so it's in there now. Have at it.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2154. Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 00:25:22 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <23pk1i$li5@irz401.inf.tu-dresden.de>
Source record: 203024

Dungeon Master II (yes,II) is planned for release this christmas by
some folx from FTL and the Interplay-crew.A good news,indeed.
And it will be a fantasy-RPG.
Bad news is that it'll only come out for PC.So if you want to see this
WONDERFUL,FABULUOS,GREAT,HYPER-GALACTIC game coming out for your favourite
computer - write to Interplay at:
Interplay Productions
17922 Fitch Avenue
Irvine CA 92714
Tel: 800-969-GAME
Email: 76702.1342@compuserve.com
interpla@orion.oac.uci.edu
BBS: 714-252-2822
FTP: none

(I took this info about Interplay from Sir Lancelot du Lac's e-mail list.)
Mail and/or e-mail them!!! We all would like to see this game for OUR
computer - not this PeeCee-crap.

Matthias

P.S.:Maybe we should start a mailing-list,like 'ALL non-pc's of all
countries unite.You have nothing to loose,but your personal copy of
Dungeon Master II !' *smile*

2155. Re: 1 Meg ceiling required for some programs - why?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 00:38:26 UTC
From: wilsont@rahul.net
Message-ID: <CB9GG2.M85@rahul.net>
Source record: 203025

In <1993Aug4.125234.14497@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:

>although it ran fine on my 1 Meg ST. I decided to try the 1 Meg
>program that tells the STe it now has only 1 Meg, and the Fractal
>Engine ran fine. What is it about some programs that they require
>a 1 Meg ceiling? Why would a programmer insert this constraint?

They are an idiot, who doesn't know how to use Malloc!

>(or could this be an indication that somewhere in my 4 Megs I
>have bad memory?) I know RR Tycoon requires this 1 Meg set-up,
>but I don't understand that one either. I'm slowly teaching
>myself 68000 assembler; is memory management tricky with the ST/STe?

Hardly, you tell the computer "i want x bytes", and it returns
a pointer to a block that big... its all very simple and straightforward.

I can't even think of a way to have it run only on a 1 Meg machine. its
a puzzle to me.

well... hmm, i guess they assume the screen will be in some certain
location, and it might not be there in higher memory configurations.
its only a guess, though, you'd have to *work* to make it only run on
a 1meg machine.

My current project runs fine on a 1 meg ST, a 4 meg STe, and a 4Meg TT.

--
Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2156. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 00:42:40 UTC
From: wilsont@rahul.net
Message-ID: <CB9Gn4.MC4@rahul.net>
Source record: 203027

In <CB8Mu7.HuH@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:

>I have what I think is the latest version of tcsh (whatever version, pl3)
>in f:\bin. I have files named login.csh and tcshrc.csh all over the
>place, along with a few files named cshrc.csh. (all over the place means,
>in this case, f:\bin, f:\etc, f:\usr\bin and c:\multitos). When I open
>f:\bin and double click on tcsh.ttp, it starts up fine, cheerfully ignoring
>all the potential startup files I've left around for it. What should I do
>to change that behavior? (yes, this is with a FAT filesystem. I'm still

thats strange, is tcsh.ttp being run from f:\bin? (top window?)
Do you have a PATH environment varible? it might look on the the path
for the tcsh.rc file. make sure your path includes '.'

I use Tcsh, and it gets the file just fine from the directory its
run from, but i also have the path set to there also, (GEMENV.PRG in the
auto folder)

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2157. Re: ATARI FALCON030 & SOUND

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 01:05:14 UTC
From: kosmatoo@iro.umontreal.ca
Message-ID: <1993Aug5.010514.23568@IRO.UMontreal.CA>
Source record: 203030

Herbert Martin Sauro (hrs@aber.ac.uk) wrote:

: In the latest ST Applications there is a mention that sometime later this
: year a 'new' model of the Falcon is (maybe, perhaps, you know what I mean)
: coming out. The most interesting change
: in the new model is a 32 bit path to the cpu. Also separate keyboard and
: remodelled case. Of course knowing Atari's track record (as the article
: pointed out) this may be complete b*sh*t. But if it's true, it might be worth
: the wait.

> wait
Time passes...

> wait
Time passes...

etc.

--
+---------------------+--Mmm---+
| Odisseas Kosmatos | Beer? finger kosmatoo@spt1.jsp.umontreal.ca |
+---------------------+---+
[...when I snap my fingers, you'll awaken, and mail me an Atari Falcon030]

2158. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 02:30:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Y5N84n4E&eQ@semprini.tdkcs.waterloo.on.ca>
Source record: 203031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jhoffmanCAt9qp.3sw@netcom.com>, John Hoffman writes:
> Problem with Apples new computers is that it's a dead end system. Apple will
> will be phasing the Mac out as soon as the powerPC hits sometime next year.
>
> Now with the Atari the falcon will be the computer that Atari is still shipping
> 5 years from now. Think of the savings in money and software. Fact of the
> matter is I'm still using the same ST computer I bought 5-6 years ago. It
> also still does what I need.

How is your Atari so different from these new Macs? A Mac is useless as
soon as Apple stops selling them? I guess all those Mac LC users are
fumin'...

Maybe in five years Atari will have a 68040 machine. :-(I want one
now.
--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

2159. Re: Where's the Jag?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 03:18:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <5026.78.uupcb@uttsbbs.uucp>
Source record: 203045

Yeah, he was Executive Vice Pres. of the law division. And no, he did'nt leave due to problems within the company, basically he left because he was sick of their crap. Guess I'll just have to wait on the Jag.. At least I can still get one at cost. :)

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

2160. FOR SALE ATARI MUSIC WORKSTATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 04:28:12 UTC
From: tka@nntp.crl.com
Message-ID: <23q28s$1cu@crl.crl.com>
Source record: 202966

This post is for a friend so reply by telephone 415 382 3057
You may want to try Michael_Barrett@Broder.com
but I do not know how reliable that it.

FOR SALE: Atari Music and Sound Workstation

Atari 1040STe, includes
CPU,
1MB RAM (exp. to 4MB w/ standard SIMMS
MIDI and Audio Digital interface
hi-res monochrome monitor
Citizen MSP-40 printer
DMA to SCSI adaptor (allows connection to any SCSI drive)

dozens of software titles:
MIDI sequencers and digital sound editors
two word processors
spreadsheet
graphics program

TOTAL PRICE: $500.00
Call 415 382 3057 (work number)

2161. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 05:11:32 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <X6Js8B3w165w@sys6626.bison.mb.ca>
Source record: 202957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

wells_s@kosmos.wcc.govt.nz (Steve W) writes:

>]] < access...
>
> More people have FTP access than don't I would imagine!
>
>] I don't know what other peoples fealings on this, but I have stuck my hea
>] in what I think...
>]
>] Why can't A.A. implement the same kind of mailers that are used on most
>] European FTP Sites...
>
> As said in the a.a doc's, FTP is a privilege, not a right!
>
> Try using one of these:/
>
> ftpmail@src.doc.ic.ac.uk
>
Nothing wrong with Bart, it's easy to use. I tried using FTPMAIL
and after connecting to a.a.u.e it quit because there had been too many
many ftp connections made already. So there :)

2162. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 05:28:17 UTC
From: ahern@cray.com
Message-ID: <ahern.744528375@teak38>
Source record: 202959
Cross-posted to: alt.folklore.computers,comp.sys.atari.st,rec.games.video,rec.games.video.misc

rrusbasa@nyx.cs.du.edu (Bob Rusbasan) writes:

>tzs@hardy.u.washington.edu (Tim Smith) writes:
>> arp@shell.portal.com (Andy - Patrizio) writes:
>> >Of course, Atari is selling it, so you know what's going to happen...
>>
>> So, will it be available from both Atari dealers?
>>
>> --Tim Smith
>
>--
> =-
> / Bob Rusbasan | Dance to the tension \
> / rrusbasa@nyx.cs.du.edu | of a world on edge \
> =-

This is a very general flame about the Usenet:

What the HELL is the purpose of posting a followup to someone's article if all
you're gonna do is put your signature on it?!?

SetFlameMode(False);

Sean Ahern--------------------ahern@cray.com------------------Cray Research
Back in five minutes ---- Godot.

2163. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 06:09:53 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCB9vsI.6r2@netcom.com>
Source record: 202963

Little John (haines@ccint1.rsre.mod.uk) wrote:
: I am not sure, but I *think* that V42bis uses compression to get 14.4 over 9.6 links.

No. V.32bis provides 14.4 data connections. V.32 provides 9.6. V.42bis does
provide commpression and error correction. With V.32bis and V.42bis and
a good telephone line you can expect speeds better than 14.4 kbps. You don't
get much improvement for compressed data but ascii file transfers will
usually go at 16+ kbps. Also be aware that V.32bis on V.32 can downgrade
the modem to modem communications speed after being connected if the line
quality is poor.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

2164. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 07:58:09 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CBA0sx.9yF@ztivax.zfe.siemens.de>
Source record: 203034

In article 4695@arizona.edu, paul@charlie.ame.arizona.edu (Paul Harris) writes:
>First of all, could someone verify this TT-Clone business (no offence to the
>original poster, but I have trouble believing this).
>

Positive. There was a rather big note in the last issue of ST68000er
Magazine here in Germany. BTW, the same magazine developed a Mega ST
upgrade board with a 40Mhz 68040 cpu (called Medusa). The board is for
sale ...

>But if it's true, I'd say it's rather good news. Maybe a little competition
>would make Atari pay attention to its customers a little more. And if they
>don't pay attention, I would (if I had the money) just as happily buy a
>computer from GE-Soft as from Atari--I like the product, but I've lost any
>loyalty to the compayny.
>
>-Paul Harris
>paul@charlie.ame.arizona.edu
>
>
>

2165. re:tt-clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 08:29:05 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBA28I.B9I@ztivax.zfe.siemens.de>
Source record: 203035

>Hey, what is this for - you were just saying it was a 030 @ 50MHz
>Is this one of the regular German scams such as the Medusa board that has
>this "66 MHz" 040? It is just a 33MHz which is quoted with the internal
>speed...
I don't know.
In the article of the so called 'st-magazin (8/93)' it was said that the board
and the processor runs at 50MHz clock, and there is a place (damned what
means 'sockel' in english) to put in a mc68040 not an expansion-card like
medusa.

>Something is wrong here - the best you can get is 1280x960 in mono and for
>that you can install 14megs of VRAM????
>Yuk...
>Jon
Sorry, but in the text it was said that the Video-Ram will took up to 14MB.

the whole machine is put into a pc-desktop-case (19") so there are
possibilities to use expansion-cards.

mike :-)

2166. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 09:12:45 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <23qiudEatv@uni-erlangen.de>
Source record: 203037

sheppard_r@kosmos.wcc.govt.nz writes:

>If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
>we wan't..??

IMHO full-screen-programs are simply not acceptable nowadays. The benefits of
GEM are: menubar, windows, loadable fonts, ..., ...
But a program that does - let us say - for instance BIOS-calls to do text
output seriously undermines multitasking (even on non-MultiTOS systems).

Something that made other plattforms such as the Mac so common, was the fact
that all programs are used equally and look similarly.
Consider the small monitor of a Classic. There is not significantly more room
than on a ST running ST-mid. Now ask a mac-user if he wanted to use a bare text
screen.

What i am trying to say is that you have to get used to the fact that modern
programms to output in a window and nowhere else (refering to screen-output of
caurse ;-))

Regards
Tommi

||| Thomas_Kuenneth@N.maus.de
/|\ tskuenne@cip.informatik.uni-erlangen.de
TT030 ...and nothing else...

2167. ICD Utilities

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 09:20:23 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23qjcn$mra@cismsun.univ-lyon1.fr>
Source record: 203036

About a year ago I bought a ICD AdSCSI Plus ST ICD host adapter.
I got ICD utils v 5.5.1 with it.
I read soon that the current version is 6.4.?? . I E-mailed to ICD to ask them
how I could get the llatest release. That was a few weeks ago.
Since then no response...

Can anybody tell me where I could find this on the net (FTP, mail Servers, whatever) ?
I don't want any BBS call number , since I live in Europe ($$$) and I even have
no modem.

Or if someone could send me the latest - or near) version, it would be great...

Thanx for your help...

Patrice LACOUTURE
placou@biomodel.avignon.inra.fr
lacoutur@aedi.insa-lyon.fr

2168. Re: 1 Meg ceiling required for some programs - why?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 09:23:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87190@cup.portal.com>
Source record: 203039

The problem with programs that "need a 1 Meg ceiling" isn't that they need any particular amount of RAM to run in... the problem is sloppy programming that allows memory access above the "top of RAM".

If all you have in your machine is 1 Meg (or have used a program to fool the system into thinking you have 1 Meg), accessing slightly beyond the 1 Meg mark won't cause any problems..

Same if you have 2 Megs or 2.5 megs..

The problem occurs when you have a 4 Meg machine, and the program tries to access beyond the 4 Meg limit. The MMU chip generates a bus error and bombs...

(The maximum amount of memory the Atari MMU chip can access is 4 Megs.. at 4 Megs + 1 byte you get the bus error.)

One commonly used solution, other than a "MAKE1MEG.TOS" type of program is to install a small RAMdisk, just enough to lower the top of memory a safe amount below the 4 Meg limit. If the program accesses beyond the top of memory then, it will likely mess up the RAMdisk, but at least it won't bomb the computer.

BobR

2169. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 10:11:38 UTC
From: ajmy@festival.ed.ac.uk
Message-ID: <CBA6zE.7As@festival.ed.ac.uk>
Source record: 203040
Cross-posted to: alt.folklore.computers,comp.sys.atari.st,rec.games.video,rec.games.video.misc

ahern@cray.com (Sean Ahern) writes:

>This is a very general flame about the Usenet:

>What the HELL is the purpose of posting a followup to someone's article if all
>you're gonna do is put your signature on it?!?

>Sean Ahern--------------------ahern@cray.com------------------Cray Research
>Back in five minutes ---- Godot.

Yeah, I've noticed this several times too. Is it just laziness from posters
who start a followup, decide not to post and just send off a blank article?
I don't find it very annoying, just bizzare. Especially when it's done by
those posters who feel the need to quote all the text from a long article
because they are too lazy to delete the excess.

No doubt site admins and gateway services take a dimmer view of this
traffic.

Andy.
--
Here to torment the bast..err..ions of sanity again..., ajmy@ee.edinburgh.ac.uk
Integrated Systems Group (the boys to entertain yoooou) (Caledonia)031 650 5665

2170. Re: WANTED: ST Ram board and ROM upgrade!

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 10:25:07 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.744546223@rw8.urc.tue.nl>
Source record: 203041

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>I've heard of good results with both the JRI and New World SIMM expansion
>boards. TOSs your 1.0 version in favor of 1.4, the only incompatability I
>encountered was with the game Arkanoids, and some where I have/had a patch
>to fix Arkanoids. All you have to do is remove the old ROMs and plug in the
>new ones, make sure you get the 6 chip set.

Another game (for which I have not seen any fix, so I would be very
happy if someone could send me one) that does no longer work with TOS
1.4 is Captain Blood. Some of it still works, but the game is no longer
playable...

Erlend.

2171. Looking for a Kermit CPX module

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 10:47:22 UTC
From: Frank Heepmann <BC27@IBM3090.RZ.UNI-KARLSRUHE.DE>
Message-ID: <23qofq$jm6@nz12.rz.uni-karlsruhe.de>
Source record: 203042

Hi there,

I am looking for a Kermit program that comes as a CPX module. Any idea
where I can find it? Because I have FTP access, I would be pleased if
you name a server and path where it is downloadable.

With best regards from ... Frank. BYE

PS: Please excuse my English - I am not a native speaker.

/--- / / Frank Heepmann
---/-----/--/--
/ . / / . Institut for Applied Physics
University of Karlsruhe
Kaiserstrasse 12
D-76128 Karlsruhe, Germany
phone: +49-721-608-3572
internet: bc27@ibm3090.rz.uni-karlsruhe.de
earn: bc27@dkauni2.de.bitnet
packet radio: dl8ydr@db0rot.#bw.deu.eu /--- / /
--/-----/--/---
/ . / / .

2172. 3DO

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 10:55:23 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBA90C.F3B@ztivax.zfe.siemens.de>
Source record: 203043

>I've heard the date October 31st as the release date for Jaguar in NY and SF,
>and October 1st the day for Panasonic's 3DO machine.
Hi!
What is the 3DO-machine from Panasonic. Is it comparable to the jag?
Where are the market places for 3do?

mike :-)

ps: i believe in jag :->

2173. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 11:17:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <23qq8clNN1eh2@rs1.rrz.Uni-Koeln.DE>
Source record: 203048

In <CB9Gn4.MC4@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

>In <CB8Mu7.HuH@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:

>>[tcsh ignores tcsh.rc files]

>thats strange, is tcsh.ttp being run from f:\bin? (top window?)
>Do you have a PATH environment varible? it might look on the the path
>for the tcsh.rc file. make sure your path includes '.'

>I use Tcsh, and it gets the file just fine from the directory its
>run from, but i also have the path set to there also, (GEMENV.PRG in the
>auto folder)

tcsh looks for an environment variable called HOME to determine the path
where it goes looking for startup files. This variable needs to be set
before tcsh is started. This is done most conveniently with one of the
zillions of utility programs for this purpose, as Timothy already
mentioned.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2174. >>>> IMG -> PCX ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 11:23:18 UTC
From: jmb@cao-vlsi.ibp.fr
Message-ID: <23qqj6$n7p@vishnu.jussieu.fr>
Source record: 203044

Bonjour, (Hi!)

A friend of mine needs to convert some GEM bitmap pictures into PCX format.
Is there a program that can do that?
I will apreciate any answer.

Thanks.


```
_________________________________________
/ /|
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/ _/ _/ _/ _/ _/ _/ / /
/ _/_/_/ _/ _/ _/_/_/_/ / /
/......................................./ /
| laboratoire MASI | Jean-Michel BLIN | /
| Universite Paris6 | blin@masi.ibp.fr | /
|_____________________|___________________|/
```

2175. Re: Hard drive problem?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 12:15:50 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <744617920.0@cyberhm.royle>
Source record: 202894

```
MO>
MO> You would do well to get your hands on Diamond Edge from
Oregon
MO> Research. It's a TERRIFIC h.d. utility! Also, barring
D.E.
MO> availability, look for ICD's CleanUp...
MO>
I'll echo that, DE has been invaluble in preventing small errors becoming large
errors.
Shine On You Crazy Diamond

Craig

* Origin: Craig's Padded Cell @ CyberHome NeST (Fido 2:255/404.14)
```

2176. For Sale - Germany

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 12:23:36 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <CBAD3D.62M@dnsserv.go.dlr.de>
Source record: 203047

I have an original st520 for sale upgraded to 1Mb, and tos 2.06. Megafile 60 and both colour and black/white monitors. ss (atari) and ds (3rd party) floppies. Various software packages, games, C compilers etc.

No power supply brick for mail cpu but will run with a pc power supply.

Also Atari 286 pc with 30Mb hd, no floppies, 4M ram no keyboard

Any offers?

Free delivery within 100KM Munich.

Email direct or tel + 49 89 725 88 30

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

2177. Looking for Civilization for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 12:24:10 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <744617920.1@cyberhm.royle>
Source record: 202895

You need 1meg to run Civi in the ST so upgrade before you get it.

Shine On You Crazy Diamond

Craig

* Origin: Craig's Padded Cell @ CyberHome NeST (Fido 2:255/404.14)

2178. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 12:29:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.520676@cix.compulink.co.uk>
Source record: 202971

In article <1993Aug4.165214.4695@arizona.edu>, paul@charlie.ame.arizona.edu (Paul Harris) writes:
>First of all, could someone verify this TT-Clone business (no offence to the
>original poster, but I have trouble believing this).
>

I can't verify it, but I have heard rumours to the same effect.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2179. Hisoft email address needed...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 12:38:41 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.744554245@rw8.urc.tue.nl>
Source record: 203046

```
Hi, I really need an e-mail address for Hisoft since
I have a problem registering a program and cannot send in a
registration card that misses some essential data...

Erlend.
```

2180. Re: Hisoft email address needed...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 13:20:22 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CBAFpy.F6r@dcs.qmw.ac.uk>
Source record: 203049

Hisoft's address is:

hisoft@cix.clink.co.uk

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

2181. Re: 1 Meg ceiling required for some programs - why?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 13:40:29 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Aug5.134029.19024@porthos.cc.bellcore.com>
Source record: 203050

In article <87190@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> The problem with programs that "need a 1 Meg ceiling" isn't that they need
> any particular amount of RAM to run in... the problem is sloppy programming
> that allows memory access above the "top of RAM".
>
> If all you have in your machine is 1 Meg (or have used a program to fool the
> system into thinking you have 1 Meg), accessing slightly beyond the 1 Meg
> mark won't cause any problems..
>
> Same if you have 2 Megs or 2.5 megs..
>
> The problem occurs when you have a 4 Meg machine, and the program tries to
> access beyond the 4 Meg limit. The MMU chip generates a bus error and
> bombs...
>
> (The maximum amount of memory the Atari MMU chip can access is 4 Megs..
> at 4 Megs + 1 byte you get the bus error.)
>
> One commonly used solution, other than a "MAKE1MEG.TOS" type of program is
> to install a small RAMdisk, just enough to lower the top of memory a safe
> amount below the 4 Meg limit. If the program accesses beyond the top of
> memory then, it will likely mess up the RAMdisk, but at least it won't
> bomb the computer.
>
> BobR

My thanks for all the responses I've received on this. I understand now,
and once again sure do appreciate the net. BobR's response above captures
very nicely the points behind the explanations I've received. Incidentally,
I've also received requests for the 1 Meg program. As soon as I verify
that it is public domain (I got it off an ST Format cover disk), and I'm
pretty sure that it is, then I'll try to figure out how to uue it, and
send it. This will be my first attempt at encoding and sending a program,
so please be patient.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2182. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 14:31:47 UTC
From: r.evans@ic.ac.uk
Message-ID: <R.EVANS.93Aug5153148@afs1.ic.ac.uk>
Source record: 202953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23p6ksINNaor@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve W) writes:

Try using one of these:/
ftpmail@src.doc.ic.ac.uk
with
open atari.archive.umich.edu
cd atari
[get x filename/s cd etc.]
but, use 'get' instead of 'send' to get files!

Helpful hints #384374-AG-243987/088[78BE]:

src.doc contains a mirror of a.a at /computing/systems/atari/umich. Be
a good net citizen and use that instead when using ftpmail@src.doc...

Happy retrievals,
Robert.

--
Robert Evans r.evans@ic.ac.uk Analyst/Programmer
Centre for Computing Services, Imperial College of Science, Technology and
Medicine, Exhibition Road, London. SW7 2BX. UK.
Telephone: +44 71 589 5111 x4907

2183. Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 15:16:45 UTC
From: spht124@liverpool.ac.uk
Message-ID: <CBAL3x.8Kt@liverpool.ac.uk>
Source record: 202961

I am thinking of changing my 1 meg STFM for a 2 or 4 meg STE but I am told that there are no mono emulators that work on the STE. As I rely on using one of these for many applications this would be a big problem. Does anybody know if this is true and if not which emulators work on the STE.

Thanks

G Wright spht124@liverpool.ac.uk

2184. For Sale: PC-Ditto (software)

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 15:25:19 UTC
From: ggreenbe@mothra.syr.EDU
Message-ID: <1993Aug5.112520.7484@newstand.syr.edu>
Source record: 202922

I have what I think is the last version ever made of
PC-Ditto(I), the software msdos-emulator from Avant-Garde
Systems, that I would like to sell.
I have the original disk, the manual, the original package,
and even the little paper template that indicates some of the
keyboard mapping.
If you are interested, let me know how much you're willing to
pay for the entire package (including shipping).
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu
PS. For thos of you who do not know this product, it emulates
a PC at about half the speed of an XT (I believe) and can be
used with either color or monochrome STs. In other words, it
is a slooooowww emulation.

2185. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 15:59:01 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug05.155901.103676@zeus.calpoly.edu>
Source record: 202962

>I have to dissapoint you and your sparc machines a little :-) bit!!
>On my Falcon I have got a demo called Birdy.prg which plays this well-known
>sequence using the DSP. The demo is by Brainstorm, France (don't know their
>full adress). And FACT IS: IT DOES AT LEAST 15 FRAMES per second!
>
>You ask why? The explanation is easy: Your Sparc uses Floating point operations
>to perform the mpeg decoding. This is quite a lot work for a normal sparc
>machine. (The MIPS number means nothing: M eaningless I nformation P rovided by
>S alesmen!!!) The DSP 56001 uses fixed point arithmetics, which is a lot faster.
>Another comparison: Here at the university we have got HP 9000/720 running
>at 50 MHz Clock. I've tried out a public domain mpeg player, played the
>file mjackson.mpg
>
>609 /* Number of frames */
>Done!
>
>Real Time Spent (After Initializations): 26.989618 secs.
>Avg. Frames/Sec: 22.564232

Well, this probably isnt the best place to pose, but . . . (we are
talking mpegs)

The Sparc stations seem to be rather slow in general. At school, I
use an HP 9000/730, and it does about 38.00 frames a second (usually
faster than desired, so I generally rlogin onto our slowest 720 and get
about 22.0) HPs and the DEC Alphas are the fastest boxes I have seen in
common use. (The good rs/6000s arent bad).

My Sparcstation lags considerably, in both mpegs and all graphics
work.

I would imagine that a Falcon 030 could do at least 15 frames of mpeg
a second. (without using special software for the dsp). With the DSP,
maybe 20-22. Of course, I thought the DSP was specialized for sound in
the Falcon, and is not used for video at all. But if it can be used for
video, it should deffinately help.

- mike

2186. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 16:14:23 UTC
From: mh1@irz.inf.tu-dresden.de
Message-ID: <23rbkv$g6q@irz401.inf.tu-dresden.de>
Source record: 202958

In article <CB8Mu7.HuH@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:

> I have what I think is the latest version of tcsh (whatever version, pl3)
> in f:\bin. I have files named login.csh and tcshrc.csh all over the
> place, along with a few files named cshrc.csh. (all over the place means,
> in this case, f:\bin, f:\etc, f:\usr\bin and c:\multitos). When I open
> f:\bin and double click on tcsh.ttp, it starts up fine, cheerfully ignoring
> all the potential startup files I've left around for it. What should I do
> to change that behavior? [...]

You should put the startup files to a place where `tcsh' looks for them. :-)

From the `tcsh' man page:

30. INPUT FILES
On startup tcsh will try to source /etc/csh.cshrc and then
/etc/csh.login if the shell is a login shell. Then it will try to source
$HOME/.tcshrc and then $HOME/.cshrc if $HOME/.tcshrc is not found. Then
it will source $HOME/.login if the shell is a login shell. On exit tcsh
will source first /etc/csh.logout and then $HOME/.logout if the shell
was a login shell.

Note:

o The HOME environment variable must exist in order to have any startup
files below $HOME sourced.

o If you use the `tcsh' binary for MiNT as distributed, the initialization
files have different names as indicated in README.ST:

UNIX file name DOS file name

.history history.csh
.cshdirs cshdirs.csh
.tcshrc tcshrc.csh
.cshrc cshrc.csh
.login login.csh
.logout logout.csh
/etc/csh.cshrc /etc/cshrc.csh
/etc/csh.login /etc/login.csh
/etc/csh.logout /etc/logout.csh

o The files from /etc are taken from the device that is your default
root device under MiNT; that is, the argument to the UNIXMODE
"r" switch, or drive U: by default.

Michael
--

Internet: hohmuth@freia.inf.tu-dresden.de

2187. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 16:23:05 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug5.162305.23105@btree.uucp>
Source record: 202960

In article <23c2l3INNa87@tortoise.cis.ohio-state.edu>
tbrown@cis.ohio-state.edu (ted croft brown) writes:
>From the enormous effort Intel put into the Pentium, they could have designed
>a totally new chip with Alpha-level performance. Intel has some of the
>brightest people working for them, and have a large bankroll to fund them
>with. What they REALLY need is the PowerPC to gain some measure of success
>and threaten their high end sales (where Intel traditionally makes most of
>their money) and goad them into real competition.
>

Did you see the CeBIT report in July's ST Informer? Digital Equipment
(DEC) had set up a booth showing their Alpha PC in competition with a
Mac Quadra and a '486 @ 66 MHz MS-DOS machine. They were running a
benchmarking program using the calculation and display of a 256-color
mandelbrot set for comparison purposes. The results:

Mac Quadra 12 Seconds
'486 @ 66 MHz 6 Seconds
DEC Alpha 5 Seconds

Sixty feet away from the demo, Atari demonstrated the same benchmark
in true color mode:

Atari Falcon 4 Seconds

Needless to say, DEC was rather ... um ... irritated that a low-cost
home computer could show them up in this manner!

Maybe the best way to light a fire under the Intel designers would be
to supply them with a Fleet of Falcons, eh?

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* NOW AVAILABLE: Brooktree's "Components For ATE Design" Databook, 2nd *
* Edition (1/2-inch thicker than 1st Edition). Check your rep., today! *
****

--

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

2188. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 17:33:38 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <23rg9i$ag@dront.solace.hsh.se>
Source record: 202965

In <CBAL3x.8Kt@liverpool.ac.uk> spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:

>I am thinking of changing my 1 meg STFM for a 2 or 4 meg STE but I am told
>that there are no mono emulators that work on the STE. As I rely on using
>one of these for many applications this would be a big problem. Does anybody
>know if this is true and if not which emulators work on the STE.

I use sebra from time to time, and it works very well on my STe. It's
considered one of the best monoemulators for ST.

You can probably find it on atari.archive.umich.edu.

> G Wright spht124@liverpool.ac.uk

/Hasse

--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2189. Re: For Sale: PC-Ditto (software)

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 17:34:49 UTC
From: gbennett@friendly.es.com
Message-ID: <23rgbp$f20@cnn.sim.es.com>
Source record: 202896

In article <1993Aug5.112520.7484@newstand.syr.edu>, ggreenbe@mothra.syr.EDU (Gerald Greenberg) writes:
> I have what I think is the last version ever made of
> PC-Ditto(I), the software msdos-emulator from Avant-Garde
> Systems, that I would like to sell.
> I have the original disk, the manual, the original package,
> and even the little paper template that indicates some of the
> keyboard mapping.
> If you are interested, let me know how much you're willing to
> pay for the entire package (including shipping).
> Thanks,
> Gerry
> ggreenbe@rodan.acs.syr.edu
> PS. For thos of you who do not know this product, it emulates
> a PC at about half the speed of an XT (I believe) and can be
> used with either color or monochrome STs. In other words, it
> is a slooooowww emulation.

Having bought and used PC-DITTO, I would have to agree that it
it slow. But I think your are exaggerating the speed to say it's
half as fast as an XT. Maybe one-fourth (on a good day, and
providing there is no sound)

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2190. Re: 3DO

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 17:48:20 UTC
From: cmedley@wam.umd.edu
Message-ID: <23rh54$q25@cville-srv.wam.umd.edu>
Source record: 202964

In article <CBA90C.F3B@ztivax.zfe.siemens.de>,
Mike Gassmann <mike@bsun10.zfe.siemens.de> wrote:
>
>>I've heard the date October 31st as the release date for Jaguar in NY and SF,
>>and October 1st the day for Panasonic's 3DO machine.
>Hi!
>What is the 3DO-machine from Panasonic. Is it comparable to the jag?
>Where are the market places for 3do?
>
>mike :-)
>

Ok, the specs for 3DO off the top of my head are something like this (please, don't take this as the gospel, because i may be mistaken):

- built-in 5 1/4" CD unit (for music CDs, CD-I, 3DO software, etc...)
- 2MB of memory (i think Sega Genesis and SNES have 64k... Jag has 2MB as well)
- 12.5 mhz ARM 32-bit processor
- video is 640x480 with 24 bits of color

Like Jag it can do real-time texture mapping and manipulation of 3D objects. It also has a video-in (SVHS) and video-out (SVHS) so it may be able to look a lot better than Jag on a good TV set (unless Atari also has SVHS out c capability).

Babbage's says they will be carrying them and prominently placing them near the front of the store (so it looks like someone believes in 3DO).

Another thing I've been told that I'm not so clear on is that 3DO is not a system, per se, but a STANDARD. Conceivably, it would be possible for existing game companies to make machines that adhere to a 3DO standard, although my guess is that if this is the case, they'll need to still use essentially the same hardware (although it would be nice for Atari to offer a CD Unit for the Jag that turns it into a 3DO, effectively making it THE ONLY MACHINE TO BUY).

Jaguar appears to have some significant advantages, not the least of which is the fact that it has a 64-bit RISC CPU and 64-bit buss, so it seems more powerful in that respect than the 3DO.

2191. Re: For Sale: PC-Ditto (software)

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 19:14:13 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBAw3q.18r@mailer.cc.fsu.edu>
Source record: 202967

Gerald Greenberg (ggreenbe@mothra.syr.EDU) wrote:
> I have what I think is the last version ever made of
> PC-Ditto(I), the software msdos-emulator from Avant-Garde
> Systems, that I would like to sell.
> I have the original disk, the manual, the original package,
> and even the little paper template that indicates some of the
> keyboard mapping.
> If you are interested, let me know how much you're willing to
> pay for the entire package (including shipping).
> Thanks,
> Gerry
> ggreenbe@rodan.acs.syr.edu
> PS. For thos of you who do not know this product, it emulates
> a PC at about half the speed of an XT (I believe) and can be
> used with either color or monochrome STs. In other words, it
> is a slooooowww emulation.

It emulates at about 1MHz, so that is ~1/4 of an original 4.77MHz XT.
However, the compatibility is very good. Speed seems to be the only
detriment to this product. It is quite handy if you have to occasionally
run some relatively lightweight DOS applications.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2192. Re: MIDI software locks-up RS232...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 19:32:20 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.ea.LrE&TctDEQs@s0jxb.exnet.co.uk>
Source record: 202898
Cross-posted to: comp.sys.atari.st,rec.music.makers,comp.music

```
In <2395meINN19k@uwm.edu>, Phuture writes:
->I'm using C-Lab Creator (MIDI sequencer) and Miniterm 9.33 (terminal program
->in .ACC form) on the Atari ST.
->
->The problem is that after I run Creator and enter Miniterm, the modem wont
->respond and I am forced to reboot if I want to dial-up. Miniterm works fine
->if I use it before running Creator.
->
->In general does software that uses the MIDI ports on the ST lock-up the
->RS232? Is there anything I can do to free-up or whatever the RS232 so it
->functions after using the MIDI software? Does anyone know if there is a bug
->in either of these programs?

I have the same problem with Notator - I have to reboot to use modem.
--
================================================================================
From: John Budden Email: s0jxb@exnet.co.uk
```

2193. HP Deskjet & 1040ste comm problems

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 19:46:16 UTC
From: selick@csa.bu.edu
Message-ID: <23ro28$6nj@news.bu.edu>
Source record: 202973

I seem to be having a bit of trouble getting my atari 1040 STe to talk to my new (used) HP deskjet plus. Are there any desk accessories and / or auto programs that interfere with such communications? Are there any dip switch settings I need to know about for the Atari? What print spoolers are known to work well with the deskjet plus?

Thanks,
Steve
selick@csa.bu.edu

2194. WANTED: AJAX floppy controller chip...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 19:47:29 UTC
From: dud@stein.u.washington.edu
Message-ID: <23ro4h$aak@news.u.washington.edu>
Source record: 202972

Anyone have a spare AJAX ship floating around? Or know where I can get one? When I got my TOS 3.06 and HD floppy upgrade, I put the chip in backwards (I know, incompetence reigns...) and fried it. My HD floppy drive is very unreliable with the old controller. Most recently, it quit writing to disks! I've tried replacing the mechanism several times, and the ones I've taken out work fine on a 486 I have here. I've tried putting other non-Ajax controller chips in, and that doesn't seem to help either. So I've come to the conclusion that I need an Ajax chip, but I can't seem to find one anywhere. I tried my local Atari dealer, I tried Best electronics, etc... Any help is much appreciated!!!

Thanks,

Dan Aylward
dud@u.washington.edu

2195. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 19:52:14 UTC
From: wilsont@rahul.net
Message-ID: <CBAxv3.CIp@rahul.net>
Source record: 202974

In <1993Aug05.155901.103676@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:

[slow sparc stations and Mpegs]

> I would imagine that a Falcon 030 could do at least 15 frames of mpeg
>a second. (without using special software for the dsp). With the DSP,
>maybe 20-22. Of course, I thought the DSP was specialized for sound in
>the Falcon, and is not used for video at all. But if it can be used for
>video, it should deffinately help.

Brainstorm is using the DSP and the CPU, to get 15 fps. there was a
post in Comp.graphics a while back about it.
I also clipped it for AEO.

the DSP in the Falcon can be used for whatever you want, not just sound!

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2196. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:01:21 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Aug5.200121.4257@aber.ac.uk>
Source record: 202976

In article <CBA0sx.9yF@ztivax.zfe.siemens.de> michi@km21.zfe.siemens.de writes:
>In article 4695@arizona.edu, paul@charlie.ame.arizona.edu (Paul Harris) writes:
>>First of all, could someone verify this TT-Clone business (no offence to the
>
>Positive. There was a rather big note in the last issue of ST68000er
>Magazine here in Germany. BTW, the same magazine developed a Mega ST
>upgrade board with a 40Mhz 68040 cpu (called Medusa). The board is for
>sale ...
>

Is it also true that ST Magazine have merged with ST Computer. I noticed this
month that TOS has merged with ST Computer. If this is all true then
Germany has only one ST magazine left....

Herb

2197. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:06:55 UTC
From: dud@stein.u.washington.edu
Message-ID: <23rp8v$am7@news.u.washington.edu>
Source record: 202975

saj@chinet.chinet.com (Stephen Jacobs) writes:

>More on the continuing saga of trying to make my new Falcon a comfortable
>machine to use:

>I have what I think is the latest version of tcsh (whatever version, pl3)
>in f:\bin. I have files named login.csh and tcshrc.csh all over the
>place, along with a few files named cshrc.csh. (all over the place means,
>in this case, f:\bin, f:\etc, f:\usr\bin and c:\multitos). When I open
>f:\bin and double click on tcsh.ttp, it starts up fine, cheerfully ignoring
>all the potential startup files I've left around for it. What should I do
>to change that behavior? (yes, this is with a FAT filesystem. I'm still
>very nervous about installing a MINIX filesystem on a 20 MB partition, and
>I'm not in any great hurry to re-partition the disk).

> Steve

If you do everything everyone else has said, and it still doesn't work,
this may help:

TCSH is not a "login shell" by default. You can change this by simply
starting it with the -l paramter. If you run it in TOSwin, a similar
thing can be accomplished by turning off the "ARGV"; for some reason that
makes it think it's a login shell. It has to be a login shell to read the
TCSH.RC file.

Hope this helps...

Dan Aylward
dud@u.washington.edu

2198. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:11:25 UTC
From: dwyer@cs.umass.edu
Message-ID: <23rphdINNip@ymir.cs.umass.edu>
Source record: 202968
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

The following hardware and software is in good working condition. It
was taken off line (and boxed up) last week.

Hardware:
1040STf (1M ram, 1 disk drive)
SM124 Monochrome Display
Supra 2400 baud modem
Panasonic 1080 dot-matrix printer

Software:
Atari Logo (programming language bundled with machine)
A prolog environment (can't remember the name)
DEGAS (a paint program)
1st Word (word-processor bundled with machine)
Megaroids (asteroids like game bundled with machine)

Some freeware/shareware stuff:
Shareware C compiler
ICON (programming language)
XLISP
uniterm (communications)
uemacs (editor)
nethack (ascii game)
misc. utilities

I am asking for the following prices:

1040STf + SM1240 + Software + Docs : $225
Supra 2400 baud modem : $35
Panasonic 1080 dot-matrix printer : $75

or

1040STf + SM1240 + Software + Docs + modem + printer : $300

matt dwyer

2199. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:12:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23rpjcINNh39@golem.wcc.govt.nz>
Source record: 202977
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Nothing wrong with Bart, it's easy to use. I tried using FTPMAIL

Easy yes, but at the moment it's malfunctioning, hence the reference to
try FTP-Mail!

2200. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:15:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23rpojINNh39@golem.wcc.govt.nz>
Source record: 202978

```
] Consider the small monitor of a Classic. There is not significantly more
] than on a ST running ST-mid. Now ask a mac-user if he wanted to use a bar
] screen.

There's a difference, Mac's have been that way practically from day one,
and there has almost always been 'Multi-Finder'!

Never use System 7 unless completely necessary, use 6.08 or similar with
Multi-Finder, Sys' 7 is *slooooowww*! (On an LC-II with 4meg RAM anyway)
```

2201. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 20:17:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23rps7INNh39@golem.wcc.govt.nz>
Source record: 202979

] I think the Signum virus does nothing until it has found its other half.
] don't think the other half was ever written. The guy who wrote it must ha
] changed to a PC...

It still copies itself, but until it finds the other half (Which I have)
it does nothing. However, I had the 2nd half, and when it was accessed,
the machine crashed! Pretty sad virus!

2202. Re: Hisoft email address needed...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 21:29:06 UTC
From: alex@falcon.demon.co.uk
Message-ID: <744586146snz@falcon.demon.co.uk>
Source record: 202897

In article <wmtwen.744554245@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl writes:

>Hi, I really need an e-mail address for Hisoft since

hisoft@cix.compulink.co.uk

--
Alex Kiernan
alex@falcon.demon.co.uk

2203. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 21:52:49 UTC
From: monnier@di.epfl.ch
Message-ID: <23rvfh$hsp@disun41.epfl.ch>
Source record: 202980
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CB3pIr.Lrr@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
>Now, I thought that GNU C required G++ (another MB or so of archives)
>in order to compile C++ code. Will GNU C compile C++ and Objective C
>without these alternate "front-ends" ?? Or will I have to find a front-end
>for Objective C.

the separate C and C++ compilers have disappeared when changing from
GCC 1.x to GCC 2.x
in the gcc doc, it says that running g++ is exactly like gcc except
for a few very little tiny detail. gcc compiles c++ files just fine !
(I guess the main difference is that g++ assumes every file is in c++
whereas gcc assumes a .c file is in C)
And yes, gcc also compiles ObjC. But I have no idea where the libs are

Stefan

2204. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 22:02:38 UTC
From: monnier@di.epfl.ch
Message-ID: <23s01u$i4n@disun41.epfl.ch>
Source record: 202981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In article <23o6k7INN86v@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> < access...
> _____
>_____
>I know this statement could upset the people on A.A. but I thought
>that the Atari community deserve a far better mailer than the one that is
>presently used on A.A. , I thought this the MAIN ATARI/ARCHIVE FTP site,
>but it has the worst mailer..

>Roger..... sheppard_r@kosmos.wcc.govt.nz

For those that are still waiting and maybe even getting annoyed (or
bitter), here is a little thought:

AFS is really nice !

Stefan

2205. PLEASE help me with screen fonts on my monochrome desktop.

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 23:20:37 UTC
From: hines@acad.mwsc.edu
Message-ID: <23s4k5$ipt@parsifal.umkc.edu>
Source record: 202983

just ftp'd a neat little Freeware editor/word processer called SpiritED.
it works as a desktop ACC, and is pretty smooth being mostly compatable with
the atari clipboard CPX (it saves its clips as .ASC which is incompatable
with Connect, my term package of choice, which saves its clips as .TXT).
reguardless of that, I am now using a Multisync monitor and all of a sudden
I have a need for fonts! This nice editor has a rather large font so It
is difficult to see 80 columns width on my screen. Is there a nice program
out there I can get that will make this happen? It was recommended to me
that I get Warp9 or NVDI, but I am perfectly content with my TurboST that
I have had for a few years now. Is there something in the pd or shareware
domain that I can use? Would gdos work (I have no idea what gdos is good
for, other than things with assign.sys files)? I just want to replace the
normal screen font with something a little smaller.
Thanks!
hines@acad.mwsc.edu

2206. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-05 23:38:08 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <23s5l0INN1oq0@rs1.rrz.Uni-Koeln.DE>
Source record: 202982

In <jonal.326.744471671@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>In article <CB8944.LHt@ztivax.zfe.siemens.de> mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:

>>The Memory-data:
>>up to 64MB Fast-RAM (with 16MBit-Simms up to 256MB)
>>up to 14MB Video-RAM
>>
>>Resolutions:
>>ST-high
>>TT-mid
>>TT-high

>Something is wrong here - the best you can get is 1280x960 in mono and for
>that you can install 14megs of VRAM????

I guess "video RAM" means "RAM that can be used for display by the video
hardware" in this context -- usually, this is called "ST-RAM", and
"Fast-RAM" is often referred to as "TT-RAM". Since ST-RAM has 24 bit
addresses, so the upper bound for ST-RAM is 16 MB. However, it is 14 MB
only because some of the 24 bit address space is used for ROM and
hardware registers.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2207. Re: Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 00:52:32 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <744581160.0@mettav.royle>
Source record: 202885

In a message on 29 Jul 93 the following was penned by Robert Luneski....

RL> Hi there, the informations in the signature block,
RL> Best regards,
RL>
RL> ____
RL> ____ /\/\/\ Bob Luneski
RL> /\/\/\
RL> \/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie:
ORA
RL> \/\/\/
RL> \/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe:
71333,2655
RL> \/\/ \/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503)
624-
RL> 2940 \/
Robert,
I don't no if this is the right place to ask so if I am out of
place
just stamp on me ;-)
Is there a version of Diamond Back II which supports 1.4Mb disks on
a
Floptical drive??? If so what version???
All help appreciated!

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.) (100:1011/0.2)

2208. Re: Where to buy? $$.

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 00:56:52 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <744581160.1@mettav.royle>
Source record: 202886

In a message on 30 Jul 93 the following was penned by Douglas C....
DC> for that. I personally don't like doing business with
DC> people who's only credo is lets charge as much as we
DC> can. Are there any informed consumers who could tell
DC> me what the scoop is on the best price for a Falcon,
DC> and where to buy one?
Well give Mike Alderton a ring on 0223-324423 as Cambridge Business Software
are doing some good prices on the 4Mb/4Mb+65Mb HD models!

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.) (100:1011/0.2)

2209. NEED MONITOR PIN-OUT FOR ATARI 1040STf.

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 01:04:16 UTC
From: cwilliso@trumpet.calpoly.edu
Message-ID: <1993Aug06.010416.176937@zeus.calpoly.edu>
Source record: 202987

Can some-one supply me with the MONITOR pinout for an ATARI 1040STF?
I lost my handbook.

Thanks.

Chris.

--
((((((|))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|))))))

2210. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 01:41:18 UTC
From: gregs@eskimo.com
Message-ID: <CBBDtK.IGx@eskimo.com>
Source record: 202998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23p6d5INNaor@golem.wcc.govt.nz>,
Steve W <wells_s@kosmos.wcc.govt.nz> wrote:
>
>It's a good little program, if I had a faster machine (GEM's speed doesn't
>help things), and a good 8-point GDOS font, I might use it.....
>
>> there are some very contempt 80*24 users......
>
>My point exactly..... 8-) (Sorry!)

Hi Steve,

I'm in the same situation you are. I'm using a color monitor, so
Connect and Stalker don't suit my needs. So rather than berate you
for not having a Falcon or a mono monitor, I'll just suggest that you
use Freeze Dried Terminal.

There ARE some things about FDT that I don't like. For instance, the
emulation (ansi) is not very good. For some reason I cannot get it to
give me inverse text if I switch back and forth between menu/online.
For that reason I call up Uniterm when I'm reading text and need inverse.
It's a pain, but it works. This problem makes it very difficult to
use FDT with certain newsreaders.

Also, the text editor leaves a lot to be desired. I suggest you call up
a real word-processor for this too.

Of course, these solutions only work if you have plenty of memory. I
guess that's life though. I'm eagerly awating the new release of FDT
to see if these complaints are fixed. If there were not, I was just
going to buy Flast II. But since I can see by your posts that it's not
very good, I guess I'm out of luck.

Anyway, I hope this helps. Freeze Dried Terminal should be available
at any major FTP site. I can say that the author did a good job on
the program. There are some nice features, like autolearn auto-logon,
auto-Zmodem, etc. But there are bound to be things you won't like about
it. As far as terminal programs go, I consider it the best option if
you're using an ST or STe and don't have a monochrome monitor.

--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA. No comprende, it's a riddle.

2211. Re: HP Deskjet & 1040ste comm problems

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 02:16:33 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBBFnM.DB6@netcom.com>
Source record: 202986

In article <23ro28$6nj@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>I seem to be having a bit of trouble getting my atari 1040 STe to talk
>to my new (used) HP deskjet plus. Are there any desk accessories and /
>or auto programs that interfere with such communications? Are there any
>dip switch settings I need to know about for the Atari? What print
>spoolers are known to work well with the deskjet plus?

Make sure the Deskjet is on before you reboot your computer.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2212. dungeon

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 02:17:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <541.2409.uupcb@the-matrix.com>
Source record: 202853

To ALL:

OK, I'm stumped.
I'm stuck on the third level of Dungeon Master,
specifically in the guardian chamber.
I've killed everything in there, but I can't get into any of the
rooms.
I've done everything I can think to the single button in the wall <G>
and nothing happens.
HELP!!!!!!!!!!!!!!!!

judy

2213. Re: Fastest/Most compatible LZH?

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 02:44:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23sginINNif9@golem.wcc.govt.nz>
Source record: 202984

] 2.22 was released some days ago.

Where?!

BTW - Could Someone (Chris?) (if it hasn't been done already), tell us what has been fixed/added etc. since Questor v2.01? (I know it's there in German, but I can only read about 30% of it, my German is pretty slack!) Great little util'!

2214. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 03:16:27 UTC
From: azog@world.std.com
Message-ID: <CBBIFG.EoB@world.std.com>
Source record: 202985

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>azog@world.std.com (azog) writes:

>>Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>>>It's a IMO great screensaver for all Ataris.

>>Are you sure about this? It doesnt work right on my Falcon. It doesnt
>>work period under MTOS, just locks up the machine totally...

>Do you really use the actual version? Before Dawn 1.13 is the first
>screensaver on my FALCON that really works fine!

Well, I used the one that was recently announced here, posted to
a.a. Of course, the docs are in German...

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of nore more significance than
the colour of his eyes...

2215. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:15:36 UTC
From: saj@chinet.chinet.com
Message-ID: <CBBL61.LEM@chinet.chinet.com>
Source record: 202852

With a lot of help (thanks, people) and a little thought, I got tcsh (latest version) to start up properly under MultiTOS on a stock Falcon. This might be FAQ material, possibly.

The key to the exercise is putting the line
setenv HOME=f:\bin (an extra trailing '\' did neither harm nor good)
in C:\multitos\mint.cnf. After doing this, it's necessary to reset the variable $HOME, because otherwise somehow tcsh uses a path with a trailing equals sign as $HOME. Anyway: with that line in mint.cnf, starting tcsh.ttp from the desktop causes f:\etc\cshrc.csh to be sourced. The problem of the trailing '=' is solved by including the line
setenv HOME="/dev/f/bin"
or some such in the file. After sourcing f:\etc\cshrc.csh, tcsh.ttp sources f:\bin\tcshrc.csh (presumably $HOME/tcshrc.csh). All that is with no command line arguments to tcsh. If a command line of -l is passed, the files sourced (in order) are
f:\etc\cshrc.csh
f:\etc\login.csh
f:\bin\tcshrc.csh
f:\bin\login.csh

It's good to have a large 'mix-n-match' collection of utilities when working with tcsh under MiNT. A lot of them crash.

Steve

2216. faxsoftware

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:29:22 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CBBLsz.1rK@cunews.carleton.ca>
Source record: 202988

I have bought a USRobotics 14.4 FaxModem which promises high speed faxing as well as the usual modem functions. Well, the high speed modeming works fine,but Straght Fax, which I am told is the only fax software available for Ataris, does not recognize the faxmodem. Apparently straightFax works only with Class 2 modems (rockwell chip set stuff) and is not sophisticated enough to deal with Class 1. So here I am with a hotshot faxModem and no working software. No wonder people buy macs and messydosses.
What's my choice?? Is there fax software available for the Atari that works with USR and other Class 1 stuff?

My machine is a MegaST, four meg. No problems with it otherwise.

2217. MUSIC SEQ/NOTATION SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:34:07 UTC
From: hicksm@hindmost.lpl.arizona.edu
Message-ID: <23smvv$rlr@organpipe.uug.arizona.edu>
Source record: 202996

Hello helpful Atari people! I am going to be receiving a used 520st, expanded to 2.5 meg with hard drive type computer soon and I want to get it working on midi sequencing and music notation and so I am calling on you for suggestions, experiences with various software packages and where to buy them cheaply.

My needs

-MIDI SEQUENCING: I am currently using a commodore 64 and Dr T's KCS and find it quite adaptable etc, etc, but the graphical interface is hard to deal with. What are your suggestions?

-MUSIC NOTATION: I would like to use my synths as a tool for working compositions for traditional instruments and therefore would like to be able to easily generate scores. Ideally, the package would in addition to normal 9-pin printers, would be able to output postscript file output so I could send them to the laser printers at school. Something like the performer/finale combo on macs.

-PRICE, EASE OF USE: Yeah, like most everyone I would like to find something that does what I need, with the minimum of pain, at an inexpensive price. Shareware pointers would be appreciated. Does any one have software they wish to sell me? What are good inexpensive software houses? Do educational discounts exist?

-COMPATIBILITY: The computer I will be getting is an expanded 520ST. Do I have to worry about packages written expressly for the 1040 not working on my machine to be. Is the TOS version important?

Thanks for helping me out. I need your expertise.

-Michael

2218. Re: UFGate

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:48:44 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <744592570.0@cyberhm.royle>
Source record: 202888

In the dark hours of 27.07.93, the Savage,JJTAN@DELPHI.COM , entered:

J> I am currently looking for a program that translates the messaeg
J> format here in Usenet to message format used by Fidonet. I think
it
J> comes under "UFGate" - UUCP-Fidonet gate.

I wrote one myself - but I don't give it away :-)

I'm going on vacation 7-14 August , if you don't have one for the ST yet by 14th August, mail me... I charge 10 UK Pounds for support... I may release a 'try before you buy' version once I get
back...

Tynn y goes arall :-)

Ste\/e..

-
+ Want *UseNet News/Internet Email* for less than a fiver-a-month? +
+ CyberHome Systems UK has it on offer - a Public Access System!! +
+ +
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106 +
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week) +
-
-=* Nuke the site from orbit .. it's the only way to be sure *=-

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

2219. Re: BART DOWN..!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:52:26 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <744592570.1@cyberhm.royle>
Source record: 202887

In the dark hours of 31.07.93, the Savage,-Unknown- , entered:

-> PLEASE can people stop ! posting Files to A.A. till its fixed..
->
-> I can't see any point of placing files on a system that most people
-> can't access...

I agree ... spud is still working, why not use it instead??

Post to spud.hyperion.com , it's an Atari file-server like Bart, but in
Europe... it's FAQ appears in here from time to time....

-
+ Want *UseNet News/Internet Email* for less than a fiver-a-month?
+
+ CyberHome Systems UK has it on offer - a Public Access System!!
+
+
+
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106
+
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week)
+
-
-=* Nuke the site from orbit .. it's the only way to be sure
*=-

* Origin: CyberHome Fido<==>Usenet Gateway... (Fido 2:255/404)

2220. More MIDI Channels?

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 04:58:08 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <friedric-060893095808@appletalk-74.mdd.comm.mot.com>
Source record: 202873

I've heard there is a device available for the Atari ST that
allows you to add an additional MIDI port, thereby giving you 16 extra MIDI
channels.
Price is about $50.

Does anybody know where I can by this device in the U.S.? And is it Cubase
compatible?

Thanks,
Bernd

2221. Boot-up problem - help!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 05:14:47 UTC
From: marshall@cs.uq.oz.au
Message-ID: <14763@uqcspe.cs.uq.oz.au>
Source record: 202989

When I boot my Mega4Ste, with TOS2.5, after loading the auto programs, which include Datadiet and superboot v7, I get the following message:
Failed to allocate window memory
and, of course, ther's no window, and the system appears to load the accs and then hangs.
I can boot from a floppy that has no auto folder, and then use the Atari hard disk utes floppy to access the hard disk.
I'm not sure what's going on - it happended suddenly: I've had the machine for 18 months and this never happened before! Help would be very gratefully received! Oh yes: there's plenty of space on the C (boot) disk.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2222. Re: PLEASE help me with screen fonts on my monochrome desktop.

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 05:23:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.524870@cix.compulink.co.uk>
Source record: 202991

In article <23s4k5$ipt@parsifal.umkc.edu>, hines@acad.mwsc.edu (JESSICA K HINES) writes:
> for, other than things with assign.sys files)? I just want to replace the
> normal screen font with something a little smaller.
> Thanks!

The only editor I know that allows this is Everest. It is VERY good but is
not an acc. No program can globally replace the system font with a smaller
one.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2223. Re: Upgrading help needed plea

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 05:41:14 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <23sqtq$f0j@skat.usc.edu>
Source record: 202990

In article <A48299@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>On We - 28.07.93 - at 3:06pm dud@stein.u.washington.edu mentioned the
>following:
>
>D>They will not work at the same time, you know... If you get NVDI,
>D>there's really no reason to get Warp9 (except for the background
>D>picture o the desktop, the mouse accelerator,
> ^^^^^^^^^^^
>This is a feature of NVDI too ...

Speaking of NVDI/Warp9.... I have Warp9 3.70 (upgraded to 3.75 (I
think that is the right version #) via the upgrades on a.a.), but the
problems I see with getting it (after the fact) are:

a) It won't work with MTOS - MTOS dies on load, I think because of the speed
loading of warp9 I think. Putting MTOS files in the warp9.dat file didn't
help.

b) The only picture formats supported for the background either are only for
ST resolutions, or it can use the .PNT format - but I don't have any way of
converting my graphics (a lot of Star Wars, space, landscapes,etc.) that are
in .gif and .jpg format into .PNT. Does anyone have a .PNT format
description they could send to Dieter Fieblekorn (sorry for the
misspellings) of GEMview fame? Will .PNT files support my nice 800x600x256
screen? One feature that might have made Warp9s background pic feature
bearable is if they had allowed a "tiling" feature, such as offered by
Windoze. Then I could tile my neat picture of a neon splashed skate-boarder
all over the place.

c) Does it support graphics cards? (I don't know, but I just got the NOVA
graphics cards which installs its own VDI as I understand it).

As far as I know, NVDI does support a) and c), but it doesn't have a
backround feature.

When all I had was a 520st, Warp9 was a God-send - I especially
liked the fonts that came with it. But now with a graphics card, MTOS, etc.
it becomes mostly useless and spends its time in my autofolder as warp9.prx.

>Bye
> Stefan
>
>_____________________
>Stefan_Damerau@sl.maus.de

Now that that is all said and done, can someone tell me where I can
get:

1) A background program that will work in arbitrary resolutions/colours in MTOS and new machines, and support at least .GIF, if not .TIFF or .pic (mac) or .jpg or .bmp (blech!)?

2) A company that sells the latest version of NVDI, that is in the US, if NVDI works ok with the NOVA card?

Thanks Mucho!

-MikeB

2224. Re: For Sale - Germany

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 06:11:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87266@cup.portal.com>
Source record: 202993

Whew... interesting subject line there...

For a moment I thought... naw...

(Still, wouldn't it be nice to own your own country..? :)

BobR

2225. Re: 3D2 -> DXF converter needed

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 06:13:24 UTC
From: s19184@seb.se
Message-ID: <1993Aug6.071324.1@seb.se>
Source record: 202992

In article <ansga01.743958261@mailserv>, ansga01@mailserv.zdv.uni-tuebingen.de (Thomas Gaiser) writes:
> The subject says it all! I'm looking for a conversion program, which
> makes DXF-files from CyberStudio CAD3D's or CyberSculpt's .3D2-files.
H
The diskette supplied with the January 1990 issue of the American START magazine (vol 4 no 6) contained such a converter by a Dave Edwards. I do not have my diskette to hand at the momemt, but according to the article in the mag, source code in BASIC was supplied, and it was compilable by most Basics, including QuickBasic on the PC.

If I remember correctly, all START stuff was copyright, not PD, and am therefore doubtful if this may be uploaded, even though START is now defunct. Comments?
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

2226. Re: 3DO

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 06:20:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87267@cup.portal.com>
Source record: 202994

The other point about the 3DO is that it is supported by a consortium of prominent hardware and software companies (including Atari's own Time-Warner) and there are a large number of systems already in developers' hands.

The Jaguar has an advantage over the 3DO in that its hardware is arguably better, and its price *may* be lower ($200 base unit, plus $200 for the CD).

The 3DO had an announced price of $700 including the CD drive, but recent reports indicate it will debut with a considerably lower price (closer to the Jaguar total).

Looks like interesting times ahead...

BobR

2227. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 06:55:03 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.334.744620103@dhhalden.no>
Source record: 202995

In article <memo.520676@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>First of all, could someone verify this TT-Clone business (no offence to the
>>original poster, but I have trouble believing this).
>
>I can't verify it, but I have heard rumours to the same effect.

I spoke with my dealer yesterday and he could confirm the specs, but said
that the fax he got from GE-Soft was intended as survey among dealers if
they would want to carry such a product or not. It is, in his opinion, not a
real produt yet and might not be either.

BTW, the only thing he hadn't heard of were the dual VME buses. His spec
sheet did in fact not include VME at all (which sounded strange to both of
us). The 040 and DSP chips are not delivered, just supported by a socket for
each.

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

2228. Re: 3DO

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 07:45:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <23t270$lfg@cville-srv.wam.umd.edu>
Source record: 202997

In article <87267@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>The other point about the 3DO is that it is supported by a consortium of
>prominent hardware and software companies (including Atari's own Time-Warner)
>and there are a large number of systems already in developers' hands.
>

To add to this, 3DO claims they will have 100+ titles ready for the machine
by the end of the year. The Jaguar doesn't seem to have that much going
for it at this moment....

>The Jaguar has an advantage over the 3DO in that its hardware is arguably
>better, and its price *may* be lower ($200 base unit, plus $200 for the CD).
>

Well, the thing about Jag is that the CD unit is optional, and until it is
demonstrated, I think it is more vapor than the Jag itself. (which has not
materialized for sale, and won't 'til Hallowe'en)

The $200 price point makes it very attractive... because the 3DO is more
than a game machine, and it costs a heck of a lot more, it may become a
much more difficult sell to the masses for just games, as 3DO is expecting
that initial batch to be sold as game machines....

(after all, if Jag can do it all cart-based for $200.. why spend $500 for
a 3DO?)

The big advantage of 3DO is software... and price... I've heard that
John Madden '94 for 3DO will retail for $29.95 on CD. Carts are expensive.

>The 3DO had an announced price of $700 including the CD drive, but recent
>reports indicate it will debut with a considerably lower price (closer to
>the Jaguar total).
>

Well, the cheapest we'll see a 3DO from what I've heard is the Sanyo unit
that has an MSRP of $550 but won't ship until after the $700 Panasonic one.
I wouldn't expect a lot of discounting on the system for a little while,
maybe near Xmas, as they begin to worry more about selling units....

2229. Re: Megafile/RLL/Seagate question

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 07:54:32 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CBBvAx.FDq@hpbbrd.bbn.hp.com>
Source record: 202902

Jereme Kohl (kohlj@carson.u.washington.edu) wrote:
> Doesn't the MF30 have a scsi host adapter and then an adaptec 4070
> scsi-st506/st412 RLL converter

The host adapter and the 4070 reside on the same board and the
interface is not easy to find and use.

> (or the OMTI version which was better (1:1
> interleave instead of like 1:2))

The Adaptec controllers all use 1:1 interleaving.

> If so, then you could use a SCSI drive,
> which are still made, more readily available, cheaper (unless you find
> someone dumping an old drive), and faster.

That's the theory, but if you really want a SCSI drive in a
Megafile, it would probably be much easier to remove the
old board and insert an ACSI/SCSI host adapter.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2230. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 07:57:25 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23t2t5$i7j@cismsun.univ-lyon1.fr>
Source record: 202999

In article <CBAL3x.8Kt@liverpool.ac.uk> spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:
>
>I am thinking of changing my 1 meg STFM for a 2 or 4 meg STE but I am told
>that there are no mono emulators that work on the STE. As I rely on using
>one of these for many applications this would be a big problem. Does anybody
>know if this is true and if not which emulators work on the STE.
>
> Thanks
>
> G Wright spht124@liverpool.ac.uk
>

At Atari.archive.umich.edu ftp site you'll find the little program called
double... It doubles the size of the screen in height
- either using scrolling... (when the mouse gets close to the border)
- either using pseudo interlace (flicker) to actually double the screen
size.

320*200 -> 320*400
640*200 -> 640*400
640*400 -> 640*800

And when in Mid-resolution, you still keep colors with 640*400 mode...

It works ONLY ON STEs !!!
It worked great on my MegaSTE, both with scrolling and flipping mode, and you
can gonfigure your display (Display rate, desktop colors & fill-shapes) in
order to reduce flickering...

One only problem : when used with Mid-Res, for example, this program doesn't
"tell the system" that it is in High Res: it doesn't use 16*8fonts, the font
is still the same, just twice less high... And some programs recognizes it
as Mid-res mode (like calamus) and won't work...
Other programs that work (Calamus SL) will not consider the new aspect ratio,
(good when used with scroll-mode, but not when using flipping)...

If the author of this programm read me (I haven't it's coordinates here):
Your program is really good, it would be wonderful if you added the possibility
to configure the system to really emulate High Res mode, like Sebra or others
does, leaving the possibility to use it simply as a screen size enhancer (what
it is now).

Now a question:
why doesn't exist a sort of BigScreen (you all know bigscreen) that display the
ehnanced screen using overscan techniques used in demos, or some drawing
programs, on a stock ST(e) ? (e.g 800*250 in 4 colors without flipping,

without scrolling would be so great !)

Is there a technical dificulty (such as mouse interrupts interfering, whatever)
that cannot be by-passed ? I'm not familiar with overscan routines...

Patrice LACOUTURE
placou@biomodel.avignon.inra.fr
lacoutur@aedi.insa-lyon.fr

2231. RE: Monitor pinouts

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 08:16:55 UTC
From: Little John <haines@ccint1.rsre.mod.uk>
Message-ID: <1993Aug6.081655.24032@ajax.rsre.mod.uk>
Source record: 203000

In article <1993Aug06.010416.176937@zeus.calpoly.edu> cwilliso@trumpet.calpoly.edu (Chris L. Willison) writes:
>
> Can some-one supply me with the MONITOR pinout for an ATARI 1040STF?
>I lost my handbook.

(stuff del)

Pins Function
1 Audio Out
2 Reserved (not connected on early STs,
Comp. vid on modulator machine,
comp. sync on Mega)
3 General Purpose Output (TTL +5V I believe)
4 Monochrome detect (puts ST in mono mode)
5 Audio in (gets mixed with internal sounds)
6 Green
7 Red
8 Ground
9 Horizontal sync
10 Blue
11 Monochrome (out to SM124 etc)
12 Vertical sync
13 Ground

One of the grounds is "blue ground" - 13 I think, but that is not in the handbooks.
All info from owners manual except *...*

2232. ST-MAGAZIN/Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 08:21:03 UTC
From: czekall@uni-muenster.de
Message-ID: <23t49f$1m3q@obelix.uni-muenster.de>
Source record: 202851

In article <1993Aug5.200121.4257@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
|> In article <CBA0sx.9yF@ztivax.zfe.siemens.de> michi@km21.zfe.siemens.de writes:
|> >In article 4695@arizona.edu, paul@charlie.ame.arizona.edu (Paul Harris) writes:
|> >>First of all, could someone verify this TT-Clone business (no offence to the
|> >
|> >Positive. There was a rather big note in the last issue of ST68000er
|> >Magazine here in Germany. BTW, the same magazine developed a Mega ST
|> >upgrade board with a 40Mhz 68040 cpu (called Medusa). The board is for
|> >sale ...
|> >
|>
|> Is it also true that ST Magazine have merged with ST Computer. I noticed this
|> month that TOS has merged with ST Computer. If this is all true then
|> Germany has only one ST magazine left....
|>
|> Herb

It isn't true, that the German magazine ST-MAGAZIN merged with
any other magazine etc. TOS or ST-COMPUTER !!!!

True is, that TOS and ST-COMPUTER merged.

When that happened, the TOS magazine send letters to several advertisers and
stated this rumour, to get the advertizers from the ST-MAGAZIN.
Now a court have to deal with this.

Here in Germany are two individual ST magazines and this will last
for a long time, as the Editor of the ST-MAGAZIN told me !!!

RE: TT-clone

Only the 68040 is doubling its internal clock not the 68030.
The Medusa-Board is shipped with a 68040-33 (clocked internally 66 MHz)
and 8MB-FastRAM and Towercase (to put a MegaST-motherboard in) and ...
for 3050 DM +tax! but I don't know if this price won't rise after the
RAM-crisis in Japan.

The Eagle has an 68030-50 (optional 68040-?), 50 MHz-Bus and ....
The price hasn't been mentioned jet, but IMHO will be much higher than a
original TT.

Ciao Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16K) please use the InterNet-Account]

2233. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 09:51:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A29522@BN.maus.de>
Source record: 202875

paul@charlie.ame.arizona.edu wrote on 05.08.93:

P>First of all, could someone verify this TT-Clone business (no offence
P>to the original poster, but I have trouble believing this).

My company (LogiLex, producer of i.e. DATAlite) got a fax directly from
GE-Soft.

I also know the guys at GE-Soft. They have done several very good
hardware projects (RAM expension cards, SCSI host adapters, 50 MHz
FALCON030, SPARK station ...). All products I have seen in the past two
years where very impressive.

So if anyone works on a project like this, they are the ones to finish
it: The TT-Clone is really in development.

Gruï¿½, Gerhard

2234. Re: Karl Anders/ProTracker ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 10:27:13 UTC
From: ga@mrih.no
Message-ID: <1993Aug6.102713.258@ugle.unit.no>
Source record: 202854

Victor Bruhn (vicb@clark.edu) wrote:

> I am trying to contact Karl Anders, one of the authors of ProTracker ST,
> but the Internet address given in the readme file bounced. Anyone know
> his current internet email address?

Since he graduated from MRIH in June this year, his email account on
samson.mrih.no was deleted. whenever I get the chance to get unix1
back online again, however, his address will be karloey@unix1.mrih.no. This
will happen sometime end of August/Beginning of September. Till then, try
phoning him on +47 70 40015 (After a certain daite, when the Norwegian telecom
has expanded the net in this area, this
phone number will be +47 700 40015. Or reach him by snailmail on the following
address:
Karl Anders Oeygard
PO Box 8
6180 Saeboe
Norway

When it comes to the PD version of ProTracker, last time I spoke to him, he
said he would let me upload some stuff
for him to certain sites, but he wanted to make a Falcon compatible version
first.

And the reason why this article looks so ugly is that I am writing this with a modem and
get double echos because of the settings on the host at MRIH.

> Thanks in advance,
> Victor Bruhn
> vicb@clark.edu

No problem! Karl Anders is a good friend of mine.

--

_______ ________ _______ _______
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
________/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ ________/ / _______/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_______/ __/ __/ __/ __/ __________/ ST font by tkl@mrih.no

2235. Portable needed!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 10:36:36 UTC
From: ga@mrih.no
Message-ID: <1993Aug6.103636.590@ugle.unit.no>
Source record: 202855

Uhm... does anyone out there know how much a STacy or an ST book would cost nowadays? Or perhaps I'd get a portfolio very cheap? I only need it for word processing anyway. (Even though it would be nice to do some programming on Scriba when not at home)
And where would I get it?

--

_______ ________ _______ _______
/ \ / \ / \ / \ Gard Eggesbo Abrahamsen
_______/ _____ \ ____ \ _____ \ Post Office Box 5061
_ \ / \ / \ \ Larsgaarden
/ \ ___ ________/ / _______/ / __ \ \ 6021 Aalesund
/ / / \ / / / __/ / \ / / Norway
/ / \ / / ____ / / __ \ / / / / root@unix1.mrih.no
/ ___/ / / / / / / / \ \ / ____/ / editor of Scriba CR
\ / / / / / / / \ \ \ / An MC68K programmer
_______/ __/ __/ __/ __/ __________/ ST font by tkl@mrih.no

2236. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 11:22:15 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <23tet7$lrn@unicorn.ccc.nottingham.ac.uk>
Source record: 202856

In article <CBBL61.LEM@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>The key to the exercise is putting the line
>setenv HOME=f:\bin (an extra trailing '\' did neither harm nor good)
>in C:\multitos\mint.cnf. After doing this, it's necessary to reset the
>variable $HOME, because otherwise somehow tcsh uses a path with a trailing
>equals sign as $HOME.

I can't remember what the syntax for the mint.cnf file is, but if you
put "setenv HOME=f:\bin" in a shell script you would be wrong - the
reason this gives the trailing '=' is because you are setting the
environment variable "HOME=f:\bin" equal to blank, not setting "HOME"
equal to "f:\bin". The correct syntax would be to use a space instead
of the equals sign:

"setenv HOME f:\bin"
^

This should work perfectly.

Keith.

--
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2237. Call for harddisk help

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 11:24:16 UTC
From: plewe@dl.mpi-dortmund.mpg.de
Message-ID: <2F3FBZ2L@gwdu03.gwdg.de>
Source record: 202857

I have two problems concerning hard disks in my Atari TT:

- I have a new Conner CD30170E and it does not work. There are some
principal problems with this disk concerning a parity check,
which the Atari controller does not support, but the parity check
has been disabled by Conner, meanwhile.
A boot-time, my TT recognizes the disk correctly as a Conner-disk
of this type but later refuses to format it.
There is access for a few seconds but then HDX returns with the
standard error dialog (... check connections ...)
I am using a TT from late '91 with TOS3.01 and HDX5.

- What is the actual version of HDX?
Where can I get it?
Or is there a better driver?

Any hint is welcomed!

- Joerg Plewe, MPI-Dortmund, Germany

2238. my experiences with STf memory upgrades...

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 11:43:21 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug6114321@rajeesh.WPI.EDU>
Source record: 202761

I posted a while ago about upgrading the memory in my 1040 STf, and since then I've learned quite a bit about it. Since there is no entry about this in the FAQ, I thought I'd share what I've learned with the group...

Here's the whole story:

There are MANY different ST boards. ESPECIALLY 520s! This is why there are so many conflicting directions about upgrading being thrown around the net.

Some have 16 (or 32 for a 1040) DRAM chips under the keyboard. On 520s of this type, there are 16 free spots on the motherboard which you can fill with either 32k DRAM chips (and get one meg) or 64k DRAMS (and add a line from pin 64 of the MMU so it can address the > 1024k or memory and get a 1.5meg ST). Or you can replace ALL the chips with 64k chips, add a line from the MMU and have a 2 meg ST... This could presumably be done with 128k chips and get the full 4 megs, too...

Some others have 4 (for 520s) or 8 (for 1040s) RAM chips under the power supply or on a daughter board. On these you need to either add 4 more 128k DRAMS (on a 520 to get 1 meg), or replace all of them with 256k (or even 512k) DRAMS and add the MMU line and get 2 or 4 megs.

OR you can add a SIMM board! This can be done by hand (difficult... You have to remove your chips, get a daughterboard and some SIMM edge connectors, wire everything together) or by ordering a kit from a place like Toad (for $79 not including SIMMs) and do it without soldering.

If you want to do things by hand, and have one of the STs with the memory in 32k DRAMS under the motherboard, get the text file, "2_5ram.zoo" in the Misc directory on atari.archive.umich.edu. Though it doesn't have any pictures (which would have been helpful), it will guide you through the process pretty well... I warn you, though, it's NOT easy unless you're pretty good with a soldering iron!

For my 1040STf (a Rev C board with the 32 chips) I opted to buy the SIMM board (because I got some free 1 meg SIMMs!) instead of having to desolder (no lie here) 512 spots and solder another 100 or so without error! I'm a bit shaky with the iron, see, and I really didn't want to waste my whole ST...

If you opt for the kit upgrade, I highly reccommend buying the unpopulated "Xtra RAM board" from Toad (they're a great company) and getting SIMMs off the net... You can use either the Mac-style 1x8 SIMMs or the PC-style 1x9 SIMMs... In fact, I may have some extra

SIMMs lying around...

That's it! Please, if there are any errors here or if you can add
some more, post away! But don't flame! I'm just telling you all what
I've found in my quest to upgrade my ST!

.s.
--
- lancer@wpi.wpi.edu - - A poem by Greg Morrow: -
- Lemur in summer -
- Trailing Twinkies through the trees -
- Suddenly a "frink!" -

2239. Re: faxsoftware

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 11:53:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23tgnclNNkaf@golem.wcc.govt.nz>
Source record: 202858

In article <CBBLsz.1rK@cunews.carleton.ca>, gfrajkor@superior.carleton.ca (George Frajkor) writes:
>
> I have bought a USRobotics 14.4 FaxModem which promises high speed
>faxing as well as the usual modem functions. Well, the high speed
>modeming works fine,but Stragh Fax, which I am told is the only fax
>software available for Ataris, does not recognize the faxmodem.
>Apparently straightFax works only with Class 2 modems (rockwell chip
>set stuff) and is not sophisticated enough to deal with Class 1. So
>here I am with a hotshot faxModem and no working software. No wonder
>people buy macs and messydosses.
> What's my choice?? Is there fax software available for the Atari that
>works with USR and other Class 1 stuff?
>
>My machine is a MegaST, four meg. No problems with it otherwise.

I think that software that only Supports the NONE STANDARD Class 2 should never been sold, the word here in N.Z. is to go only for Class 1, as that is a REAL STANDARD...

There are 2 other FAX Programs that I know of, the USA one Jopa Fax, now under another name and the German ST-Fax...

There is also the FREE GNU Fax stuff that I have not seen any reference to in this Group...

I have a Demo version of ST-FAX 2.5 but it only supports Sierra Commands...

Does any one know were I can get a list of Sierra Fax commands, I would like to try and Patch ST-FAX so that it will work with my Supra modem...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2240. Re: Call for harddisk help

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 12:13:24 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23tht4$2ot@cismsun.univ-lyon1.fr>
Source record: 202859

In article <2F3FBZ2L@gwdu03.gwdg.de> plewe@dl.mpi-dortmund.mpg.de (J.Plewe) writes:
>
>I have two problems concerning hard disks in my Atari TT:
>
>- I have a new Conner CD30170E and it does not work. There are some
>principal problems with this disk concerning a parity check,
>which the Atari controller does not support, but the parity check
>has been disabled by Conner, meanwhile.
>A boot-time, my TT recognizes the disk correctly as a Conner-disk
>of this type but later refuses to format it.
>There is access for a few seconds but then HDX returns with the
>standard error dialog (... check connections ...)
>I am using a TT from late '91 with TOS3.01 and HDX5.
>
>- What is the actual version of HDX?
>Where can I get it?
>Or is there a better driver?

Use ICD's driver... It is wonderful, far better than HDX...
(version 6.4.xx now)

>
>
>Any hint is welcomed!
>
> - Joerg Plewe, MPI-Dortmund, Germany
>
>

2241. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 12:44:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1422@usdtsg.DaytonOH.NCR.COM>
Source record: 202863

In article <CBAL3x.8Kt@liverpool.ac.uk> spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:
>
>I am thinking of changing my 1 meg STFM for a 2 or 4 meg STE but I am told
>that there are no mono emulators that work on the STE. As I rely on using
>one of these for many applications this would be a big problem. Does anybody
>know if this is true and if not which emulators work on the STE.

Sebra mono emulator works on a MegaSTe, so I'd imagine it should
work on a regular STe as well...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...it should be available at atari.archive.umich.edu and other sites...

2242. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 12:59:46 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Aug6.125946.17348@porthos.cc.bellcore.com>
Source record: 202861

In article <CBAL3x.8Kt@liverpool.ac.uk>, spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:
>
> I am thinking of changing my 1 meg STFM for a 2 or 4 meg STE but I am told
> that there are no mono emulators that work on the STE. As I rely on using
> one of these for many applications this would be a big problem. Does anybody
> know if this is true and if not which emulators work on the STE.
>
> Thanks
>
> G Wright spht124@liverpool.ac.uk
>

A recent ST Format cover disk included Sebra, a mono emulator that
works on my STe. If you can't find out the issue number let me know,
I'll look it up.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2243. TOS/ST-Magazine/ST-Computer

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 13:01:44 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBC9Iw.Iyo@ztivax.zfe.siemens.de>
Source record: 202860

>Is it also true that ST Magazine have merged with ST Computer. I noticed this
>month that TOS has merged with ST Computer. If this is all true then
>Germany has only one ST magazine left....

>Herb
hi!
That TOS has merged with ST-Computer is true but the ST-Magazine is
still alive :-)

mike :-)

2244. Re: TOS/ST-Magazine/ST-Computer

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 13:52:50 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <23tnni$cs2@news.cs.tu-berlin.de>
Source record: 202862

mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:

>That TOS has merged with ST-Computer is true but the ST-Magazine is
>still alive :-)

No, it isn't.

The ST-Magazin merged with the ST-Computer.
The ST-Magazin-staff is now working on a new project called "NT-Magazin".

2245. Re: Origin of "Atari"

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 13:55:57 UTC
From: andy@madhouse.demon.co.uk
Message-ID: <CBCC1A.v2@madhouse.demon.co.uk>
Source record: 202877
Cross-posted to: alt.folklore.computers,comp.sys.atari.st,rec.games.video,rec.games.video.misc

In article <CBA6zE.7As@festival.ed.ac.uk> ajmy@festival.ed.ac.uk (A Myles) writes:
>No doubt site admins and gateway services take a dimmer view of this
>traffic.

And everyone who collects their news via a dial-up link.

Andy.

2246. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 13:56:20 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug6.135620.2349@nrtpa038.bnr.ca>
Source record: 202864

In article <1993Aug05.155901.103676@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
|> >I have to dissapoint you and your sparc machines a little :-) bit!!
|> >On my Falcon I have got a demo called Birdy.prg which plays this well-known
|> >sequence using the DSP. The demo is by Brainstorm, France (don't know their
|> >full adress). And FACT IS: IT DOES AT LEAST 15 FRAMES per second!
|> >
|> >You ask why? The explanation is easy: Your Sparc uses Floating point operations
|> >to perform the mpeg decoding. This is quite a lot work for a normal sparc
|> >machine. (The MIPS number means nothing: M eaningless I nformation P rovided by
|> >S alesmen!!!) The DSP 56001 uses fixed point arithmetics, which is a lot faster.
|> >Another comparison: Here at the university we have got HP 9000/720 running
|> >at 50 MHz Clock. I've tried out a public domain mpeg player, played the
|> >file mjackson.mpg
|> >
|> >609 /* Number of frames */
|> >Done!
|> >
|> >Real Time Spent (After Initializations): 26.989618 secs.
|> >Avg. Frames/Sec: 22.564232
|>
|> Well, this probably isnt the best place to pose, but . . . (we are
|> talking mpegs)
|>
|> The Sparc stations seem to be rather slow in general. At school, I
|> use an HP 9000/730, and it does about 38.00 frames a second (usually
|> faster than desired, so I generally rlogin onto our slowest 720 and get
|> about 22.0) HPs and the DEC Alphas are the fastest boxes I have seen in
|> common use. (The good rs/6000s arent bad).
|>
|> My Sparcstation lags considerably, in both mpegs and all graphics
|> work.
|>
|> I would imagine that a Falcon 030 could do at least 15 frames of mpeg
|> a second. (without using special software for the dsp). With the DSP,
|> maybe 20-22. Of course, I thought the DSP was specialized for sound in
|> the Falcon, and is not used for video at all. But if it can be used for
|> video, it should deffinately help.
|>
|> - mike
|>

Actually the DSP can be used for anything you would like. At CEBit Atari should a Falcon running mpegs at 15-20fps, supposedly using the 56001 to

perform the decompression. I do not know if these mpegs included sound.

The DSP is limited only by the program and available memory, and the imagination of the person writing the program :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2247. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 14:24:34 UTC
From: randyh@sad.hp.com
Message-ID: <CBCDCy.L11@srgenprp.sr.hp.com>
Source record: 202865

Has anyone got Sebra to work on a plain ST(no E)? I have one
with 4 megs and TOS 1.4 and it just bombs when loading.

Thanks, Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

2248. London Atari Show, August 14th

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 15:46:39 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CBCH5s.Jr3@dcs.qmw.ac.uk>
Source record: 202867

In case you didn't yet know:

"The most progressive Atari developers have combined to launch:-

Le'ST Get Serious Show!

If you are serious about your Atari then this is the show for you..."

...or so it says in the advert in September's Atari ST User.

Loadsa stuff promised from the likes of:
Atari (UK), Atari Workshop, CGS ComputerBild, Club CuBase, COMPO, Digital Arts, Gribif, Harman Audio, Hisoft, UK Midi Association, and many more too numerous to type.

Shows are planned for London, Manchester and Birmingham.

London show:

Novotel Hammersmith
Salon Bourg Suite

Saturday August 14th, 10am - 6pm
3.00 UKpounds (1.50 after 2pm)

Organisers:
Ray Cross (081 686 8128)
David Encil (021 414 1630)
Neal O'nions (0480 891819)

See ya there.
--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

2249. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 15:51:38 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug06.155138.172620@zeus.calpoly.edu>
Source record: 202874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

a.a.u.e (well actually all of archive.umich.edu) does have a pretty strict limit. They allow only 10 ftpers during the day, which goes to 20 after about 5 and 30 after 11pm. 60 on weekends. Even so, this is VERY limited.

wuarchive.wustl.edu allows * 250 * users to ftp in. Admittedly they are probably a larger archive area as they have more disk space. They do have everything on a.r.u.e (one day delay usually). So that is a better place to ftp to. (umich is faster, but the chances of getting on are fairly bad).

a.a.u.e does have AFS though. So if anyone actaully has AFS they can set up a link to the archives and access the files with normal unix operations (i.e. cp)

- mike

2250. Re: faxsoftware

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 15:59:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.526872@cix.compulink.co.uk>
Source record: 202876

In article <CBBLsz.1rK@cunews.carleton.ca>, gfrajkor@superior.carleton.ca (George Frajkor) writes:
>
> What's my choice?? Is there fax software available for the Atari that
>works with USR and other Class 1 stuff?
>
>My machine is a MegaST, four meg. No problems with it otherwise.
>

The next version of STraight FAX will have Class 1 support. It is currently being tested but I hear that it works just fine with the USR.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2251. Re: dungeon

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 15:59:53 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBCHrt.M4x@mailer.cc.fsu.edu>
Source record: 202869

Judy Ranelli (judy.ranelli@the-matrix.com) wrote:
> To ALL:

> OK, I'm stumped.
> I'm stuck on the third level of Dungeon Master,
> specifically in the guardian chamber.
> I've killed everything in there, but I can't get into any of the
> rooms.
> I've done everything I can think to the single button in the wall <G>
> and nothing happens.
> HELP!!!!!!!!!!!!!!!!!

Didn't someone upload the DM maps to atari.archive? If not, email me and I
can put them up via anonymous ftp.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2252. Re: faxsoftware

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 16:07:47 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBCI50.MED@mailer.cc.fsu.edu>
Source record: 202870

George Frajkor (gfrajkor@superior.carleton.ca) wrote:

> I have bought a USRobotics 14.4 FaxModem which promises high speed
> faxing as well as the usual modem functions. Well, the high speed
> modeming works fine,but Straght Fax, which I am told is the only fax
> software available for Ataris, does not recognize the faxmodem.
> Apparently straightFax works only with Class 2 modems (rockwell chip
> set stuff) and is not sophisticated enough to deal with Class 1. So
> here I am with a hotshot faxModem and no working software. No wonder
> people buy macs and messydosses.
> What's my choice?? Is there fax software available for the Atari that
> works with USR and other Class 1 stuff?
>
> My machine is a MegaST, four meg. No problems with it otherwise.

I just talked to Toad, and they claim that Straight Fax will support Class 1
by Sept/Oct 93. The price will go up at that time (it is ~$69 now), but
you will be able to upgrade current version of Straight Fax for "some
reasonable fee". Their phone number is (410) 544-6943 (or 1-800-448-TOAD).
They also say that a brochure is available that explains Straight Fax in
detail. I suggest that you call them and get the straight facts, har har.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2253. Dungeon Master on Falcon?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 16:08:54 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CBCI6u.8Lv@freenet.carleton.ca>
Source record: 202866

Has anyone been able to get dungeon master (or chaos) to work an a Falcon?
I get as far as the gate and load save game menu but after the game starts
loading the drive keeps spinning without anything loading. I've heard that
it works on a TT so it should work on a Falcon.

Jack
--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

2254. disk speeds and ratehd

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 16:32:12 UTC
From: llunch@tarjan.cba.csuohio.edu
Message-ID: <1993Aug6.163212.6086@news.csuohio.edu>
Source record: 202868

For about a year I have had a quantum LP40S that I was able to
get very cheap. For awhile I have been considering getting an ELS85,
but decided to get a different quantum drive I also got a very good
price on. I just got this drive and am having trouble figuring out
how it performs. ratehd.prg gives (aproximately) the following results:

drive: Transfer rate: seek time:
LP40S 740 K/s 30ms
new drive 540 K/s 25ms

I thought I read of people getting much better results with quantum
drives and ratehd before. Do the above numbers seem odd to anyone?
I have a 520st (external floppy, tv output but it doesn't say stm on
the case). Is it possible that people who get better numbers from
ratehd have a newer version of the dma chip and I could have my
computer upgraded? Does anyone have an st and an els85 that performs
better than the above drives? (I'm trying to decide wether I should
try to take this new drive back).
I unpacked a large zoo file (gdb36p2s) on clean partitions of both
drives and found that the new drive did this 7 seconds faster (4:23 vs
4:30). So the slower drive actually allows tos to work faster, but
the difference is insignificant? Or is ratehd returning invalid info?

Thanks in advance for any thoughts facts rants and advice,

2255. Windows NT Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 16:39:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A27417@KR.maus.de>
Source record: 202932
Body handling: HTML body converted to readable text

```
Hello there Windows NT groupies!

Here's a little Windows NT Emulator for the Falcon I came up with last
night. Have fun!

--- Parthenogenesis on ----
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
begin 644 WINDWSNT.PRG
M8!H "D G@ !#0 #\\ <_/ "3D%8CR/\ z
MO W8S_ ! !=C/\ #0 %",_P 0 40S_ ! !1C/\ $ %(y
M,_P 4HB/ *0P/ #(3D(@;P $+CP $ WJ@ #-ZH !3>J <80Q"x
M9R\'/SP ,4Y!5(]"IS\\ "!.05R/+P @? !-9#^@ .((D_/ @3D%3\@.V\I("HJ(" @75L@($YO(2 @70 .! @("
@(s
)" 9
```

2256. Re: Boot-up problem - help!

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 16:55:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.527152@cix.compulink.co.uk>
Source record: 202878

In article <14763@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris G.M.) writes:
>When I boot my Mega4Ste, with TOS2.5, after loading the auto programs, which
>include Datadiet and superboot v7, I get the following message:
>Failed to allocate window memory
>and, of course, ther's no window, and the system appears to load the accs
>and then hangs.
>I can boot from a floppy that has no auto folder, and then use the Atari
>hard disk utes floppy to access the hard disk.
>I'm not sure what's going on - it happended suddenly: I've had the machine
>for 18 months and this never happened before! Help would be very gratefully
>received! Oh yes: there's plenty of space on the C (boot) disk.

Try to rename the file NEWDESK.INF to something else and re-boot. If that
solved the problem then get rid of it. Another possibility is that the first
acc has the fast load bit set. The best solution is Pinhead, which you
should copy to your Auto folder. V2.1 is the latest.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2257. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 17:14:07 UTC
From: mh1@irz.inf.tu-dresden.de
Message-ID: <23u3gv$p72@irz401.inf.tu-dresden.de>
Source record: 202871

In article <23rp8v$am7@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:

> TCSH is not a "login shell" by default. You can change this by simply
> starting it with the -l paramter. If you run it in TOSwin, a similar
> thing can be accomplished by turning off the "ARGV"; for some reason that
> makes it think it's a login shell.

That's correct; I should have been telling this in the docs (and I will do so in the next release).

BTW: `tcsh' will also behave as a login shell if it has been started with the string "-tcsh" in argv[0]. The "-" the way the `login' program communicates the desired behavior to the shell.

> It has to be a login shell to read the
> TCSH.RC file.

That's wrong: The tcshrc.csh file (resp. tcsh.rc in older distributions) will always be sourced. Files that will only be sourced by a login shell are: login.csh, logout.csh, /etc/login.csh, /etc/logout.csh.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2258. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 17:26:53 UTC
From: mh1@irz.inf.tu-dresden.de
Message-ID: <23u48t$p72@irz401.inf.tu-dresden.de>
Source record: 202872

In article <CBBL61.LEM@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:

> setenv HOME=f:\bin

Apart from the incorrect syntax another poster cared about already (the "="
should be a " " (space)), I'd like to note that the /bin directory
is not a sensible choice for a home directory. The home directory should
be a directory which keeps a user's own files. Many programs look
for their initialization files in $HOME, and you probably don't want
those initialization files to reside in /bin.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2259. LHarc...

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 19:20:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9329@S2.maus.de>
Source record: 202931

E>LZH2.21 (or 2.22 and maybe 2.20) is nice because the folders are
E>automatic and its about 5 times the speed.

... and is able to compress folders/files automatically by dropping them onto
LHarc! Just try it...

Regards,
Criss ...

2260. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 20:03:08 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <744736456.0@cyberhm.royle>
Source record: 202820

On 29 Jul 93, Christian Grunenberg sprayed on a wall...

> Perhaps a reason to upgrade to lharc 2.22, which has been released
a
> few minutes ago ? By the way, since version 2.21 you can set the
switch
> '-w0', if
> you don't want LHarc to use $TMPDIR or $TMP.

v2.22 already! I've only just got v2.21 ;-)

By the way, the version of Lharc i've got has got German docs, is
there any FULL English docs available?

One thing i've noticed when using ACS & BinkleyTerm is that
a couple of times it says something like 'Garbage found - File
skipped'
why? Is there a way of telling Lharc NOT to skip the file?

Cheers,

```
+---+-------------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-------------------------------------------------------------+
|
| O | If you have nothing to do, don't do it here. | O
|
+---+-------------------------------------------------------------+---+
```

* Origin: STeve's Cyber-Island
(2:255/404.42)

2261. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 20:21:41 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug6.202141.16394@btree.uucp>
Source record: 202900

In article <1993Aug1.182149.24739@timessqr.gc.cuny.edu>
pas@mindvox.phantom.com writes:

> Are you _REALLY_ implying that software SOLD
>BY Atari should be examined by an anti-virus before installation on
>an Atari? That's the reason why so many Atari users quit the ST:

Didn't seem like an implication to me, more like a direct caution!
Besides, I've used Macs over the years, and some Mac distribution discs
were virus infected, as well. It seems that no matter how safe you
are in the disc duplication process, the odds are that a virus is
going to slip by sooner or later.

-- George Crissman

```
*******************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***************************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*******************************************************************************
--
*******************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

2262. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 20:56:42 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <23ugia$am3@titan.ucs.umass.edu>
Source record: 202879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CBBDtK.IGx@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:
>
>I'm in the same situation you are. I'm using a color monitor, so
>Connect and Stalker don't suit my needs. ...

Actually, I use STalker all the time on color monitor, without GDOS fonts, and without resorting to the 8x8 system font. Since you can turn off the title and scroll bars on STalker's window, you can get an 80x23 screen. Admittedly this isn't the standard 80x24, but most of the time it's close enough. You can still resize the window, and you can still scroll the window's contents. (The former by using the mouse, and the latter with the keyboard.) And, of course, if you really feel you need a bigger screen, you could use GDOS fonts or the smaller point size.

I certainly have to agree with the comments of some of the others that the advent of Geneva, MultiTOS, etc. makes running in a GEM window a much more important feature.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software phone: 413-247-5620
Customer Service fax: 413-247-5622

2263. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 21:17:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23uhprINNn03@golem.wcc.govt.nz>
Source record: 202883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I'm in the same situation you are. I'm using a color monitor, so
] Connect and Stalker don't suit my needs. So rather than berate you
] for not having a Falcon or a mono monitor, I'll just suggest that you
] use Freeze Dried Terminal.

That's what I've been using for the past year or so, even registered it!

] There ARE some things about FDT that I don't like. For instance, the
] emulation (ansi) is not very good. For some reason I cannot get it to

Well, apart from ANSI-Term, it's got the best full-color ANSI emulation
around! (Supports pretty much everything except blinking text!)

] Also, the text editor leaves a lot to be desired. I suggest you call up
] a real word-processor for this too.

Well, it's got a better 'text editor' than any other comm's package I've
seen - all the others just have an editable capture! (with minor
exceptions!)

] guess that's life though. I'm eagerly awating the new release of FDT

I think that was just a False Rumor, Sean Price, the co-worker with
Aaron Hopkins in the making/distribution of FDT hasn't heard from Aaron
in months, and knows nothing of it, and Aaron can't be found anywhere!

] it. As far as terminal programs go, I consider it the best option if
] you're using an ST or STe and don't have a monochrome monitor.

It;s the most feature packed program around if you only have color and
a Mega-ST or lower! Does everything I've ever needed, and it's VERY
fast!

2264. Re: More MIDI Channels?

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 21:24:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.528322@cix.compulink.co.uk>
Source record: 202891

In article <friedric-060893095808@appletalk-74.mdd.comm.mot.com>,
friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>I've heard there is a device available for the Atari ST that
>allows you to add an additional MIDI port, thereby giving you 16 extra MIDI
>channels.
>Price is about $50.
>
>Does anybody know where I can by this device in the U.S.? And is it Cubase
>compatible?
>

There are two devices, MODEMMIDI and 16PLUS, which do the trick, both are
compatible with Cuabse but neither work on the Falcon. In the UK try UKMA
+44 81 368 2245, in US try TranTrax (don't know their phone number).

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2265. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 21:59:20 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <107816@hydra.gatech.EDU>
Source record: 202880

In article <23qiudEatv@uni-erlangen.de> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:
>IMHO full-screen-programs are simply not acceptable nowadays. The benefits of
>GEM are: menubar, windows, loadable fonts, ..., ...

So just disable the menubar and extend the window such that the interior dimensions are the size of the full screen. The only thing it would require is a hot key (or right mouse button press?) to shrink the window and re-enable the menubar when it needs to be accessed.
--
Opinions expressed are my own.

2266. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 22:06:47 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug6.220647.26408@prime.mdata.fi>
Source record: 202881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CBBDtK.IGx@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:

[Stuff deleted]

>There ARE some things about FDT that I don't like. For instance, the
>emulation (ansi) is not very good. For some reason I cannot get it to
>give me inverse text if I switch back and forth between menu/online.
>For that reason I call up Uniterm when I'm reading text and need inverse.
>It's a pain, but it works. This problem makes it very difficult to
>use FDT with certain newsreaders.

I think the problem is that FDT uses IBM-ANSI, which is not the same
as VT100, which in turn is what UniTerm uses. I have never seen a
Unix-site that supports ANSI. I think it is quite common to think that
VT100=ANSI, but that is not the case. My personal experiences with
FDT's ANSI-emulation are very good, it has the fastest emulation I
have ever seen on any terminal program.

>Also, the text editor leaves a lot to be desired. I suggest you call up
>a real word-processor for this too.

That's true, but then again FDT is a terminal program, not a
word-processor. The export function of the scrollback buffer that
exports text to the editor is so slow, that it takes seconds to export
just 20 lines to the editor.

[rest deleted]

>--
>Gregory Sumner
>gregs@eskimo.com I understand just a little,
>Seattle, WA. No comprende, it's a riddle.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2267. Yellowing of Atari housings

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 22:25:56 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Aug6.222556.12929@integrity.uucp>
Source record: 202884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I tried several times to send this via e-mail to the original poster,
but kept getting it slapped back in my face. On the odd chance that
it might be of interest to others (and that the original poster might
be watching), here's my zwei pfennig.

--Jerry

Date: Tue, 13 Jul 93 11:21:18 CDT
From: dunham@serpens.mpd.tandem.com (Jerry Dunham)
To: phruby@ucrengr
Subject: Re: Price on a 130XE
Newsgroups: comp.sys.atari.8bit
Organization: TANDEM Computers, Inc (Integrity Systems Division, MPD)

In article <33941@galaxy.ucr.edu> you write:
>Does anyone know how much a mint 130XE is worth? I am thinking of selling
>mine. By the way, does anyone know why the case has yellowed over the
>years? I bought it in '85. Please respond via e-mail. Thanks.

The material used in the case is a styrenic with molded-in color. Sty-
renics are notoriously sensitive to UV radiation (such as in sunlight
and some fluorescent lamps), and will yellow badly under the proper con-
ditions. It is primarily a surface phenomenon and will have minimal
effect upon material properties unless carried to extreme. I have an
ST bought second hand that is badly yellowed, and I suspect that it
spent much of its life near a window.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2268. looking for Eidolon source or programmer

Newsgroup: comp.sys.atari.st
Date: 1993-08-06 22:38:09 UTC
From: asmodeus@telerama.pgh.pa.us
Message-ID: <23umgh$7ap@telerama.pgh.pa.us>
Source record: 202882

I have been running a bbs for several years now, and I came across this great game for the ST called Eidolon. It is very much like a dikumud for the st, and can be run as a bbs game. I have it set up to be used with BBS Express! ST, and I believe that it was written originally for innersanctum bbs.

I have sent mail, via usnail, called many bbs's and even downloaded a bunch of other files about innersanctum from Genie trying to get ahold of the original programers. No go. My mail was returned unopened, no forwarding address. My inquiries on GEnie went no where, and the docs in innersanctum bbs were little help.

What I am looking for is the source code for this game so that I can fix some of the bugs in it, and try to get it running again with more commands. I would like to take over the st support of this, but I can not find the source, the programmer, nadda.

I have heard that it was also called 'Other Worlds' and was available on the ibm platform.

If anyone has any information about these games or the programmers, please let me know.

Thanks in advance.

asmo
asmodeus@telerama.pgh.pa.us

"I have nothing to fear but fear itself....and my girlfriend's wrath"

2269. Re: Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 01:21:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBD7r4.A7H@netcom.com>
Source record: 202889

In article <744581160.0@mettav.royle> Spencer.Davies@mettav.royle.org (Spencer Davies) writes:
> Is there a version of Diamond Back II which supports 1.4Mb disks on
>a
>Floptical drive??? If so what version???

No.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2270. Looking for Grandad II game by Ian Scott

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 02:34:00 UTC
From: chrisbes@news.delphi.com
Message-ID: <23v4ao$9vp@news.delphi.com>
Source record: 202890

Are there any FTp sites that have Grandad and the quesest for sandwiches?

2271. Re: Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 05:56:38 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <3585@tekgen.bv.tek.com>
Source record: 202893

In article <744581160.0@mettav.royle> Spencer.Davies@mettav.royle.org (Spencer Davies) writes:
>Robert,
> I don't no if this is the right place to ask so if I am out of
>place
>just stamp on me ;-)
> Is there a version of Diamond Back II which supports 1.4Mb disks on
>a
>Floptical drive??? If so what version???
> All help appreciated!

All versions since 2.42 have supported high density floppies, FLopticals have been supported since V2.50, The latest version is V2.51. Diamond Back 3 is expected to be released in the next two months and will support multiple volume removable media including SCSI tape drives.

Best regards,

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie: ORA \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe: 71333,2655 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

2272. Re: dungeon

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 05:58:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87350@cup.portal.com>
Source record: 202892

In The Chambers of the Guardian, in Dungeon Master, there are blue buttons on the walls next to the grates sealing off the small rooms. Try pushing the buttons...

Also, there is something in one of the rooms.. see what happens when you push the button next to that room. Go find it again, and try it again.. Keep on trying until something different happens.

You'll then find something you can show to the "eye" on the wall...

BobR

2273. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 09:09:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A48802@SL.maus.de>
Source record: 202933

] I think the Signum virus does nothing until it has found its other
]half. don't think the other half was ever written. The guy who wrote it
]must ha changed to a PC...

WS>It still copies itself, but until it finds the other half (Which I
WS>have) it does nothing. ^^^^^^^
^^^^

Ooops? Where did You get this? As far as I knew, there were never a
second part found. Maybe You should send this part to several virus-
killer programmers?

Bye
_/_/_/ _/_/_/
_/ _/ _/
_/_/_/ _/ _/
_/ _/ _/
_/_/_/ _/_/_/

===
Stefan_Damerau@sl.maus.de

2274. Dungeon Master on Falcon?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 13:27:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <43972@mk.maus.ruhr.de>
Source record: 202920

Hi,

A>Has anyone been able to get dungeon master (or chaos) to work an a
A>Falcon? I get as far as the gate and load save game menu but after the
A>game starts loading the drive keeps spinning without anything loading.
A>I've heard that it works on a TT so it should work on a Falcon.

on my Falcon Dungeon Master works fine. You have to set the NV-RAM to the
factory settings, then you have no problems. It's running very fast on the
Falcon. :-)
Chaos strikes back works fine too.

Tschau,

/Martin/

2275. Wanted-disk drive & misc. info

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 15:07:52 UTC
From: sss@CUNYVMS1.GC.CUNY.EDU
Message-ID: <1993Aug7.150752.20249@timessqr.gc.cuny.edu>
Source record: 202904

Does anyone have a double sided external disk drive for sale? I've got an Atari 520ST with added memory to make it equivalent to a 1040. It has the internal doublesided drive plus an external single sided drive. This is workable, but less convenient than a doublesided external drive would be. Also, is there anyone in the NYC area that can repair Ataris if anything breaks?

Thanks,
SPS

2276. sw for reading ROMs

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 16:41:10 UTC
From: tyjori@uta.fi
Message-ID: <240lv6$pnn@vuokko.uta.fi>
Source record: 202899

I'm looking for software which reads St's roms to file
(for further epromming), I've been browsed most common
FTP's but non success. The very idea is update ROMs
w/o removing them.

any ideas ??

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

2277. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 18:00:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.EcfopdRbCZM@semprini.tdkcs.waterloo.on.ca>
Source record: 202910

In <wmtwen.744383834@rw8.urc.tue.nl>, Erlend Nagel writes:
> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>
> >Surprise. George Woodside's VirusKiller monitor guard binged when we
> >looked at Speedo disk #3. Sure 'nuff, on closer investigation V-Kill
> >reported a known virus ('Key' or Signum virus....)
>
> About four years ago I had this virus too. I luckily discovered it
> before it had done any damage, but I am interested in what it would
> have done if I hadn't caught it in time. Supposedly this is the most
> widespread virus on the ST. Atari ST Niuews in the Netherlands claims
> that there are more than 1.5 million copies of it. Sounds like the
> pingpong virus on the PC.

At one point before I got my hard drives, I had three different viruses
taking turns being active on my system... I think it took me a month or
so to notice.

I've NEVER EVER heard of the 'Key'/'Signum' virus actually doing
anything other than infecting disks. I asked on GEnie about this virus,
and nobody there had ever heard of it going off either.

It may be incredibly wide-spread, but it doesn't seem to _do_ anything.

--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

2278. Re: Software-Modem

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 18:31:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.lAsqwAX8Xws@semprini.tdkcs.waterloo.on.ca>
Source record: 202911

In <CB66B8.8JA@ztivax.zfe.siemens.de>, Mike Gassmann writes:
> A friend of mine told me that a friend of him (a firend of him a firend of him...???) is
> programming a softwaremodem with 14400bps and the coding and decoding sequences are all
> right now. the only problem should be to handle this in a program and not by using an
> assembler.

Yes, but will it require 100% of the CPU's time? Will it work with
MiNT? I know if I had a faster machine (TT or a future Falcon) MiNT and
probably MultiTOS would be running all the time.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

2279. 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 18:32:19 UTC
From: michaeld@stack.urc.tue.nl
Message-ID: <240sfj$h9s@tuegate.tue.nl>
Source record: 202901

I've just taken a look into my 1040STe, but I didn't discover an 68000,
which I thought it would have. What I saw was an 68901, but it has less
pins than an 68000. So what is the processor in my machine ? And what
are it's specs ?

MDB

--
---------- Intel Inside <=> Fool outside ----------
Michael-Dennis Biemans The best way to -2
michaeld@stack.urc.tue.nl accelerate a PC is at 9.8 ms

2280. MUSIC SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 19:56:32 UTC
From: hicksm@hindmost.lpl.arizona.edu
Message-ID: <2411dg$dkv@organpipe.uug.arizona.edu>
Source record: 202923

Hello Atarians! Does anyone know where I could get a
good deal on a Dr T's Omega Sequencer + Copyist package
combo? (kind of like a value meal)

What, in fact, would be a good deal? Does anyone have
some of this software they would wish to sell me used?

-Michael

2281. (Shareware) modem program for ST ..where??

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 22:13:22 UTC
From: gbrnnign@unix2.tcd.ie
Message-ID: <gbrnnign.744761602@unix2.tcd.ie>
Source record: 202906

Hello ye all,
I'm looking for a program to run my modem on my ST? Anybody know where I can
find such a program?

Gar
gbrnnign@unix2.tcd.ie

2282. Japanese WP for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-07 22:55:20 UTC
From: bduewer@csugrad.cs.vt.edu
Message-ID: <241bso$krk@csugrad.cs.vt.edu>
Source record: 202903

Greetings again. Sorry I took so long to make this summary, but
I had some problems with transfering things from the work computer
to my ST (no working transfer protocols, except a kermit with problems)

Anyway, in response to my initial querry I got a lot of email. There were
3 categories:
1. people telling me to post this msg
2. people mentioning japworpr.arc on atari.archive.umich.edu
This seems to work but does not have printing capabilities. It is,
however, enough for my brother's needs for now, so I did not obtain
#3.
3. people mentioning SIGNUM. If I understand correctly, it is a word
processor capable of doing many different languages, and there are
japanese fonts out there for it.

Thanks to everyone who contributed. As I said before, I don't have time
to keep up on this newsgroup, so if anyone has a followup they want me
to read, email it to:
bduewer@csugrad.cs.vt.edu

Bruce Duewer

2283. MultiTOS and TCSH

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 00:11:43 UTC
From: jmillar@news.delphi.com
Message-ID: <241gbv$t2q@news.delphi.com>
Source record: 202907

I was wondering if there was a person here that was knowledgable about MultiTOS and MiNT that could tell me how, specifically, to set up a working and compatible tcsh with a /bin full of UNIX-like commands.

I have the Atari conversion of tcsh as well as a few .ttp's and .prg's that emulate the equivalent UNIX commands rather well. I simply need to know where to put all of these programs, as well as how to configure the MINT.CNF and GEM.CNF files. I'm sure that it's a rather simple thing to do, it's just that the anemic documentation of MultiTOS that came with my Falcon doesn't help me at all. In fact, there isn't even a mention of these two .CNF files in all the documentation that came with the machine!

Anyways, all help is greatly appreciated and I thank you for your time.

-Jay T. Millar jmillar@delphi.com-

2284. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 01:27:30 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <241kq2$t4e@constellation.ecn.uoknor.edu>
Source record: 202905

Newsgroups: comp.sys.atari.st
Subject: Atari stuff for sale
Summary:
Followup-To:
Distribution:
Organization: Engineering Computer Network, University of Oklahoma, Norman, OK, USA
Keywords:
Cc:

**********For Sale**********

ATARI MEGA ST2.....$325/obo
Atari Mouse, Keyboard

Color Monitor (SC1224).....$125/obo

All Original Boxes

The Software That I Have Remaining Includes:
(Make an offer if you want any of these)

Word Writer ST/Swiftcalc
GFA Basic/Compiler 3.5
GFA Raytrace
PC Ditto
Digispec

Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu

2285. Re: looking for Eidolon source or programmer

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 01:51:59 UTC
From: wglahol@eis.calstate.edu
Message-ID: <CBF3uo.9G@eis.calstate.edu>
Source record: 202908

I'm not an Eidolon programmer, but I did begin work on developing Inner Sanctum 3 years ago, intent on developing Cit-86 style Networking into it. As of last month, I have finally succeeded in this project. I have installed a bunch of features into I.S. (which I now call "Intersanctum," since it is a networking BBS program), including a status window.

I have been netting for the last month with several Sacramento-area Novucivitas boards; In addition, I.S. now has limited ISIS-net support. If you'd like to see how Intersank has grown up over the last three years (not really much to see on the user end that's new since 1.76 - the version of software I used to build upon) but as I said, Cit-86 netting is now available... Call Cold Winter Knights, Sacto area bbs (916) 487-2819.

My handle is "Yellow Dragon."

--

+--+-------------------------+
Bill Glaholt, Compensatory Education Office	Chapter 1
California Department of Education	All Children Can Learn
wglahol@eis.calstate.edu	
+--+-------------------------+

2286. Re: looking for Eidolon source or programmer

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 03:34:17 UTC
From: asmodeus@telerama.pgh.pa.us
Message-ID: <241s7p$rp6@telerama.pgh.pa.us>
Source record: 202909

William E. Glaholt (wglahol@eis.calstate.edu) wrote:

: I'm not an Eidolon programmer, but I did begin work on developing Inner
: Sanctum 3 years ago, intent on developing Cit-86 style Networking into it.
: As of last month, I have finally succeeded in this project. I have
: installed a bunch of features into I.S. (which I now call "Intersanctum,"
: since it is a networking BBS program), including a status window.
:
: I have been netting for the last month with several Sacramento-area
: Novucivitas boards; In addition, I.S. now has limited ISIS-net support.
: If you'd like to see how Intersank has grown up over the last three years
: (not really much to see on the user end that's new since 1.76 - the
: version of software I used to build upon) but as I said, Cit-86 netting is
: now available... Call Cold Winter Knights, Sacto area bbs (916) 487-2819.

: My handle is "Yellow Dragon."

: --
: +---+-------------------------+
: | Bill Glaholt, Compensatory Education Office | Chapter 1 |
: | California Department of Education | All Children Can Learn |
: | wglahol@eis.calstate.edu | |
: +---+-------------------------+

I do appreciate the responce, but I am not looking to change BBS programs
yet again. WIll stick with what I have for now, but may take a look later
down the line.

As for the programmers of Eidolon; as far as I have been able to find out
they were:
John D. Walker and Lauren Guimont
handles, but not sure which is which:
Major Chaos and Ganelius

If nayone knows how I can get ahold of the above, please let me know, or
if anyone knows where I can get the source for this game program. Thanks

asmo

2287. Re: Scuzzy Drives.

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 05:48:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <242446INNou@golem.wcc.govt.nz>
Source record: 202913

In article <8AUG199301154384@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hi,
>
>How is it with scuzzy drives nowadays? Word goes that they are 'still' being
>made. The dealer that I buy my computer supplies says that if he is to order
>a scuzzy drive for me he wants a deposit. What I am getting at is; what is
>the most popular adaptor for hard drives these days? What's the encoding
>method? Is parity checking standard now?
>
>Woj. (wojci_g@pavo.concordia.ca)

SCSI drives are way in now, its the way PC clones are now going and
the price here in N.Z. is the same as IDE..

People that push IDE because they don't know any better, should be shot...

I have just fitted 2 Quantum LPS240S (240meg) to 2 Supra boxes, they work
very nice, the Quantums are very cheap here, as cheap or cheaper than the
USA and far cheaper than the UK...

There is no Duty here on Computers or parts, only Modems....

Sounds like you need a real dealer..:-)

Roger..... sheppard_r@kosmos.wcc.govt.nz

2288. Scuzzy Drives.

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 06:15:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <8AUG199301154384@pavo.concordia.ca>
Source record: 202912

Hi,

How is it with scuzzy drives nowadays? Word goes that they are 'still' being made. The dealer that I buy my computer supplies says that if he is to order a scuzzy drive for me he wants a deposit. What I am getting at is; what is the most popular adaptor for hard drives these days? What's the encoding method? Is parity checking standard now?

Woj. (wojci_g@pavo.concordia.ca)

2289. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 06:33:00 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBFGv2.FBE@sdf.lonestar.org>
Source record: 202915

Can someone E-Mail me any info you have on this TT-Clone. Is it a computer that behaves like a TT but made by someone other than ATARI? This would be good news. What is the pricing like (in US dollars if you can).

What's this business about this Medusa board? A 40Mhz 68040? Sounds good.

2290. Re: AtariWorks ships w/ virus?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 06:41:42 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBFH9K.Fsp@sdf.lonestar.org>
Source record: 202916

```
============================ quote =======================
It still copies itself, but until it finds the other half (Which I have)
it does nothing. However, I had the 2nd half, and when it was accessed,
the machine crashed! Pretty sad virus!
==========================================================

Yep. I always wondered why my machine would crash after accessing a bunch
of different floppies (looking for something on backup). Come to find out,
I have the virus. Its supposed to invert the mouse, but this has never
happened. I think I got the virus from Toad, on a disk they sent me.
Its the only disk that it could have been. I didn't even find out until the
person I sold W9 to found the virus. The disk (which was a copy of Warp9 from
Toad, not Codehead) had the virus. I think that's the mother of the ones I
have. In any case, it was a either that or Codeheads disks, and they don't
have the virus, so Toad gave it to me. Maybe I'll call them.
```

2291. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 06:47:09 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBFHIo.GF3@sdf.lonestar.org>
Source record: 202917
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
============== quote ===========
the separate C and C++ compilers have disappeared when changing from
GCC 1.x to GCC 2.x
in the gcc doc, it says that running g++ is exactly like gcc except
for a few very little tiny detail. gcc compiles c++ files just fine !
================================

OK, I was confused because a.a.u.e says that g++ required gcc 2.3.2, and it
seemed stupid to get gcc 2.3.2 plus an extra MB or so of stuff (g++) if gcc
alone could handle it.

Thanks for the info. Any idea where to get Objective C libraries? And I
assume that I can take C, C++, Objective C, and Assembly, and link them all
together, plus perhaps link in one of the other "front-ends" for GCC like
Modula ][ ? GCC gets better and better, all we need now is a nice GEM
front-end with an integrated editor/debugger/tracer like Turbo C/Lattice
```

2292. Hardware/Software(MIDI etc)/MISC for SALE

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 07:08:12 UTC
From: valentin@netcom.com
Message-ID: <valentinCBFIHo.6B1@netcom.com>
Source record: 202924

ATARI ST stuff for sale

!!!
POSTING FOR FRIEND WHO CAN'T POST FROM HIS ACCOUNT
PLEASE do not reply to valentin@netcom.com
REPLY TO dart@canal.org or call (215)430-7040
!!!

====================== SOFTWARE ==
MIDI editor/librarians
- Steinberg Synthworks for Korg M1, box, manual, disks, dongle ... [$65]
- Steinberg Synthworks Roland MT-32,D-5/10/20/110, manual, disks, dongle ...[$65]

====================== DOCUMENTATION =====================================
- Abacus Atari ST GEM Programmer's Reference ...[$9]
- Motorola DSP 56000/DSP 56001 User's manual REV 2 ...[$9]
- Dr. T's Tiger Cub, Manual ONLY (NO software!) ...[$9]

====================== HARDWARE ==
- Everex EMAC 60T external SCSI case (NO DRIVE), with fan, power supply,
power switch, 2 SCSI jacks (In and Thru), space for 1 full height device,
I damaged the internal SCSI ribbon cable when I removed the drive I used
with it, so you'll need to get a new one, other tahn that it's a solid
metal unit with a small footprint and visually appealing...[$20]

- Motorola 25 MHz 68030 CPU (contains memory management unit) PGA style!
XC68030RC25B 11B67R DEA08924 ...[$55]
- Motorola 25 MHz 68882 floating point math co-processor...[.$35]
- Raltron 28.322 MHz crystal (PGA)...[$5]
- All three above for ...[$85]

- Commodore Power Supply (x3), provides 5V DC and 9V AC, extremely sturdy and
heavy construction, in-line brick style (no wall wart), black with C= Logo,
cooling ribs, built like a tank, I have no idea what they are for
(assume C-64), they have 4 pins on a DIN type jack, part # 251053,
I wish they were 9V DC, because I have a bunch of those that I would love to
swap with these most beautiful power supplies I've ever encountered ...[$10
each]

- Epson JX-80 color printer, 9 pin dot matric, comes with black and color
ribbons ...[$115]

Free with any purchase ST Basic and manual

NOTE: I really prefer to sell this locally! If I ship, I ask you to take
care of shipping and packaging charges.

Thank you,

Darius (dart@canal.org or call (215)430-7040)

2293. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 10:40:11 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <242l6b$98k@krynn.solace.hsh.se>
Source record: 202914

In <240sfj$h9s@tuegate.tue.nl> michaeld@stack.urc.tue.nl (Michael-Dennis Biemans) writes:

>I've just taken a look into my 1040STe, but I didn't discover an 68000,
>which I thought it would have. What I saw was an 68901, but it has less
>pins than an 68000. So what is the processor in my machine ? And what
>are it's specs ?

The 68K in the STe is a PLCC, not DIL; ie. it's a rectangular chip that
resides on the right side of the main-board right under the arrow-keys.
It's specs is the same as the old variants of 68K.

>MDB

/hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2294. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 11:56:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A48849@SL.maus.de>
Source record: 202934

Hi Michael-Dennis!

M>So what is the processor in my machine ?
You maybe have a PLCC-Version of the 68k Proc.
I don't know the location or the specs of the Proc in the 1040STe but take a look at the square chips in a socket.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2295. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 12:41:43 UTC
From: michaeld@stack.urc.tue.nl
Message-ID: <242sa7$lib@tuegate.tue.nl>
Source record: 202918

Hans Holmberg (hasse@krynn.solace.hsh.se) wrote:

: The 68K in the STe is a PLCC, not DIL; ie. it's a rectangular chip that
: resides on the right side of the main-board right under the arrow-keys.
: It's specs is the same as the old variants of 68K.

thank you for your reply, I didn't know there were square versions of the
68000, but there are no numbers visible on the (other) square chips.
What are they, and what is an 68901 then ?

MDB

PS: I'm just very curious !
--
--------------------- Intel Inside <=> Fool outside -----------------------
Michael-Dennis Biemans The best way to -2
michaeld@stack.urc.tue.nl accelerate a PC is at 9.8 ms

2296. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 14:44:51 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug8.144451.27950@prime.mdata.fi>
Source record: 202919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23uhprINNn03@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

[stuff deleted]

>] guess that's life though. I'm eagerly awating the new release of FDT
>
>I think that was just a False Rumor, Sean Price, the co-worker with
>Aaron Hopkins in the making/distribution of FDT hasn't heard from Aaron
>in months, and knows nothing of it, and Aaron can't be found anywhere!

I don't think so. I've called the european support BBS in England
(<<<Internet>>>), and they are discussing FzDT 3 in the support
message area. I also wrote to Sean Price and he said that it could be
ready at the end of the summer, best case.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2297. Re: Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 15:55:25 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CBG6wE.ny@basil.icce.rug.nl>
Source record: 202925

In article <23evvv$955@news.u.washington.edu> palefox@carson.u.washington.edu (Romeo Fahl) writes:

> I am looking for a good shareware/PD text editor to use on my ST. What
> would you recommend?
>
> Thanks!
>
> RoMeo
>

You may try JOVE. It is an emacs clone that I ported to Atari ST (among others). It is not a Gem application, but it does have some of its goodies:
- Mouse support,
- 8-bit character support,
- File Selector support,
- color display,

and of course all key (and mouse!) bindings are configureable.
If you're familiar with GNU emacs, you will see many similarities.
(except that JOVE is not the memory hog that GNU emacs is;-)

Jove is available with anonymous ftp at:
icce.rug.nl:pub/tom/jove/TOS.zip - binaries for TOS.

(binaries for MS-DOS, a complete source distribution and a set of LaTeX manuals are also available at the same location)

--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/
__/ _/_/ <space for quote intentionally left blank>

2298. Re: 1 Meg ceiling required for some programs - why?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 15:56:30 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CBG6y6.os@basil.icce.rug.nl>
Source record: 202926

In article <1993Aug4.125234.14497@porthos.cc.bellcore.com>
rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
> I have a program called "Fractal Engine" from one of the ST Format
> cover disks. I could not get it to run on my 4 Meg STe (2 bombs),
> although it ran fine on my 1 Meg ST. I decided to try the 1 Meg
> program that tells the STe it now has only 1 Meg, and the Fractal
> Engine ran fine. What is it about some programs that they require
> a 1 Meg ceiling? Why would a programmer insert this constraint?
> (or could this be an indication that somewhere in my 4 Megs I
> have bad memory?) I know RR Tycoon requires this 1 Meg set-up,
> but I don't understand that one either. I'm slowly teaching
> myself 68000 assembler; is memory management tricky with the ST/STe?
>
> Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

My guess is that it is a program from the dark ages;-) that writes
directly into screen memory and has the screen address hard-coded in. In
the old days the screen lived near just below 1MB...
--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/
__/ _/_/ <space for quote intentionally left blank>

2299. Re: Scuzzy Drives.

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 16:48:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <8AUG199311482558@pavo.concordia.ca>
Source record: 202921

>People that push IDE because they don't know any better, should be shot...
>
>I have just fitted 2 Quantum LPS240S (240meg) to 2 Supra boxes, they work
>very nice, the Quantums are very cheap here, as cheap or cheaper than the
> USA and far cheaper than the UK...
>
>There is no Duty here on Computers or parts, only Modems....
>
>Sounds like you need a real dealer..:-)
>
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Yup, I am replacing my ST-157N with an LPS240S as soon as I get a good deal. There are some good dealers over here. I know one who does not charge any taxes; that's probably where I am going to go. I checked with my resources and Quantum drives came up as an optimal choice for Mega STe's.

There is one thing that I am not exactly clear about, Roger. How can an ST handle multiple partitions that are bound to exist when one has multiple hard drives attached to the machine. If I am right, the available partitions are C to P (14 partitions). How close do the guys who have 800 to 2000 megs come to reaching the limit of how much ST can handle (address?) If there is a limit to BGM size, what is it?

Woj. (wojci_g@pavo.concordia.ca)

2300. Re: More MIDI Channels?

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 17:35:55 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Aug8.113556.967@janus.arc.ab.ca>
Source record: 202819

In article <friedric-060893095808@appletalk-74.mdd.comm.mot.com>,
friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>I've heard there is a device available for the Atari ST that
>allows you to add an additional MIDI port, thereby giving you 16 extra MIDI
>channels.
>Price is about $50.
>

I believe that both Barefoot Software and Cubase have hardware products that do
this for you. I forget the name but I think they are more that the price
mentioned above.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

2301. Re: Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 21:05:48 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <744829056.0@cyberhm.royle>
Source record: 202821

```
Hi...

Just came across a funny thing, when extracting from one of my
mail
packets...

Here's a v2.21 listing...

LHarc 2.21 - dedicated to Eleni Avgetidou
Copyright (c) Yoshizaki, 1988-89, Grunenberg, Mandel, 1993

Archives matched : 1

Listing of archive: E:\0000FFD6.SA0

Name Original Packed Ratio Date Time Attr Type
CRC
-------------- -------- -------- ------ -------- -------- ---- -----
----
06001534.PKT
Amiga/Atari 2723 1165 42.8% 93-08-06 0:01:54 ---w -lh1-
12B6
06010048.PKT
Amiga/Atari 30424 13401 44.0% 93-08-06 0:55:54 ---w -lh1-
306B
06060410.PKT
Amiga/Atari 99394 41331 41.6% 93-08-06 5:59:12 ---w -lh1-
DD22
06070432.PKT
Amiga/Atari 1091 604 55.4% 93-08-06 7:03:08 ---w -lh1-
521D
06194244.PKT
Amiga/Atari 278009 117457 42.2% 93-08-06 19:36:40 ---w -lh1-
7EC2
07024820.PKT
Amiga/Atari 40355 15741 39.0% 93-08-07 2:45:50 ---w -lh1-
64C1
07115404.PKT
Amiga/Atari 209934 87448 41.7% 93-08-07 11:10:46 ---w -lh1-
ECD9
Garbage found and skipped
07024820.PKT
Amiga/Atari 40355 15741 39.0% 93-08-07 2:45:50 ---w -lh1-
64C1
07115404.PKT
Amiga/Atari 209934 87448 41.7% 93-08-07 11:10:46 ---w -lh1-
```

```
ECD9
-------------- -------- -------- ------ -------- --------
9 files, 912219 380336 41.7% 93-08-07 15:27:08
0 directories

Here's the same files but as seen by the Quester v2.0i...

LHarc 2.01i (c)Yoshi, Quester, 1988-91.(Assemblerversion vom
10.11.1991)

Listing of archive : 'E:\0000FFD6.SA0'

Name Original Packed Ratio Date Time Attr Type
CRC
-------------- -------- -------- ------ -------- -------- ---- -----
----
06001534.PKT
Atari 2723 1165 42.8% 93-08-06 0:01:54 ---w -lh1-
12B6
06010048.PKT
Atari 30424 13401 44.0% 93-08-06 0:55:54 ---w -lh1-
306B
06060410.PKT
Atari 99394 41331 41.6% 93-08-06 5:59:12 ---w -lh1-
DD22
06070432.PKT
Atari 1091 604 55.4% 93-08-06 7:03:08 ---w -lh1-
521D
06194244.PKT
Atari 278009 117457 42.2% 93-08-06 19:36:40 ---w -lh1-
7EC2
07024820.PKT
Atari 40355 15741 39.0% 93-08-07 2:45:50 ---w -lh1-
64C1
07115404.PKT
Atari 209934 87448 41.7% 93-08-07 11:10:46 ---w -lh1-
ECD9
-------------- -------- -------- ------ -------- --------
7 files 661930 277147 41.9% 93-08-07 15:27:08

Strange don't you think? ;-)

Cheers,

+---+-----------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-----------------------------------------------------------+
|
| O | There is no such thing as a straight line. | O
```

```
|
+---+-------------------------------------------------------------+---+

* Origin: STeve's Cyber-Island
(2:255/404.42)
```

2302. Re: Scuzzy Drives.

Newsgroup: comp.sys.atari.st
Date: 1993-08-08 21:06:40 UTC
From: alex@falcon.demon.co.uk
Message-ID: <744844000snz@falcon.demon.co.uk>
Source record: 202927

In article <242446INNou@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>...
>very nice, the Quantums are very cheap here, as cheap or cheaper than the
> USA and far cheaper than the UK...

Wow they must be seriously cheap over there, I just changed my internal
TT drive for a LPS240 for UKP 230 (price has since dropped to about #220).
What sort of prices are you talking for these drives?

--
Alex Kiernan
alex@falcon.demon.co.uk

2303. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 00:00:47 UTC
From: hasse@krynn.solace.hsh.se
Message-ID: <24443f$bse@krynn.solace.hsh.se>
Source record: 202928

In <242sa7$lib@tuegate.tue.nl> michaeld@stack.urc.tue.nl (Michael-Dennis Biemans) writes:

>Hans Holmberg (hasse@krynn.solace.hsh.se) wrote:

>: The 68K in the STe is a PLCC, not DIL; ie. it's a rectangular chip that
>: resides on the right side of the main-board right under the arrow-keys.
>: It's specs is the same as the old variants of 68K.

>thank you for your reply, I didn't know there were square versions of the
>68000, but there are no numbers visible on the (other) square chips.
>What are they, and what is an 68901 then ?

The 68901 is the MFP (Multi Function Processor). Basicly it's a combined
interrupt-handler and clock-generator, which is programmable. It generates
the clocks for the ACIA's that serves the MIDI-port, RS232 and keyboard.

>MDB

>PS: I'm just very curious !
There is no other way to learn things.... :)

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2304. Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 00:27:30 UTC
From: dq693@cleveland.Freenet.Edu
Message-ID: <2445li$jf0@usenet.INS.CWRU.Edu>
Source record: 202929

I still have some Atari ST software for sale. Here is what I have:

WordPerfect 4.1 $50
GFA Draft Plus $10
IBM DOS 3.3 (for IBM emulators) $10
Ultima IV $10
Planetarium $10
GFA Basic 2.0 and 3.0 w/ ref manual $30
UltraScript $50
BBS Express! ST 1.79 $50
==========
Total $220

If you are interested, I (Chuck) can be reached at:

509-235-8746 (voice),
caude@ewu.edu

2305. How Do I make GCC compile C++ code?

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 00:32:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <2445vl$t0t@cville-srv.wam.umd.edu>
Source record: 202930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to get my installation of GCC to recognize and compile C++ code, and it very nearly does it except that I believe it is relying on an internal rule to run a program called:

cc1plus

instead of gcc-cc1+.ttp when it is required. I vagurely remember a separate environment variable was required to over-ride this rule. Can anyone shed some light on this?

(right now, i can still use g++.ttp and get the correct results, but if gcc.ttp can do it, then i figure I'll save myself a little extra trouble when I run into makefiles that need converting...)

Thanks in advance to any help anyone offers.

2306. Re:TT-clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 07:01:44 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBHCuw.B60@ztivax.zfe.siemens.de>
Source record: 202937

>I spoke with my dealer yesterday and he could confirm the specs, but said
>that the fax he got from GE-Soft was intended as survey among dealers if
>they would want to carry such a product or not. It is, in his opinion, not a
>real produt yet and might not be either.
I don't know this when I read the article.

>BTW, the only thing he hadn't heard of were the dual VME buses. His spec
But this was said in the article.
>sheet did in fact not include VME at all (which sounded strange to both of
>us). The 040 and DSP chips are not delivered, just supported by a socket for
I never meant that the 040 and DSP was delivered. If you think so by reading my mail,
sorry,
but my english is not so good and it's not easy for me to find the right expression always.
sorry. but read the article in st-magazine and you will see what i mean.
>each.
>Jon

mike :-)

2307. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 07:53:30 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug9.075330.4968@praxis.co.uk>
Source record: 202948

Thanks to all who helped me find Before Dawn. I got it from A.A. in
Utilities/Screensavers/Beforedawn

Things I have found:
a) This version is not the latest.
b) This version is MultiTOS compatible.
c) It is much better than anything else I've used before.

==
Ben Bell

Praxis plc,
the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2308. Re: disk speeds and ratehd

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 08:23:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CBHGMt.Mz4@cs.bham.ac.uk>
Source record: 202935

```
In article <1993Aug6.163212.6086@news.csuohio.edu> Jason Baker writes:
>how it performs. ratehd.prg gives (aproximately) the following results:
>
>drive: Transfer rate: seek time:
>LP40S 740 K/s 30ms
>new drive 540 K/s 25ms
>
[...]
>4:30). So the slower drive actually allows tos to work faster, but
>the difference is insignificant? Or is ratehd returning invalid info?
>

Ratehd is probably wrong. I've got it to report faster transfer rates
simply by defragging the root partition!
```

2309. Re: Mono emulators on STE

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 09:18:48 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.116@cipserv1.physik.uni-ulm.de>
Source record: 202936

In article <1993Aug6.125946.17348@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:

>In article <CBAL3x.8Kt@liverpool.ac.uk>, spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:
>>
>> [mono-emu. for STE]

>A recent ST Format cover disk included Sebra, a mono emulator that
>works on my STe. If you can't find out the issue number let me know,
>I'll look it up.

>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

I downloaded the Sebra and experimented with it. Pretty good display, lots of options, fast, not bogging down the comp too much and -allegedly, I don't have one- co-operative with the STE.
Highly recommended.

You can ftp it from
nic.switch.ch 130.59.1.40 "sebra.lzh"

Greetings, Elmar

2310. Re: TOS/ST-Magazine/ST-Computer

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 10:04:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug9.100458.25724@rhrk.uni-kl.de>
Source record: 202940

mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:

>That TOS has merged with ST-Computer is true but the ST-Magazine is
>still alive :-)

No, sorry. The only magazine that is left is ST Computer. If you don't
believe this, wait until the end of this month. There will be no new issue
of ST Magazin.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2311. Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 10:11:03 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.744891063@garbod26>
Source record: 202939
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

Could somebody please help me with this brief list of Atari's history?
I haven't been able to fill in the years for several important company
events. Any additional information is appreciated.

1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
intention was to use the name "Syzygy", but since it was already
occupied, he picked "Atari" instead.
197?: The Pong game becomes popular in the arcades.
1976: The Atari 2600 is released.
1979: The Atari 400 and Atari 800 computers are released. The computers
had inofficial name, "Colleen" and "Candy".
198X: Nolan Bushnell sells Atari to Warner Communications.
1983: The Atari XL series is introduced, replaces the 400/800 series.
198X: The Atari 7800 is released.
1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
is split into Atari Corp (consumer products) and Atari Games
(arcade games).
1985: The Atari 520ST computer is introduced.
The Atari XE series, compatible with the 400/800/XL series, is
introduced. (65XE, 130XE.)
198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
198X: The Atari TT computer is introduced.
198X: A portable ST named Stacy is introduced.
1989: The Atari STE series is introduced.
1993: The Atari Falcon computer is made available (?) to consumers.

It would be nice to have the names and years of introduction of some
popular arcade games as well. Since I was too young to take part of
the action in the early years, I can't remember what games were
created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
Pong, Breakout, Galaga, Battlezone.

Anyone who's interested in this subject should feel free to edit the
list and send replies to my email address. I'll read the newsgroups
as well.

Thanks in advance,
Anders Skelander

2312. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 10:12:12 UTC
From: gehnen@uni-paderborn.de
Message-ID: <2457ts$8j8@news.uni-paderborn.de>
Source record: 202938

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <jonal.326.744471671@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

: I guess "video RAM" means "RAM that can be used for display by the video
: hardware" in this context -- usually, this is called "ST-RAM", and
: "Fast-RAM" is often referred to as "TT-RAM". Since ST-RAM has 24 bit
: addresses, so the upper bound for ST-RAM is 16 MB. However, it is 14 MB
: only because some of the 24 bit address space is used for ROM and
: hardware registers.
The term "video RAM" means in this case really "video RAM". It is not very
sensefull to use 14 MB's ST-Ram. In most cases 2MB are enough and the rest of your
money is better spent by buying fastram for your compi.
Video rams are not very expensive so it is cheaper use a videoport with videorams
but a difficult logic and less expensive DRAMS. Btw. You win some speed by using
this method and it is possible to use higher bandwith to get more colors and
higher refresh-rate onto the screen.
Gerrit

--
Gerrit Gehnen gehnen@hni.uni-paderborn.de
Rechnerintegrierte Produktion
Heinz Nixdorf Institut
Uni-GH Paderborn
Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon

2313. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 10:32:41 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug9103241@rajeesh.WPI.EDU>
Source record: 202763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> "scruggs" == kevin eugene scruggs <scruggs@cis.ohio-state.edu> writes:
scruggs> Hullo, I was just wondering if there were any variations as
scruggs> far as monitor cables. I've talked to a couple people lately
scruggs> that talk as if mono & colour cables are distinct, with the
scruggs> latter not supporting mono signals. Is this really so & if so
scruggs> what signals are present/not-present in each version? This
scruggs> is the first time in 5 years that such I ever heard sucha
scruggs> thing...

The mono and colour cables that you are indeed different. This is
because the mono and colour monitors use a couple of different lines
and in order to save money the ones not used are not included. The
wires just arent there... The pins are the same, though, so its quite
possible to make your own cable, so long as you can find at least a
9-conductor lead... But watch out when you take the connectors
apart... They have a tendency to violently explode! No kidding! I
lost the connector from my SC1224 that way. It was broken beyond
repair, so I had to kludge a connector with DB25s and the connector
from my SM124... Look at the pinout in the back of your ST owner's
manual and you'll see the differences...

scruggs> Also, would anyone here be interested in a firm that sells
scruggs> multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's
scruggs> to be exact...

I sure would!

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

2314. Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 10:37:31 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug9103731@rajeesh.WPI.EDU>
Source record: 202766

According to the July issue of STF, Atari plans to introduce the falcon minus the cartridge port in a real case in September! I think they said it was a black case with removable keyboard and internal expansion port! I'm kind of worried about the loss of the cart port, though. There are so many things that use it, it would be a shame to toss it... What are all the Spectre GCR users going to do? Or the high-powered MIDI users who use the port for extra MIDI ports?

Also, places in England are selling _new_ 520STFMs for L149! This looks that, despite Mr. Brodie's assurances to the contrary, Atari is indeed manufacturing more 520s! Either that or they "found" a warehouse full of 'em...

Oh, and check out the cover disk! It has a GREAT game on it called Colour Clash. It's worth the American price ($8.50) alone! I'll see if it's shareware... If it is, I'll upload it... if not, go out and buy a copy of the issue!

later,
.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

2315. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 12:21:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1423@usdtsg.DaytonOH.NCR.COM>
Source record: 202941

In article <240sfj$h9s@tuegate.tue.nl> michaeld@stack.urc.tue.nl (Michael-Dennis Biemans) writes:
>I've just taken a look into my 1040STe, but I didn't discover an 68000,
>which I thought it would have. What I saw was an 68901, but it has less
>pins than an 68000. So what is the processor in my machine ? And what
>are it's specs ?

The 1040STe has a 68000 (dunno if it's square or rectangular).
I *think* that the 68901 you saw handles some of the I/O, such as the
RS232 port (this is just based on memory of what Sysinfo gives on
one of its screens, if I remember right). If I'm off, I'm sure
someone will correct me (this is the internet of course :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

2316. MULTITOS QUESTION

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 13:09:27 UTC
From: x740756@server1.tiuk.ti.com
Message-ID: <CBHtvr.Etn@csc.ti.com>
Source record: 202943

Does anyone out there know how to run Multitos from the Desktop, ie without putting it in the AUTO folder ?

I've tried simply double-clicking on it and I get a message something like "If run from desktop need to specify a program using an INIT = line in MINT.CNF".

I tried this aswell and managed to get the 'lines.app' demo running. However I couldn't find a way to start any other programs or get the new desktop up.

Anyone got any ideas ?
I just want to be able to run TOS proggies in the background, I'm not bothered about multi-tasking GEM stuff (most of my GEM apps are too old and can't quite cope with Multitos anyway). Would MINT be able to do what I want ? Or does it need to be run from/with a shell (eg Gulam) ?

Thanks in advance for any help

Andy.

2317. Monitors & cables...

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 14:03:48 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <245lg4INNcf4@tuna.cis.ohio-state.edu>
Source record: 202944
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hullo, I was just wondering if there were any variations as far as monitor cables. I've talked to a couple people lately that talk as if mono & colour cables are distinct, with the latter not supporting mono signals. Is this really so & if so what signals are present/not-present in each version? This is the first time in 5 years that such I ever heard sucha thing...

Also, would anyone here be interested in a firm that sells multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's to be exact...

PS... to LLLL()()N: When is ACEC gonna demo a Falcon? '-)

2318. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 14:53:43 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CBHypJ.23L@ztivax.zfe.siemens.de>
Source record: 202942

In article h9s@tuegate.tue.nl, michaeld@stack.urc.tue.nl (Michael-Dennis Biemans) writes:
>I've just taken a look into my 1040STe, but I didn't discover an 68000,
>which I thought it would have. What I saw was an 68901, but it has less
>pins than an 68000. So what is the processor in my machine ? And what
>are it's specs ?
>
>MDB
>
>--
>---------------------- Intel Inside <=> Fool outside -----------------------
>Michael-Dennis Biemans The best way to -2
>michaeld@stack.urc.tue.nl accelerate a PC is at 9.8 ms
>--

... you got a Pentium

2319. Re: Scuzzy Drives.

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 14:55:17 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBHys5.LyE@mailer.cc.fsu.edu>
Source record: 202945

WOJCIECH (wojci_g@pavo.concordia.ca) wrote:
> How is it with scuzzy drives nowadays? Word goes that they are 'still' being
> made. The dealer that I buy my computer supplies says that if he is to order
> a scuzzy drive for me he wants a deposit. What I am getting at is; what is
> the most popular adaptor for hard drives these days? What's the encoding
> method? Is parity checking standard now?

SCSI drives will be around for some time. Typically, SCSI is associated with higher end machines (for example, virtually all UNIX workstations use SCSI devices). As far as sheer numbers go, the PC IDE paradigm is probably the most popular (gaaack, cheap hamstrung SCSI, IMHO). SCSI is not particularly popular on PC's at this time, primarily due to PC manufacturers not being "dance on the bleeding edge" type folks (such an attitude would hamper the process of producing highly compatible machines). The rest of the world switched over to SCSI soon after SMD disks became passe'.

I have noticed that some high end PC's (typically in Novell network server configuration) are appearing with localbus SCSI cards (that is, there is a special bus on the motherboard for very high speed needs, like video and serious disk I/O). One might conclude from this that earlier PC busses did not have the potential bandwidth needed to fully utilize a fast SCSI device.

SCSI is nice. One can purchase all kinds of SCSI devices, including tape drives, flopticals, removable media hard drives, floppy drives, CDROM, DAT, Exabyte, WORM, etc. Given that you have suitable software drivers, they will work on any machine with a standard SCSI bus (or in the case of the ST, one that is really close to a real SCSI bus).

Parity checking is typically selected with a jumper on the device.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2320. MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 15:04:06 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBHz6u.MGA@mailer.cc.fsu.edu>
Source record: 202946

I see constant references to MultiTOS in c.s.a.st. Is this all from Falcon folks, or is MultiTOS available for regular ST/STe machines? If so, from where?

Sheesh, I can't believe I missed such an announcement in my measily one week of vacation. :-)

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2321. Atari Works and TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 15:44:37 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.744911077@neumann.une.edu.au>
Source record: 202808

```
Path: neumann.une.edu.au!mmartin
Date: 9 Aug 93 15:28:14 GMT
Message-ID: <mmartin.744910094@neumann.une.edu.au>
Newsgroups: comp.sys.atari.st
Subject: Atari Works and TOS 1.0?

I am having no success getting Works to run on my 1040ST with TOS 1.0,
has anybody managed this? When it loads it gets up to the point where
the title screen says "Initializing..." and then I get a dialogue that
says "Can't initialize scrap manager." and it exits back to the desktop
when I click OK (the only option). I have tried editting the .inf file
to set all the paths to A:\ to no avail (I only have a floppy drive
on the 1040). I have tried the Works fix for TOS 1.02 from a.a. .. no
joy. My copy of Works is V1.0. Any ideas would be appreciated.

Mark.

mmartin@neumann.une.edu.au
```

2322. Re: 14meg ramboard 4sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 15:51:13 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug9.155113.16596@btree.uucp>
Source record: 202947

In article <4961.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp
(Jeff Spink) writes:
>Hey.. Where did you get a Falcon in the Bay Area? I'm calling from the
>San Ramon/Danville/Dublin area.
>

Oooh! Ooohh! I can't resist!

There's an Atari representative near you on Borregas Avenue in
Sunnyvale ... call Directory Assistance for their number ...
Atari Corp, I think it is .... :-)

More to the point -- San Jose Computers should have them, and
there is also an Atari dealer in Oakland (whose name escapes me,
but has always been there....)

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***************************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*****************************************************************************

--
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

2323. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 16:23:35 UTC
From: healy@nosc.mil
Message-ID: <1993Aug9.162335.10984@nosc.mil>
Source record: 202950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've always seen vt102 as the choice for ANSI. Uniterm does
support vt102.

Mike Healy

healy@nosc.mil

2324. DR T OMEGA/COPYIST

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 16:42:22 UTC
From: hicksm@hindmost.lpl.arizona.edu
Message-ID: <245upe$42e@organpipe.uug.arizona.edu>
Source record: 202949

I've been looking around for sequencing and music
notation software for my soon_to_be_st and I found
a good deal on Dr T products by calling their 800
number directly (they are having a sale):

-Dr T Omega 2 Sequencer (a package of
various useful stuff) $99

-Dr T Copyist (music notation program:
outputs postscript!) $99

They each usually list in two hundreds and the best
package deal I was able to find was $389 for both
from a retail music software distributer. (but hey,
they were going to throw in a midi cable, wow!)

Here's a kind of related question. How come whenever I
call up or walk into a music retail place. (You know
the kind, they advertise things like "Musicians working
for Musicians!") I get this lame stoner guy who qoutes
me really bad prices and really doesn't know much about
what he is selling.

In fact, I think I get the same person no matter what
store I walk into. Pretty surreal. And pathetic.

-Michael

2325. *WEIRD* mouse problem!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 18:37:17 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Aug9.143717.1@sscl.uwo.ca>
Source record: 202801

I'm not sure if this should be posted to .tech but here goes! just this past weekend my OLD 520STm (@1985, TOS 1.0, upgraded to 2.5 meg), developed a strange malady. The replacement mouse I have (a beetle mouse; which I have had about 1.5 yrs. with no problems) stopped working in med or low rez...2 days later it stopped working period! The buttons are still read, if I move the pointer with alt-arrow and then click its fine! The strange part is that the mouse works FINE with other ST's at my local Atari store (even on their Falcon!). Also, other mice work with my ST (including the old and heavy original mouse). Anyone ever heard of a disagreement between a computer and it's mouse? Both work independently, but they won't work together!!! Any hints would be appreciated.

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

2326. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 19:06:36 UTC
From: wilsont@rahul.net
Message-ID: <CBIAF0.LK5@rahul.net>
Source record: 202802

In <CBHz6u.MGA@mailer.cc.fsu.edu> boyd@sonya.math.fsu.edu (Mickey Boyd) writes:

>I see constant references to MultiTOS in c.s.a.st. Is this all from Falcon
>folks, or is MultiTOS available for regular ST/STe machines? If so, from
>where?
>Sheesh, I can't believe I missed such an announcement in my measily one
>week of vacation. :-)

From Falcon owners, and anyone who walks into their atari dealer and buys it.
it was released last month a week or so after the 'for sale' falcons
came out.

its 59.95 i think. It runs ok on my STe (4 megs ram).
Its beautiful on a TT.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2327. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 19:45:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2469fvINNai5@golem.wcc.govt.nz>
Source record: 202803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I don't think so. I've called the european support BBS in England
] (<<<Internet>>>), and they are discussing FzDT 3 in the support
] message area. I also wrote to Sean Price and he said that it could be
] ready at the end of the summer, best case.

Sounds good! When's 'End of the summer' over there?
```

2328. Experiences with Quantum LPS240, DVT backup

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 19:51:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.744925872@vincent2.iastate.edu>
Source record: 202804

I may be buying a Quantum LPS240 hard drive and the DVT VCR hard/software backup device. I'm wondering what people's opinions and experiences with these products are. I'm pretty sure the LPS240 is good, but I don't know anything about the DVT. How fast is it? How long does it take backups to deteriorate? How likely is it that a backup will bite the dust if the tape gets a glitch?

Thanks a lot,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

2329. Re: Software-Modem

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 19:54:03 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.04hs@outb.wimsey.bc.ca>
Source record: 202818

I would be interested in any and ALL information on the software-modem for
the Falcon, using the DSP chip. Please E-Mail, as I have trouble keeping
current with the volume of messages in this net.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

2330. Re: minixfs speed (was Re: MiNT is not slow)

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 20:40:03 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Aug9.204003.365@mnemosyne.cs.du.edu>
Source record: 202805

In article <23n7ij$688@charm.magnus.acs.ohio-state.edu> jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:
>In article <CB5wow.324@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>A possible reason for you getting less performance from the minixfs
>could be that the driver was compiled using the "ROBUST" option.
>(I think this was the default for some of the earlier version 0.60
>releases.) Try checking the config.h file for a line with
>"#define CACHE_MODE", change it to TURBO if it isn't already set
>to this, and recompile.
>
> --Jeff
>jeffmay@magnus.acs.ohio-state.edu

It had better not have CACHE_MODE set to ROBUST that's in breach of copyright if distributed like that.
Anyway anything less than 0.60 (i.e. 0.55) may be quite slow especially if used without caching disk software. 0.60 plx x<5 should be reasonable (not *very* slow). pl5++ should be quite a bit quicker. I would recommend using pl6 (source+binaries on atari.archive and elsewhere) because some nasty bugs are fixed.
As regards caching, Minixfs always uses it's internal cache (after all so does TOS). At present the cache sizes can only be altered by recompiling. *However* I'm working on a binary config util which can be used to change all manner of things and save them direct to the minixfs binary (well naturally).
TOS filesystems could easily be as quick as Minixfs pl5++ if the drivers were written properly, alas they aren't (I could write a fast TOSfs if asked, though not free of charge).
On a more general note, I wish Minixfs attracted as much attention commercially as it does here. I have to develop the thing with dated hardware, zero docs (i.e. no developer stuff) and free software.
Steve.

2331. Minixfs pl6 ...

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 21:37:33 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Aug9.213733.2366@mnemosyne.cs.du.edu>
Source record: 202806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In case anyone hasn't noticed I've sent Minixfs pl6 to atari.archive and ftp.uni-muenster.de . Mainly bug fixes for this version, some of which are nasty, so I'd recommend upgrading. I've sent binaries as well. The files are mfs606s.zoo and mfs606b.zoo .
Have fun, Steve.

2332. ScreenBlaster

Newsgroup: comp.sys.atari.st
Date: 1993-08-09 22:48:15 UTC
From: azog@world.std.com
Message-ID: <CBIKoG.5Jr@world.std.com>
Source record: 202807

I just got a ScreenBlaster for my Falcon. What a wonderful little device this is. For all those who were complaining about the rez rates of the Falcon, this is something to get around that.

Right now I am running at 1024*768 in 16 colour mode :-) (and using my newly registered version of Connect, it works just fine! I had to choose a different larger font to get a readable screen tho)

Ive tried it at different rez's, like 1280*mumble, but with my monitor, it was just short of unusable. This rez is just fine. Hell, for $100, its a lot more than I expected!

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than the colour of his eyes...

2333. Re: Objective C

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 00:06:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14810@uqcspe.cs.uq.oz.au>
Source record: 202809
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There is heaps of confusion over all this GCC/G++/Objective stuff.

Here are the facts as I see them:

1. The *compiler driver*, called "gcc.ttp", recognises both
".c" and ".cc" extensions (among others), and passes
them to the appropriate *compiler* - either "gcc-cc1.ttp"
for ".c" files, or "gcc.cc1plus.ttp" [usually truncated
to "gcc-cc1p.ttp"] (actually, it passes them through the
preprocessor (cpp.ttp? gcc-cpp.ttp?) first).

2. If you are ONLY compiling .cc (C++) files, you do NOT need
the C compiler (gcc-cc1.ttp). But you need both the
compiler driver (gcc.ttp) and the C++ compiler (gcc-cc1p.ttp).

3. Regardless of what you are compiling, you need:

- The linker (gcc-ld.ttp) to link .o files to make a program.
- The assembler (gcc-as.ttp), since the compilers produce
Assembler code which they both pass through this.
- The C library (gnu.olb).
- The runtime code (crt0.o).

4. If using any libg++ libraries (eg. iostream.h), you also need
the c++ library (g++.olb).

5. In previous versions, there was a separate "g++.ttp" compiler
driver which understood ".cc", but not ".c", while "gcc.ttp"
understood ".c" but not ".cc". All that has happened is they
have combined them into one.

6. There is a Bourne shell script called "g++" that is distributed
with the code from FSF which does some minor things to make
"gcc.ttp" seem more like the old "g++.ttp" (for example,
it adds the "-lg++" automatically. I haven't used it -
it isn't worth the effort (and how does it know where
to put C and C++ libraries???)*.

7. The compiler driver (gcc.ttp) also recognizes ObjectiveC files
(".m" files), which it passes to the Objective C compiler
("gcc-cc1o.ttp"(?)). This also requires the Objective C
runtime code, which was included in at least one of the
"gcc2??bc.zoo" files ("a" is generally the C and shared
stuff, "b" is generally the C++ compiler, and "c" is the
ObjC compiler).

With all these requirements, you may as well get the C compiler (600K
or so compressed) along with all the other stuff.

* C/C++ libraries should be linked like this:

gcc {file.o} {-lC++Library} {-lg++} {-lCLibrary}

(although often it makes no difference)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2334. Re: How Do I make GCC compile C++ code?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 00:17:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14814@uqcspe.cs.uq.oz.au>
Source record: 202810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cmedley@wam.umd.edu ('Flip' Medley) writes:

>I'm trying to get my installation of GCC to recognize and compile
>C++ code, and it very nearly does it except that I believe it is
>relying on an internal rule to run a program called:

>cc1plus

This is the default when it cannot find "gcc-cc1plus.ttp".
(Using the GCCEXEC variable as a prefix)

>instead of gcc-cc1+.ttp when it is required.

This is the problem. This file should be called "gcc-cc1p.ttp". I guess
that the old "g++.ttp" program had "gcc-cc1+.ttp" coded in for some reason.

>(right now, i can still use g++.ttp and get the correct results, but if
>gcc.ttp can do it, then i figure I'll save myself a little extra trouble
>when I run into makefiles that need converting...)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2335. Looking for Progs

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 01:00:37 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <246rvlINNb9b@sheoak.ucnv.edu.au>
Source record: 202815

I'm wondering if anyone out there knows of a program that will display psychedelic patterns/pictures in response to midi data....I'm looking for something that will work well with a drum machine, so that different patterns, or colour changes could be assigned to different note values. If it doesn't exist, anyone out there interested in writing one?? :)

Thanks for any help offered....

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

2336. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 01:58:03 UTC
From: gregs@eskimo.com
Message-ID: <CBIt8p.K4F@eskimo.com>
Source record: 202764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23uhprINNn03@golem.wcc.govt.nz>,
Steve W <wells_s@kosmos.wcc.govt.nz> wrote:
>
>] There ARE some things about FDT that I don't like. For instance, the
>] emulation (ansi) is not very good. For some reason I cannot get it to
>
>Well, apart from ANSI-Term, it's got the best full-color ANSI emulation
>around! (Supports pretty much everything except blinking text!)

Like I said, when I switch between my online screen and the menu I
lose inverse video. I have to exit and run the program again. It's
a pain in the butt. And it's NOT full-color ANSI it's four-color ANSI.
I don't care about blinking text.
>
>] Also, the text editor leaves a lot to be desired. I suggest you call up
>] a real word-processor for this too.
>
>Well, it's got a better 'text editor' than any other comm's package I've
>seen - all the others just have an editable capture! (with minor
>exceptions!)

Okay, try this. Load a 100k text file into the text editor. Block off a
good portion of it with block markers (text should turn red.) Delete
the block. Now go eat dinner. Because by the time you're finished
eating it may be done with the operation.

Okay, I'm exaggerating. But it's AMAZINGLY slow. Apparently it's
doing a line-by-line deletion. It shouldn't do that. Or he should
at least write a faster routine. Jeeze man, it's fucking slow!
>
>It;s the most feature packed program around if you only have color and
>a Mega-ST or lower! Does everything I've ever needed, and it's VERY
>fast!

Yeah, it's a nice package. But I find it annoying to have to exit
it all the time or call other programs externally. Maybe I'll have
to buy another computer if I want a decent terminal program.
--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA. No comprende, it's a riddle.

2337. Re: Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 02:51:48 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745011552.1@mettav.royle>
Source record: 202721

On 7 Aug 93 the following was opinioned by a young Ed Krimen......
EK> In article <744581160.0@mettav.royle>
Spencer.Davies@mettav.royle.org
EK> (Spencer Davies) writes:
>> Is there a version of Diamond Back II which supports 1.4Mb disks
on
>> a
>> Floptical drive??? If so what version???
EK>
EK> No.
EK>
Well, why not! ;-)
Thanks for the help though.

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.)
(100:1011/0.2)

2338. Re: Need to contact Oregon Research!

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 02:53:38 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745011552.2@mettav.royle>
Source record: 202722

On 7 Aug 93 the following was opinioned by a young Robert Luneski......

RL> All versions since 2.42 have supported high density floppies,
RL> FLopticals have
RL> been supported since V2.50, The latest version is V2.51. Diamond
RL> Back 3 is expected to be released in the next two months and will
RL> support multiple volume removable media including SCSI tape
drives.
RL>
Oh well that explains it as I have got 2.42 still.
But as I am getting a SCSI tape streamer soon I shall hang on for the latest
version.

Keep up the good work.

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.) (100:1011/0.2)

2339. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 02:57:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <9AUG199321573275@pavo.concordia.ca>
Source record: 202811
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

In article <etxansk.744891063@garbod26>, etxansk@garbo.ericsson.se writes...
> Could somebody please help me with this brief list of Atari's history?
>I haven't been able to fill in the years for several important company
>events. Any additional information is appreciated.
>

>STUFF DELETED

>Thanks in advance,
>Anders Skelander
>

There is a book out called "The Rise and Fall of Atari", I think. It covers the earliest days of the company up to about 1986. See if you can find it.

Woj.

2340. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 02:58:02 UTC
From: farren@netcom.com
Message-ID: <farrenCBIw8r.3oA@netcom.com>
Source record: 202812
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

etxansk@garbo.ericsson.se writes:

> Could somebody please help me with this brief list of Atari's history?
>I haven't been able to fill in the years for several important company
>events. Any additional information is appreciated.

>198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.

Lynx was developed by some of the original Amiga team - R.J. Mical and,
I believe, Dave Needle.

--
Michael J. Farren farren@netcom.com

2341. Re: Experiences with Quantum LPS240, DVT backup

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 03:21:41 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBIxC6.Gqq@netcom.com>
Source record: 202813

In article <sourada.744925872@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I may be buying a Quantum LPS240 hard drive and the DVT VCR hard/software
>backup device. I'm wondering what people's opinions and experiences with these
>products are. I'm pretty sure the LPS240 is good, but I don't know anything
>about the DVT. How fast is it? How long does it take backups to
>deteriorate? How likely is it that a backup will bite the dust if the tape
>gets a glitch?

Get the Quantum. Don't get the DVT. The DVT is more hassle than it's
worth. Get a tape backup drive, floptical, or 105meg Syquest drive for
backups.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2342. Re: Atari Works and TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 03:25:53 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBIxJ6.H5I@netcom.com>
Source record: 202816

In article <mmartin.744911077@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
>
>I am having no success getting Works to run on my 1040ST with TOS 1.0,
>has anybody managed this? When it loads it gets up to the point where
> ...
>on the 1040). I have tried the Works fix for TOS 1.02 from a.a. .. no
>joy. My copy of Works is V1.0. Any ideas would be appreciated.

Upgrade your TOS to 1.4 or 2.06. Get more memory, especially if you want to use fonts.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2343. Atari Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 03:31:52 UTC
From: coonstot@kimbark.uchicago.edu
Message-ID: <1993Aug10.033152.6799@midway.uchicago.edu>
Source record: 202814

I have the following Atari items for sale:

Atari SC1224 Color Monitor -- $150.00 (with switchbox)

Atari Lynx (3 months old) with 6 games:
1.) Todd's Adventures in Slime World
2.) Stunrunner
3.) Ms. Pac-Man
4.) Rampage
5.) Xenophobe
6.) Xybots

Comes with Atari power supply, set of batteries and earphones.

$185.00

Lynx by itself with batteries, earphones and powersupply $55 (shipping included)

Games #1, 2, and 5 $25; 3, 4 and 6 $20 (shipping included)

Reasonable offers seriously considered.

U.S. Dollars, U.S. Shipping Only.

Thanks,
Charles

--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
The University of Chicago Divinity School
"It's OK, he saw it on the television!"

2344. French ftp site

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 03:54:27 UTC
From: mpare2@mach1.wlu.ca
Message-ID: <CBIyus.6qv@mach1.wlu.ca>
Source record: 202817

Hi, I'm new to the net and have little experience at mailing out
messages to newsgroups. Anyway, I was wondering if there was an
ftp site such as a.a.u.e that archived french files, programs etc.
I will soon be teaching in a french school in Canada and would like
to see what if offered by way of french resources for the atari.
My system = Mega STe 2/50 mono/colour.

Many thanks -- Merci beaucoup

mpare@mach1.wlu.ca

2345. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 05:57:31 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBJ4Jw.ELq@genesis.nred.ma.us>
Source record: 202839
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

etxansk@garbo.ericsson.se wrote:
:
: Could somebody please help me with this brief list of Atari's history?
: I haven't been able to fill in the years for several important company
: events. Any additional information is appreciated.
:
: 1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
: intention was to use the name "Syzygy", but since it was already
: occupied, he picked "Atari" instead.
: 197?: The Pong game becomes popular in the arcades.

Hmm...I think Pong became popular in 1972 as well.

: 1976: The Atari 2600 is released.
: 1979: The Atari 400 and Atari 800 computers are released. The computers
: had inofficial name, "Colleen" and "Candy".
: 198X: Nolan Bushnell sells Atari to Warner Communications.
: 1983: The Atari XL series is introduced, replaces the 400/800 series.
: 198X: The Atari 7800 is released.

1984 I belive..then never to be seen again until like 1986 or so.

: 1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
: is split into Atari Corp (consumer products) and Atari Games
: (arcade games).
: 1985: The Atari 520ST computer is introduced.
: The Atari XE series, compatible with the 400/800/XL series, is
: introduced. (65XE, 130XE.)
: 198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.

1988-89??

: 198X: The Atari TT computer is introduced.

1989?

: 198X: A portable ST named Stacy is introduced.

Ooh...'89 I'd say. What ever happened to this thing? Does it still
exist? What are the capabilities? How much does it cost????

: 1989: The Atari STE series is introduced.
: 1993: The Atari Falcon computer is made available (?) to consumers.
:
: It would be nice to have the names and years of introduction of some
: popular arcade games as well. Since I was too young to take part of

: the action in the early years, I can't remember what games were
: created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
: Pong, Breakout, Galaga, Battlezone.
:
: Anyone who's interested in this subject should feel free to edit the
: list and send replies to my email address. I'll read the newsgroups
: as well.

Yeah, what's AtariGames' relationship with Namco anyway?
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2346. Re: How to upgrade *old* SUPRA/ATARI hard disk?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 07:46:19 UTC
From: wparish@aardvarksd.win.net
Message-ID: <32@aardvarksd.win.net>
Source record: 202783

In article <1993Aug4.221425.2608@sol.cs.wmich.edu>, Karl hansen (hansen@sol.cs.wmich.edu) writes:
>I have an old 20MByte hard drive that is flaky. I suspect that occasionally
>it sticks on powerup and won't spin up. (The supply died years ago, and it
>is all out of the case, with a different supply.)
>
>What kinds of drives are compatible with this unit? I am using ICD utilities
>to manage the drive, including autoboot. Any help would be appreciated.
>
>Thanks,
>
>-Karl
>hansen@cs.wmich.edu
>

I used to use an old 20 meg Supra myself. I upgraded after I got the Spectre 128 to use a Seagate 80mb SCSI hard disk that worked fine pretty much out of the box with the only hitch being that it fried my 20 meg when I tried to put them in series. (The Seagate faired the weather well however and still works more or less today)

A friend of mine who was big on the Atari scene at the time told me there was a voltage pin on the cable that was needed for the first SCSI device, but needed to be lifted from the cable between the first and the second pin.

For what it's worth I don't remember what number the pin was, but it certainly did toast that first drive. It never did work again, as far as I know (I hate hard disk repairmen, I wonder if they all aren't scam artists..I've NEVER had a single hard disk that was actually fixed that I didn't fix myself)

2347. Re: UPLOAD: nh313gem.zoo - Full-colour GEM NetHack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 07:51:22 UTC
From: ach@informatik.uni-kiel.de
Message-ID: <247k1qINN915@snofru.informatik.uni-kiel.de>
Source record: 202823

In <14709@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>(Oh, it's at atari.archive.umich.edu, in /atari/Games/nh313gem.zoo, or
>at least it will be, once it gets moved out of /atari/New - probably by
>the time you get this follow-up mail!)

I just downloaded it and tried it out, but directly after opening the
three windows the game crashes with four bombs. I own a Mega ST 4 with a
Crazy Dots graphic card. nh311gem (the first release) worked on my
configuration (after I converted the icons?.pi1-files), and I've never
tried release B or C, so I don't know if they would work.
Did anyone else encounter this problems?

Achim
--
Achim Held, Kronshagener Weg 1a, D-24103 Kiel, Germany, +49 431 671194
ach@informatik.uni-kiel.d400.de || awin@bytos.toppoint.de
"Stellen Sie sich vor, Sie finden Luis Trenker im Waescheschacht von
Fuji" --- krk(Kristian Koehntopp) aka Lord Zwiebus, der Troll

2348. Re: Experiences with Quantum LPS240, DVT backup

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 08:41:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <247n0bINNfhu@golem.wcc.govt.nz>
Source record: 202824

**+l4In article <sourada.744925872@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
>I may be buying a Quantum LPS240 hard drive and the DVT VCR hard/software

```
>products are. I'm pretty sure the LPS240 is good, but I don't know anything
>about the DVT. How fast is it? How long does it take backups to
>
>Steven Ourada --- sourada@iastate.edu
```

```
Forget about the DVT there is no checking of recorded data at all, its a real
joke and very slow....
```

```
Get a Floptical for back up, this would be the cheapest way..??
```

Roger..... sheppard_r@kosmos.wcc.govt.nz
**

2349. Re: Looking for Progs

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 08:51:17 UTC
From: rm03@cscmgb
Message-ID: <1993Aug10.085117.20219@cc.ic.ac.uk>
Source record: 202822

In <246rvlINNb9b@sheoak.ucnv.edu.au>, ***THE WIZZARD*** (i921652@redgum.ucnv.edu.au) wrote:
: I'm wondering if anyone out there knows of a program that will display
: psychedelic patterns/pictures in response to midi data....I'm looking
: for something that will work well with a drum machine, so that different
: patterns, or colour changes could be assigned to different note values.
: If it doesn't exist, anyone out there interested in writing one?? :)

: Thanks for any help offered....

: Jared
The ONE and ONLY program to do this is Trip-A-Tron, by Jeff Minter. It's a fully programmable 'Light Synthesizer' and can be triggered off MIDI events. It was on a (fairly) recent ST Format cover disk -issue 40 I think.

: * Jared Quinert * Devil Bunnies, *
: * i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
: * wizzard@ironbark.ucnv.edu.au * Banana Banana *
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Backwards masking again, eh?

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

2350. Re: French ftp site

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 08:54:35 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <247nob$22s@cismsun.univ-lyon1.fr>
Source record: 202825

```
In article <CBIyus.6qv@mach1.wlu.ca> mpare2@mach1.wlu.ca (marc pare 9209 A) writes:
>Hi, I'm new to the net and have little experience at mailing out
>messages to newsgroups. Anyway, I was wondering if there was an
>ftp site such as a.a.u.e that archived french files, programs etc.
>I will soon be teaching in a french school in Canada and would like
>to see what if offered by way of french resources for the atari.
>My system = Mega STe 2/50 mono/colour.
>
>Many thanks -- Merci beaucoup
>
>mpare@mach1.wlu.ca
>
>
I'm on the net for a while, looking for French Atari stuff,too, and I'm
afraid that I never heard about such a site... :-(
```

2351. New source-only version of my BSD-like init package for MiNT.

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 09:11:18 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Aug10.091118.11979@zaphod.earth.ox.ac.uk>
Source record: 202777

I've just uploaded to Atari.archive a source only distribution of the latest version of my init package for MiNT (New/inisrc11.tgz and New/inisrc11.readme1st).

This is a source only distribution as you'll need to know what you're doing to extract and compile it!

Firstly, you'll need to have GNU gzip and GNU tar handy and to have a Minix partition with about 3MB free to extract the archive easily, though you could get away with about 1.5-2 MB if you decompress the archive on another partition.

You'll need a Minix partition as some of the files in the archive have names which won't fit the TOS 8+3 format.

What does this archive contain I here you ask...

It contains:-

ac(8)
A rather full etc directory
finger(1)
getty(8)
An include directory for stuff which may not be in mintlibs
(Please ignore and remove the syslogd.h file, sorry, slipped in)
init(8)
last(1)
A lib directory holding such things as an implementation of writev
login(1)
su(1)
passwd(1)
As many manual pages as there were before. (oops! :-))
A version of Ash, I can't remember if this is the version I modified to handle "for i do...done" loops.
who(1)
wlogin
syslog - the complete (well almost) BSD release version.
write(1) This version should now work!

I think that'll do for the time being.

The binary version won't appear until I've written a complete installation system for the package which will include all the programs needed to get a full BSD-like environment running. Don't hold your breath!

Steve

PS. This is really directed to Stephen Henson etc..
I found a problem when using syslogd on a Minix filesystem, I'm including
the notice I've placed in the syslog directory warning of the problem below:-

--8<-- Cut -- Here --8<--
There is a possible problem with MiNT or some versions of the Minix
filesystem device driver which may either cause MiNT to lock up or the
system log daemon to die with a "hardware" access violation when run on a
machine with memory protection.

If /var/adm/messages is read by a program whilst syslogd is running, the
next time syslogd tries to write to the file it will crash. If
/var/adm/messages is read by a program more than twice, on the third time
MiNT will seize up completely.

This problem was found whilst using MiNT 1.07 and Minixfs version 6.0
patchevel 4.

Stephen Usher, 9th August, 1993.
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2352. ICD Hard Disk Software

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 09:27:45 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <247pmh$2oi@cismsun.univ-lyon1.fr>
Source record: 202826
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari.st

This morning I sent this E-mail to ICD:

--0----------------
Dear ICD,

I am a regular user of one of your SCSI Host adapters for the Atari ST/TT computers.
Like most people in my case, it is impossible for me to get the latest releases of the disk drivers and utilities, which are meant to be freely available though.
Since I bought this product and sent my registration card, I never recieved any update of the software part of the package, as it was implied in the registration card, and the version that I own is now fairly out of date.
It is impossible for me to use your US BBS, since:
- I don't have any modem
- The cost of the communication is far too high from my country to the US.
I know there are other BBS in the world, but they don't solve my problem either.
Furthermore, I don't have any access to Genie nor Compuserve. The only way for me to get the newest release of the ICD driver/Utilities will be to copy them from another comsumer (US no doubt) who managed to get it legally or not, unless you give me another idea.

I think you should find a solution to this problem, in your own interest: the Atari community seems to agree in the fact that you provide the best product of the market of ICD adapters, mainly thank to your very good software... Don't let other people outperform your marketing policy, that will make the difference.

I just open the discussion about this, but I think there are many possibilities for people who access the Internet. You could use ftp, mail, whatever...
Installing a password system that allows only regular owner of your product if you want, why not ?
And find a solution for all the people who don't have any modem, nor access to any network at all, and are your client though.

The discussion is still open.

Thank you.

Patrice LACOUTURE

All of you who have this problem are invited to let ICD know... You can even use parts/totality of this text if you want...

As I was said a few minutes ago: "They are clearly aware of the importance of customer support (hence the BBS). They just need to have a larger view of the *world*!"

(E-mail me if you want to know who the author is :-)

All FLAMES to :
Patrice LACOUTURE
lacoutur@aedi.insa-lyon.fr
placou@biomodel.avignon.inra.fr

2353. UNIX/MINIX for STe/Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 09:33:55 UTC
From: CIIsi4
Message-ID: <CIIsi4-100893112951@chemmac4.unibe.ch>
Source record: 202827

Hello,
does anybody know where I can get UNIX or MINIX (which one is public
domain?)
for my STe or Falcon030? And how much it would cost?
Thank U!
DR. CH/|\OS, group Atari Switzerland, call our BBS on 2400 baud (ask me for

number!) <Let's cyberpunk!>

2354. Re: UNIX/MINIX for STe/Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 09:56:02 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <247rbi$39h@cismsun.univ-lyon1.fr>
Source record: 202828

In article <CIIsi4-100893112951@chemmac4.unibe.ch> CIIsi4 (DR. CH/|\OS) writes:
>
>Hello,
>does anybody know where I can get UNIX or MINIX (which one is public
>domain?)
>for my STe or Falcon030? And how much it would cost?
>Thank U!
>DR. CH/|\OS, group Atari Switzerland, call our BBS on 2400 baud (ask me for
>
> number!) <Let's cyberpunk!>

Minix is a commercial product.. It will not cost execcively much (I think
<2000 Francs in France).
If you don't need all the features of Unix, but mainly the filesystem, consider
using Minixfs with MiNT on your F030.
Someone posted an article a few days ago about a future ST port of Linux...
Search for it in this newsgroup.
The only Real UNIX system was Unix System Vr4 provided by Atari with some TTs
but dunno what it became...

2355. Sounds

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 10:20:43 UTC
From: millinr@p4.cs.man.ac.uk
Message-ID: <millinr.744978043@p4.cs.man.ac.uk>
Source record: 202747

I was wondering if anyone out there could help me out...

How can I get an ST to make a noise with 68000 using just MOVEs... I can do it with the system 'dosound' routine, but wanted to do it directly, any ideas ?

Next thing... has anyone got any decent envelope sounds for the st ? I've got the standard gunshot and explosion sort, but does anyone have anything really good using just the sound chip registers ?

Any replies would be much appreciated... If you could mail me any response that would be loads better as I don't really read this group much...

Thanks...

****
* Richard Millican, Manchester University * millinr@cs.man.ac.uk *
* Computer Science Department, or somewhere * <No the damned don't cry> *
****

2356. Re: FALCON SALES

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:03:01 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJIp1.8x1@cs.ruu.nl>
Source record: 202829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.ea.Y5N84n4E&eQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Maybe in five years Atari will have a 68040 machine. :-(I want one
>now.

You should be able to get one on a short (5 days) vacation to Germany.
Who knows, they might be able to make an 060 for you.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2357. Re: More MIDI Channels?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:38:29 UTC
From: mk@musik.auc.dk
Message-ID: <1993Aug10.113829.21152@vaxc.aud.auc.dk>
Source record: 202836

In article <1993Aug8.113556.967@janus.arc.ab.ca> writes:
> In article <friedric-060893095808@appletalk-74.mdd.comm.mot.com>,
friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
> >I've heard there is a device available for the Atari ST that
> >allows you to add an additional MIDI port, thereby giving you 16 extra
MIDI
> >channels.
> >Price is about $50.
> >
>
> I believe that both Barefoot Software and Cubase have hardware products
that do
> this for you. I forget the name but I think they are more that the price
> mentioned above.

You can actually get up to 80 extra MIDI channels by using C-LAB/Emagic s
Unitor and Export aditional hardware. The first one plugs into the
cartridge port giving extra 2 x 16CH - thereby replacing the key - the
other one into the modem-port giving extra 3 x 16CH. You can use either or
both of them. Steinbergs products - primarily CUBASE - supports the extra
ports too, I don t know if any of the other manufactures does.
(Notator LOGICs cartridge-key LOG3 has 3 extra MIDI-ports build in -
replacing the old Export for the SL).
However, what is really needed is a standard expansion device supported by
all softwaremanufactures. Like "MOTU MTP" on the Mac, always the Mac ;-)

Martin Knakkergaard
mk@musik.auc.dk

2358. Re: Starting tcsh under MultiTOS??

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:39:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJKE2.99G@cs.ruu.nl>
Source record: 202830

In <23u48t$p72@irz401.inf.tu-dresden.de> mh1@irz.inf.tu-dresden.de (Michael Hohmuth) writes:

>In article <CBBL61.LEM@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:
>
>> setenv HOME=f:\bin
>
>I'd like to note that the /bin directory
>is not a sensible choice for a home directory. The home directory should
>be a directory which keeps a user's own files.

Not everybody can afford a neat home. Some of us have no choice but to sleep in a bin.

--
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Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2359. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:43:56 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJKL8.9Ao@cs.ruu.nl>
Source record: 202831

In <1993Aug4.165214.4695@arizona.edu> paul@charlie.ame.arizona.edu (Paul Harris) writes:

>First of all, could someone verify this TT-Clone business (no offence to the
>original poster, but I have trouble believing this).
>
>But if it's true, I'd say it's rather good news. Maybe a little competition
>would make Atari pay attention to its customers a little more.

Now then we only need the same thing to happen for the OS. If you take all
good efforts made so far (such as WINX) together, people must have re-built
GEM about five times, so if we join forces we would be able to come up
with a better alternative for MultiTOS (but 100% compatible) in, well,
four weeks' time?
--
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Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2360. Re: tt-clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:48:18 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJKsJ.9CJ@cs.ruu.nl>
Source record: 202833

In <CBA28I.B9I@ztivax.zfe.siemens.de> mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:

>Sorry, but in the text it was said that the Video-Ram will took up to 14MB.

Video RAM means ST Ram. And let's face it, virtually all TT users have all
their applications set to run in TT Ram so not much is happening in those
2MB. And don't forget that more and more TT owners get graphics boards
(although those don't go much further than 1meg either).
--
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Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2361. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:51:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJKy2.9FE@cs.ruu.nl>
Source record: 202832

In <1993Aug5.200121.4257@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Is it also true that ST Magazine have merged with ST Computer. I noticed this
>month that TOS has merged with ST Computer. If this is all true then
>Germany has only one ST magazine left....

Hm. In Holland we lost one of our magazines completely. I however don't
care because the magazine was pretty useless (I'm talking about START).
So much the better if two or three GOOD German magazines combine their
forces...except I hope they're not going to double the price for a single
copy. ST Computer is rather expensive--- I like ST Magazin the best of
all (world).

--
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University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2362. Re: TT-Clone

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 11:53:03 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJL0G.9H8@cs.ruu.nl>
Source record: 202834

In <23s5l0INN1oq0@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>"Fast-RAM" is often referred to as "TT-RAM". Since ST-RAM has 24 bit
>addresses, so the upper bound for ST-RAM is 16 MB. However, it is 14 MB
>only because some of the 24 bit address space is used for ROM and
>hardware registers.

That is, on a Falcon (I believe TT uses 0xffff**** for hardware).

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2363. AIM 3.1 beta

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 12:05:51 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug10.120551.22364@ibr.cs.tu-bs.de>
Source record: 202835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help!

I got AIM 3.1 beta some time ago and i'm going to like it.
But there is one nasty bug in the HPLJII printer driver:
Every second line is indented by about 1.2 mm (0.1 in) (32 dots ??),
which looks really ugly in small magnification and quiete bad
in larger.

Since i have changed some of the ESC-Codes in HPLJII.PRT i don't
think it's the wrong code send to the printer, but rather an error
in the copy loop, which skips one longwort every second line.

BTW, i'm using a deskjet500, i can't test the driver on a proper LJ.

According to what i've seen, AIM will be one of the best programs
to print a truecolor image on a LJ / DJ.

(Of course AIM crashes some times and it doesn't like MiNT very well,
but it's still a beta version, isn't it)
--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2364. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 12:42:24 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug10.124224.2044@apgea.army.mil>
Source record: 202841
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

In article <9AUG199321573275@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>In article <etxansk.744891063@garbod26>, etxansk@garbo.ericsson.se writes...
>> Could somebody please help me with this brief list of Atari's history?
>>I haven't been able to fill in the years for several important company
>>events. Any additional information is appreciated.
>>
>
>>STUFF DELETED
>
>>Thanks in advance,
>>Anders Skelander
>>
>
>There is a book out called "The Rise and Fall of Atari", I think. It covers the
>earliest days of the company up to about 1986. See if you can find it.
>
>Woj.
>

Actually it only covers till about 84 when Tramiel took over and it doesn't
say alot about computer part.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
Sysop of Moon Base Tycho BBS. 410-391-6291. Running Renegade
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "And his face which was a paper-white mask of evil, I
I he sang us a song." I
+---+

2365. shareware-modem-prg

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 13:11:38 UTC
From: mike@bsun9.zfe.siemens.de
Message-ID: <CBJonE.DEo@ztivax.zfe.siemens.de>
Source record: 202838

>Hello ye all,
hello you one!

> I'm looking for a program to run my modem on my ST? Anybody know where I can
> find such a program?
>
> Gar
> gbrnnign@unix2.tcd.ie
you can have a look at several ftp-servers in germany just like
ftp.uni-muenster.de or ftp.uni-stuttgart.de or ftp.unipaderborn.de
and have a look in the folder telecom(m) for the files
conn* or rufus* or trap* or uniterm*
these are all modem shareware-prg's.
mike :-)

****
*** hierarchical systems are for files ***
********** and not for humans **********
****
******* mike@bsun11.zfe.siemens.de *******
****

2366. RE: software-modem

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 13:16:08 UTC
From: mike@bsun9.zfe.siemens.de
Message-ID: <CBJoux.DLt@ztivax.zfe.siemens.de>
Source record: 202837

```
>Yes, but will it require 100% of the CPU's time? Will it work with
>MiNT? I know if I had a faster machine (TT or a future Falcon) MiNT and
>probably MultiTOS would be running all the time.

>--
>------------------==========================================------------------
> cherborth@semprini.tdkcs.waterloo.on.ca
> Chris Herborth
hi!
What I know is that this program's code most uses dsp on falcon.
I don't know how much cpu-time will be required for handling.
mike :-)

****************************************
*** hierarchical systems are for files ***
*********** and not for humans ***********
****************************************
******* mike@bsun11.zfe.siemens.de *******
****************************************
```

2367. Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 13:17:40 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.744988660@garbod26>
Source record: 202840
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

This is an updated list, thanks to all who replied. It still isn't accurate, if you feel you can make a contribution to it, please send me any information you've got or write a follow-up.

I've also received replies with some interesting information about Atari products that (to my knowledge) aren't widely known. I'll add them to the list later.

I'm doing this research in order to complete a dictionary on video games and home computers. It's written in Swedish, and it's only for fun, but I find the Atari stuff particularly interesting. That's the reason to why I posted this article and the original question.

I'll order the book recommended by some people in replies to the previous article, the book is called "The Rise and Fall of Atari", many thanks for this hint. But any observation done by people "out there" is still interesting, since it may bring up some undocumented facts, opinions etc on the subject.

Thanks in advance,
Anders Skelander

1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's intention was to use the name "Syzygy", but since it was already occupied, he picked "Atari" instead.
1972: ??? The Pong game becomes popular in the arcades.
197X: Pong is released as a home system.
197X: The Atari 2600 is released. The 2600 is based around MOSTEK's 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the time of release, huge, 128 colour palette. Game size is typically 4 KB to 8 KB.
1978 ??? Atari release there first pinball machine.
1979: The Atari 400 and Atari 800 computers are released. They are 6502-based 1,74 MHz machines with graphics ranging from a 40 * 25 text mode up to 320 * 192 pixel graphics. In lower resolutions it's possible to use colours from a 128 colour palette, or even 256 colours simultaneously in a special mode. Audio is four-channel sound based on analog synthesis. The computers had inofficial names "Colleen" and "Candy".
1980: ??? The production of Atari pinball games is discontinued.
198X: ??? Nolan Bushnell sells Atari Inc to Warner Communications.
1982: The Atari 1200XL computer is introduced with specifications similar to the 800s, except that ???.
1983: The Atari 600XL and 800XL computers (the XL series) are introduced, with specifications similar to the 800's. XL replaces 400/800.

1984: Jack Tramiel leaves Commodore and buys Atari from Warner. Atari
is split into Atari Corp (consumer products) and Atari Games
(arcade games).
1985: The Atari 520ST computer is introduced. It's a 68000-based 8 MHz
computer with 512 KB RAM, graphics modes from 320 * 200 pixels
in 16 colours from a 512-colour palette up to 640 * 400 on a
monochrome monitor. Audio is created by a three channel sound
chip using fairly simple analog synthesis. Digital Research's
graphical user interface/operating system GEM is included. The
ST computer has a built-in MIDI interface.
The Atari XE series, compatible with the 400/800/XL series, is
introduced. (65XE, 130XE.)
1986: ??? The Atari 7800 is released. It can run 2600 games, but is
also a vast improvement over the 2600, with impressive video
capabilities in ??? colours and resolution up to ??? * ??? pixel
graphics. Sound is the same as in the 2600.
1987: ??? The Atari XE/GS video game, based on the Atari XE computer
series, is released. It can run old Atari 8-bit computer cartridges,
a few new games are released. A lightgun with some shooting games
are also released.
198X: ??? Atari buys the Lynx from Epyx. The Lynx is a 6502-based (4 MHz)
portable colour video game with a built-in 3.5" colour LCD
screen. Graphics resolution is 160 * 108 ??? pixels in 16 colours
out of a 4096 colour palette. Sound is four-channel mono. Lynx
cartridges can hold up to 256 KB ??? of code, the machine's
internal RAM size is 64KB. The Lynx has remarkable sprite
scaling capabilities.
198X: ??? The 68030-based 16 MHz Atari TT computer is introduced.
198X: ??? A portable ST computer named Stacy is introduced. It's
specifications are similar to the original 520ST computer. Stacy
has a built-in monochrome LCD screen.
198X: ??? A palmtop PC computer, the Atari Portfolio is released. The
Portfolio was developed by XXX in the UK.
198X: ??? The ST-Book (?) is introduced.
1989: The Atari STE series is introduced. The 520STE offers better
graphics hardware than the older ST computer, with hardware
scrolling and a coprocessor for copying chunks of data in
memory, a "blitter" chip. Audio is also enhanced with two-channel,
stereo, 8-bit PCM-sound.
1993: The 68030-based 16 MHz Atari Falcon computer is made available ???
to consumers.

This is a brief list of arcade games made by Atari/Atari Games:

1972: Pong
1976: ??? Breakout
1979: Asteroids
1981: ??? Missile Command
1981: ??? Tempest
1981: ??? Centipede
1983: Pole Position (developed by Namco)

2368. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 13:56:40 UTC
From: koen@stack.urc.tue.nl
Message-ID: <2489eo$4e1@tuegate.tue.nl>
Source record: 202844

Michael Klug (michi@km21.zfe.siemens.de) wrote:

: ... you got a Pentium

AAAAAAAAARRRRRRRRRGGGGGGHHHHHHHHHH !!!!!!!!!!!!!!!!!!!!

MDB

PS: :-)

--
---------- Intel Inside <=> Fool outside ----------
Michael-Dennis Biemans The best way to -2
michaeld@stack.urc.tue.nl accelerate a PC is at 9.8 ms

2369. nethack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 14:07:56 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Aug10.140756.28748@informatik.uni-bremen.de>
Source record: 202842

Ok, so with everyone forking out their own customized versions of
Nethack 3.1.3 I thought it was time to make the real thing :-)
available as well. It's now on wowbagger.pc-labor.uni-bremen.de
(134.102.228.9) in directory pub/atari_st/games/nethack31

The binary will work on any ST/TT/STe/Falcon with at least 2 Megs of
memory. There are no TT-only, 1 Meg or floppy-disk-only versions yet,
these will follow on request.

As usual, correspondance of any kind is welcome.

Have fun,

Christoph

--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

2370. Re: Good ST Text Editors

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 14:25:42 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Aug10.142542.29002@informatik.uni-bremen.de>
Source record: 202843

In article <CBG6wE.ny@basil.icce.rug.nl> tom@basil.icce.rug.nl (Tom R.Hageman) writes:
>In article <23evvv$955@news.u.washington.edu> palefox@carson.u.washington.edu
>(Romeo Fahl) writes:
>>
>> I am looking for a good shareware/PD text editor to use on my ST. What
>> would you recommend?
>>
>> Thanks!
>>
>> RoMeo

You might want to try the Mutt editor. It is like emacs in many ways
(i.e. very powerful), but is much smaller. A friend of mine, Mike
Brandt, has written a GEM interface for it. The whole thing is
available on a.a.u.e in the editor directory, look for me2.

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

2371. PB Diskmag is now available from Umich

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 14:31:23 UTC
From: an18359@anon.penet.fi
Message-ID: <143302Z10081993@anon.penet.fi>
Source record: 202846
Cross-posted to: comp.sys.atari.st,alt.cyberpunk.movemment

Just a short message to inform people reading this that PB Diskmag is now
available from archive.umich.edu anonymous ftp in the directory
atari/Magazines/Diskmags (Note the capital letters) in an archived form.
To be able to run each issue you need a couple of things....
1) One or two disks (one for PB #21, two for PB #22 and PB #23).
2) An lzh archive/de-archiver (since it's in .LZH form!)
3) Magic Shadow archiver. (Get the decent version!)
4) An ST or STE (since that's what it runs on. :))
5) One or two braincells in order to appreciate our brilliant work!! :)

If you've never heard of PB (If not you soon will!) then it's currently the
best diskmag on the ST scene, in our area. :) :) It's also probably one of the
most widely spread diskmags coming from Britain, mainly because Ledgers is
dead!!!!
But enough about how great we are. :) :) :) What sort of diskmag is PB?
Well, we report on issues. :) Of no importance to lamers. :) We go in-depth
on issues on the cutting edge of the Atari scene, who is doing what, why and
how. We also report on the varied and "unusual" character on the ST scene
(eg Powerman of TWB :) :)). We're now starting to get into network issues
such as this brilliant news service!
PB #23 will be available soon, and will contain......
- Reviews of the latest demos, including Falcon demos!!!!
- A look at the latest diskmags!
- A review of the STV programme on piracy.
- A look at Multi User Dungeons + talk from MUD users
- Live reviews of Belly and One Dove
- Film reviews
- Very nice intros by Flowerman (so he says!)
- Our best user interface yet!!!!
- Completely Falcon incompatible- guaranteed!
(... But it doesn't work on an Amiga either. :) :))
- Our usual incisive (?) news and comments!

SO GET IT NOW... ER, SOOON!!!

PB Magazine <an18359@anon.penet.fi>
PO Box 1083,
Glasgow G14 9DG,
Britain

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2372. PB Diskmag is now available from Umich

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 14:36:10 UTC
From: an18359@anon.penet.fi
Message-ID: <144302Z10081993@anon.penet.fi>
Source record: 202847
Cross-posted to: comp.sys.atari.st,alt.cyberpunk.movement

Just a short message to inform people reading this that PB Diskmag is now
available from archive.umich.edu anonymous ftp in the directory
atari/Magazines/Diskmags (Note the capital letters) in an archived form.
To be able to run each issue you need a couple of things....
1) One or two disks (one for PB #21, two for PB #22 and PB #23).
2) An lzh archive/de-archiver (since it's in .LZH form!)
3) Magic Shadow archiver. (Get the decent version!)
4) An ST or STE (since that's what it runs on. :))
5) One or two braincells in order to appreciate our brilliant work!! :)

If you've never heard of PB (If not you soon will!) then it's currently the
best diskmag on the ST scene, in our area. :) :) It's also probably one of the
most widely spread diskmags coming from Britain, mainly because Ledgers is
dead!!!!
But enough about how great we are. :) :) :) What sort of diskmag is PB?
Well, we report on issues. :) Of no importance to lamers. :) We go in-depth
on issues on the cutting edge of the Atari scene, who is doing what, why and
how. We also report on the varied and "unusual" character on the ST scene
(eg Powerman of TWB :) :)). We're now starting to get into network issues
such as this brilliant news service!
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- A look at the latest diskmags!
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- A look at Multi User Dungeons + talk from MUD users
- Live reviews of Belly and One Dove
- Film reviews
- Very nice intros by Flowerman (so he says!)
- Our best user interface yet!!!!
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(... But it doesn't work on an Amiga either. :) :))
- Our usual incisive (?) news and comments!

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Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2373. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 14:54:56 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <248cs0$13b@cismsun.univ-lyon1.fr>
Source record: 202845
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>etxansk@garbo.ericsson.se wrote:
>:
>: Could somebody please help me with this brief list of Atari's history?
>: I haven't been able to fill in the years for several important company
>: events. Any additional information is appreciated.
>:
>: 1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
>: intention was to use the name "Syzygy", but since it was already
>: occupied, he picked "Atari" instead.
>: 197?: The Pong game becomes popular in the arcades.
>
> Hmm...I think Pong became popular in 1972 as well.
>
>: 1976: The Atari 2600 is released.
>: 1979: The Atari 400 and Atari 800 computers are released. The computers
>: had inofficial name, "Colleen" and "Candy".
>: 198X: Nolan Bushnell sells Atari to Warner Communications.
>: 1983: The Atari XL series is introduced, replaces the 400/800 series.
>: 198X: The Atari 7800 is released.
>
> 1984 I belive..then never to be seen again until like 1986 or so.
>
>: 1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
>: is split into Atari Corp (consumer products) and Atari Games
>: (arcade games).
>: 1985: The Atari 520ST computer is introduced.
>: The Atari XE series, compatible with the 400/800/XL series, is
>: introduced. (65XE, 130XE.)
>: 198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
>
> 1988-89??
>
>: 198X: The Atari TT computer is introduced.
>
> 1989?
>
>: 198X: A portable ST named Stacy is introduced.
>
> Ooh...'89 I'd say. What ever happened to this thing? Does it still
>exist? What are the capabilities? How much does it cost????

It seems to be still existing, since my local dealer has some in demo...
The price was over 10 000 FF , but must have rose down since then...
Quite a bit :).
But it has never been really sold... Only interesting for musicians... They
had problems with power supply, as far as I remember...
The capabilities (and the interfaces) are the equivalent of a 4 Meg/48 Meg
STF (with TOS 1.04, though), with blitter.

>
>: 1989: The Atari STE series is introduced.

1991 ? 1992? : a notebook called St-Book is introduced:
at least 1 meg RAM, 2.5" Hard Disk, no internal Floppy (but interface)

At the same time a notepad (without a keyboard, but a pen screen) is anounced..
What did it become ?
>: 1993: The Atari Falcon computer is made available (?) to consumers.
>:
>: It would be nice to have the names and years of introduction of some
>: popular arcade games as well. Since I was too young to take part of
>: the action in the early years, I can't remember what games were
>: created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
>: Pong, Breakout, Galaga, Battlezone.
>:
>: Anyone who's interested in this subject should feel free to edit the
>: list and send replies to my email address. I'll read the newsgroups
>: as well.
>
> Yeah, what's AtariGames' relationship with Namco anyway?
>--
>Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
>[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
>[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
>[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2374. unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 15:18:32 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Aug10151832@wpi.WPI.EDU>
Source record: 202767

I found a copy of a great program for the ST in the wuarchive usenet archives... It's called uw and apparently is a terminal emulator... (I'm using it to type this!)

It apparently lets you do some sort of multiple session windowing thing when a host program is running on the UNIX side. Does anyone have more info on this? Where can my site get a copy of the UNIX host?

thanks...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- We wore the dust as blankets, the tumbleweed as pillows -
- I said "the stars are watching", she said "nope, armadillos" -

2375. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 16:02:40 UTC
From: rjung@netcom.com
Message-ID: <rjungCBJwKG.JwG@netcom.com>
Source record: 202751
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>etxansk@garbo.ericsson.se wrote:
>> Could somebody please help me with this brief list of Atari's history?
>>
>>1979: The Atari 400 and Atari 800 computers are released. The computers
>> had inofficial name, "Colleen" and "Candy".
>>198X: Nolan Bushnell sells Atari to Warner Communications.

I thought Atari Inc. was in Warner's hands most of the time. The "198X" figure strikes me as wrong. Didn't Nolan sell the company to Warner soon after Pong became popular? In any event, I think all 400/800 computers were released under Warner.

>>198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
>
> 1988-89??

Probably late 1988 or early 1989. The machine was nearly complete then; all Atari had to do was tool up the factories. The Lynx was officially released in New York and Los Angeles in December, 1989. I remember not seeing it in L.A. until three or four days before Christmas, which puts it in mid-December.

>>198X: The Atari TT computer is introduced.
>
> 1989?
>
>>198X: A portable ST named Stacy is introduced.
>
> Ooh...'89 I'd say. What ever happened to this thing? Does it still
>exist? What are the capabilities? How much does it cost????

It was a stock monochrome ST computer (1 or 4 megabytes of RAM, I believe) in a luggable case.

>>It would be nice to have the names and years of introduction of some
>>popular arcade games as well.

A quick search through the "Killer List of Video Games" (see rec.games.video.arcade) should turn up every title ever made.

> Yeah, what's AtariGames' relationship with Namco anyway?

Whatever it was, I think it's dead. Probably a distributorship deal more than anything else. I mean, until recently, all of Namco's games were carried by either Atari Inc./Atari Games (XEVIOUS, PAC-LAND, ASSAULT) or

Bally/Midway (PAC-MAN, MS. PAC-MAN, etc.). Only with the very recent stuff has Namco handled it on their own (SOLAVU).

I'd like to see an explicit listing of the agreement between Atari Games and Atari Inc., myself.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2376. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 16:14:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.539819@cix.compulink.co.uk>
Source record: 202773

In article <CBHz6u.MGA@mailer.cc.fsu.edu>, boyd@sonya.math.fsu.edu (Mickey Boyd) writes:
>I see constant references to MultiTOS in c.s.a.st. Is this all from Falcon
>folks, or is MultiTOS available for regular ST/STe machines? If so, from
>where?
>
In the UK, from HiSoft. +44 525 718181

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2377. Frogger for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 16:25:55 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <248i6jINN241@uwm.edu>
Source record: 202850

Looks like it's "old 8-bit favorites for the ST" month. First we got Donkey Kong (ala Kid Kong, and available at the umich archive site) and now Frogger is released. Could someone who has this file either e-mail it to me, or post it to the umich archive site?

Now if we could only get an ST version of Mr. Do......

Extracted from AEO 2-13:

FROGGER is Frogger!, a remake of an old 8-bit game now done by Dave Munsie. The object of the game is to move your frog through hazards like cars and other objects in order to make it all the way to one of the safe froggy homes on the <other> side of the screen. Use your joystick to guide the little critter. I have enjoyed playing this game. The colors are bright and attractive. The game is easily controlled. Color only with any amount of RAM. ST--TT compatible (should work on a Falcon, too). Donationware.

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2378. Re: Experiences with Quantum LPS240, DVT backup

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 16:41:05 UTC
From: renfro@bnr.ca
Message-ID: <248j31$9vn@crchh327.bnr.ca>
Source record: 202849

In article <sourada.744925872@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I may be buying a Quantum LPS240 hard drive and the DVT VCR hard/software
>backup device. I'm wondering what people's opinions and experiences with these
>products are. I'm pretty sure the LPS240 is good, but I don't know anything
>about the DVT. How fast is it? How long does it take backups to
>deteriorate? How likely is it that a backup will bite the dust if the tape
>gets a glitch?
>
> Thanks a lot,
> Steven Ourada
>
>--
>Steven Ourada --- sourada@iastate.edu
>Avoid conformity. Embrace change. Resist oppression. Think freely.
>Ignore me.

I have been using the DVT for a couple of years now and while it does work, it is far from the ideal back up system. It is pretty slow - takes a little over an hour to do 40 to 50 meg. It is not terribly reliable either. I almost always have tape dropouts here and there and that is with using brand new tapes (although I don't always use the high qaulity tapes as suggested). I don't really know if it deteriorates over time - I usually have the back up on a tape for a couple of months (putting new back ups on new tapes) and retire the old tapes for use with the VCR or camcorder.

Another problem you may find is compatibility with recent VCRs. I use an 8 year old VCR and one time when it broke down I tried several new VCRs and none of them would work reliably with DVT (lots and lots of tape dropout). I ended up getting the old VCR repaired.

Although it has worked okay for me and, relatively speaking, it was pretty cheap when I bought it (compared to a $900 tape back up system), I'm not sure I would recommend it to anyone. You need a lot of patience and the restore software is not that great either (at least my version - I don't know what the latest is, but I don't think it is supported anymore).

Hope this helps.

RandyH

2379. Falcon sector editor??

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 16:56:46 UTC
From: saj@chinet.chinet.com
Message-ID: <CBJz2M.40u@chinet.chinet.com>
Source record: 202765

Now that I have a basically comfortable working environment on my shiny new Falcon (to everyone who helped, THANKS!), it's time to gild the lily a bit. I'd like to have a sector editor. Seems like every hardware change means a new one--drfloppy on the ST, memfile on the Mega....now what? Memfile just doesn't seem to like the 1.4 M floppy (and maybe some other things). Ability to work as BOTH application and accessory is a definite plus. Any recommendations (other than getting lost)?

I guess I may as well mention another 'situation': I have a BMS tape backup unit running (on the Mega) under Beckemeyer's Hard Disk Toolkit. The driver thinks it installs right on the Falcon, but overall, the backup doesn't work. Has anyone gotten this hardware to work on the Falcon (preferably, but not necessarily with Toolkit)?

One last bit....News is just a tiny bit unreliable here on chinet. By all means post replies of general interest, but if you have the answer to all my problems (or need to 'straighten me out'), please mail me also.

Steve

2380. TEST

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 17:02:46 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.10.13.02.46.1993.24934@ece.rutgers.edu>
Source record: 202752

Hi,

I just managed (or rather, other people managed) to set up my account. Could anybody who reads this message reply to it, so I know it works. Thanks.

Greetings, Tim

2381. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 17:04:05 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug10.170405.26548@cs.wisc.edu>
Source record: 202753
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.744988660@garbod26> etxansk@garbo.ericsson.se writes:

>197X: The Atari 2600 is released. The 2600 is based around MOSTEK's
> 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the
> time of release, huge, 128 colour palette. Game size is typically
> 4 KB to 8 KB.

[1] MOS Technologies was not the same as MOSTEK if I recall [common mistake]

[2] Horizontal resolution: 160 pixels
Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]
Colors : Eight grays plus eight shades each of 15 hues

[3] CPU: MOS Technologies 6507 @1.19MHz [dot clock / 3]

[4] RAM: 128 bytes of RAM, mapped at $0080 and $0180

[5] ROM: 4K of address space available $F000 to $FFFF
[some cartridges bank-switch to get 8K, although this requires either
more chips or custom silicon. I am not aware of any carts bigger than 8K]
--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2382. Software clearance - final

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 17:06:01 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Aug10.100601.1176@batman.bmd.trw.com>
Source record: 202848

```
MAKE ANY REASONABLE (not free) OFFER
Have the following software for the ST:

OSS Personal Pascal (v2)
Tacklebox ST (v2)
VDI,AES etc bindings for Personal Pascal
GFA Draft
COLR Object editor
Disk Doctor

Games:

Shanghai
Leather Goddess of Phobos
Winnie the Pooh

Jim Harres
email jharres@batman.bmd.trw.com
```

2383. Re: *WEIRD* mouse problem!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 17:45:12 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Aug10.114513.982@janus.arc.ab.ca>
Source record: 202656

In article <1993Aug9.143717.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>I'm not sure if this should be posted to .tech but here goes! just this past
>weekend my OLD 520STm (@1985, TOS 1.0, upgraded to 2.5 meg), developed a
>strange malady. The replacement mouse I have (a beetle mouse; which I have had
>about 1.5 yrs. with no problems) stopped working in med or low rez...2 days
>later it stopped working period! The buttons are still read, if I move the
>pointer with alt-arrow and then click its fine! The strange part is that the
>mouse works FINE with other ST's at my local Atari store (even on their
>Falcon!). Also, other mice work with my ST (including the old and heavy
>original mouse). Anyone ever heard of a disagreement between a computer and
>it's mouse? Both work independently, but they won't work together!!! Any
>hints would be appreciated.
>

Well when I got my Beetle mouse I had some strange problems as well. I had a SMPTE box plugged into the second mouse port and the RS-232 port. The Beetle mouse wouldn't work with this configuration but the Atari mouse worked fine. If I removed the SMPTE box both mice worked. I think that the Beetle mouse draws more power from the mouse port than the Atari mouse and you may have a power problem with that mouse port in that it doesn't have enough to drive the mouse? Of course this is just a theory.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

2384. Re: DR T OMEGA/COPYIST

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 17:53:17 UTC
From: Carl E Lippitt <lippo@dasd.honeywell.com>
Message-ID: <1993Aug10.175317.28024@burro.dasd.honeywell.com>
Source record: 202754

In article <245upe$42e@organpipe.uug.arizona.edu> Mike Hicks,
hicksm@hindmost.lpl.arizona.edu writes:
> Here's a kind of related question. How come whenever I
> call up or walk into a music retail place. (You know
> the kind, they advertise things like "Musicians working
> for Musicians!") I get this lame stoner guy who qoutes
> me really bad prices and really doesn't know much about
> what he is selling.
>
> In fact, I think I get the same person no matter what
> store I walk into. Pretty surreal. And pathetic.

Perhaps, those who can use this technology find it easier
to make a living by playing an doing rather than selling
and wishing?

- oooo oo ooo oo ooo -o --- ooo o -o-o -o- o - -- o ooo ooo o-
--o o
lippo@dasd.honeywell.com Std Disclaimer-Not enough $ 9201 San
Mateo, NE
Carl Lippitt MS C-8 (505)828-5997 Albuquerque NM,
87113

2385. new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 18:45:38 UTC
From: heineken@ddtc2.gmd.de
Message-ID: <1993Aug10.184538.18724@donau.et.tudelft.nl>
Source record: 202755

PLEASE open a new groop falcon030.
I think there has to be no discussion about it.

2386. Where is Hermes 1.10?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 19:36:38 UTC
From: gijs@hacktic.nl
Message-ID: <248tckINN1ni@xs4all.hacktic.nl>
Source record: 202762

Anybody know the ftp-site where Hermes 1.10 can be found?
I am a registered user whose hard disk recently crashed. I have
to retrieve and install it again.
I wrote a letter to Martin(i), but he didn't answer as yet.

Thanks in advance.
--
Gijs Bok
gijs@mbase97.hacktic.nl
gijs@hacktic.nl

2387. Te koop: Atari Megafile 20 f350,-

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:22:08 UTC
From: gijs@hacktic.nl
Message-ID: <24901uINN3v1@xs4all.hacktic.nl>
Source record: 202531
Cross-posted to: nlnet.markt,comp.sys.atari.st

```
Wegens aanschaf grotere harddisk:

Te koop: Atari Megafile 20 (20Mb) voor Atari ST.
Prijs: f350,-
--
Gijs Bok
gijs@mbase97.hacktic.nl
gijs@hacktic.nl
```

2388. Thanks and another Q:Flopticals

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:23:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745014192@vincent2.iastate.edu>
Source record: 202768

Ok, thanks to the respondents on my question about the DVT backup system... It looks like that's not a good option.

So, my second choice, although expensive, would probably be a floptical drive. My main concern: if I get a SCSI floptical, will ICD's hardware/software be able to use it? If not, though, I have a dim recollection that someone has a floptical made for the ST series...

Thanks again,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

2389. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:32:06 UTC
From: kolstad@cae.wisc.edu
Message-ID: <1993Aug10.153208.6680@doug.cae.wisc.edu>
Source record: 202756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx,rec.games.video.classic

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:

[Atari 2600 stuff deleted]

>[2] Horizontal resolution: 160 pixels

...although the way of using them wasn't the standard sprite/bitmapped background, it was more like sprite/repeated smaller blocky background.

> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]

...but many games needed more processing time and only changed displays every other scan line, giving a whole whopping 110 or so lines.

>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

...and the original cartridges were only 2K (back then, 4K of RAM was EXPENSIVE!!! :-)). It'd be interesting to see a list of "good" 2K games. I remember that Activision's first game, Kaboom!, was pretty good for 2K.

---Joel Kolstad

2390. Re: DR T OMEGA/COPYIST

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:32:48 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug10.203248.17728@nrtpa038.bnr.ca>
Source record: 202769

In article <1993Aug10.175317.28024@burro.dasd.honeywell.com>, Carl E Lippitt
<lippo@dasd.honeywell.com> writes:

|> - oooo oo ooo oo ooo -o --- ooo o -o-o -o- o - -- o ooo ooo o-
|> --o o

- --- - oooo o oo- -o oo -o oo-o --- o-o -- o -oo oo - oo ooo o-o-o-

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

2391. Re: Atari Works and TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:39:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24911vlNNk0f@golem.wcc.govt.nz>
Source record: 202757

] says "Can't initialize scrap manager." and it exits back to the desktop

Atari-Works *NEEDS* a Drive C: to be available, even if you never use
the scrap manager, (more in-efficient programming). Just use some form
of auto-booting RAM-Disk to create about a 50K 'Drive C:'
It will then work!

2392. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:43:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24919aINNk0f@golem.wcc.govt.nz>
Source record: 202759

] One thing i've noticed when using ACS & BinkleyTerm is that
] a couple of times it says something like 'Garbage found - File
] skipped'
] why? Is there a way of telling Lharc NOT to skip the file?

That's a problem with this new version, some transfer protocols round up the file-size to the nearest 1k, causing Lharc 2.2x to think the file is 'garbaged'. The only way I've found around it is to either specifically request extraction of the file, or to use 'x [source] [dest]' rather than just '[source] [dest]' (Probably when using the 'x' command you should also use the -x and/or -r switches to extract directories in the archive! This worked last time I downloaded something with Y-Modem G!

2393. Re: Frogger for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 20:47:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2491gmINNk0f@golem.wcc.govt.nz>
Source record: 202758

] Looks like it's "old 8-bit favorites for the ST" month. First we got Don
] Kong (ala Kid Kong, and available at the umich archive site) and now Frog
] is released. Could someone who has this file either e-mail it to me, or

I tried Frogger, got to the game screen, and then the game wouldn't
respond to anything, although the animation+sound still went on. Pressing
HELP causes it to crash.... (TOS 1.02 with no hope/chance/means or upgrade!)

2394. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 21:56:35 UTC
From: drisko@ics.com
Message-ID: <1993Aug10.215635.15027@ics.com>
Source record: 202776
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

You forgot about the Atari 5200!

What a great old system that was...

Thanks for the memories,

Jason

2395. Re: Looking for Progs

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 22:14:00 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Aug10.221400.10566@galileo.cc.rochester.edu>
Source record: 202770

In article <1993Aug10.085117.20219@cc.ic.ac.uk> rm03@cscmgb (Mr R. Mellish) writes:
>In <246rvlINNb9b@sheoak.ucnv.edu.au>, ***THE WIZZARD*** (i921652@redgum.ucnv.edu.au)
wrote:
>: I'm wondering if anyone out there knows of a program that will display
>: psychedelic patterns/pictures in response to midi data....I'm looking
>: for something that will work well with a drum machine, so that different
>: patterns, or colour changes could be assigned to different note values.
>: If it doesn't exist, anyone out there interested in writing one?? :)
>
>: Thanks for any help offered....
>
>: Jared
>The ONE and ONLY program to do this is Trip-A-Tron, by Jeff Minter. It's
>a fully programmable 'Light Synthesizer' and can be triggered off MIDI
>events. It was on a (fairly) recent ST Format cover disk -issue 40 I
>think.
>
>: * Jared Quinert * Devil Bunnies, *
>: * i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
>: * wizzard@ironbark.ucnv.edu.au * Banana Banana *
> ^^^^^^^^^^^^^^^^^^^^^^^^^^
> Backwards masking again, eh?
>
>-- Robert Mellish, F.O.G. --
> Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
>-- and also the mrs joyful prize for rafia work. --

Do you know if Trip-A-tron works with Tos 2.05? I tried to load mine
which work with tos 1.2 and crashed.
...
cherd

2396. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 22:36:21 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug10.223621.119175@zeus.calpoly.edu>
Source record: 202771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <245lg4INNcf4@tuna.cis.ohio-state.edu>,
kevin eugene scruggs <scruggs@cis.ohio-state.edu> wrote:
> Hullo, I was just wondering if there were any variations as far as
>monitor cables. I've talked to a couple people lately that talk as if mono &
>colour cables are distinct, with the latter not supporting mono signals. Is
>this really so & if so what signals are present/not-present in each version?
>This is the first time in 5 years that such I ever heard sucha thing...

I could be wrong, but here is what I have heard/observed:

Since the color monitor is an RGB, it has lines not used in the MONO
cable. However, these lines do not conflict with the mono lines, so a
"full" cable could be used for both signals.
`
The dirrerence that matters is apin that tells the ST if it is a
color or mono monitor. If you have an external switch you will see that
the ST reboots when the monitors are switched. You have to know which
line that is so that you can tell the ST which monitor you have.
Presumeably you ground the signal to tell the St one thing, and give it
+12 (maybe +5, but 12 seems more likely for monitor) for the other
mode.

- mike

2397. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 22:40:44 UTC
From: farren@netcom.com
Message-ID: <farrenCBKEzx.848@netcom.com>
Source record: 202774
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

rjung@netcom.com (Robert A. Jung) writes:

> A quick search through the "Killer List of Video Games" (see
>rec.games.video.arcade) should turn up every title ever made.

Not even close. The KLOV is real nice, but it's full of holes, especially
in the early days. As a prime example, Ramtek, where I worked for a number
of years and which was for a while the number two video game producer, is
not mentioned in the KLOV at all - the same situation applies to several,
if not many, of Atari's earliest games. But then, so many of us who were
around this are suffering from senility by now :-)

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2398. How do I Port GCC (mainly, Objective-C) to ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 22:58:51 UTC
From: cmedley@wam.umd.edu
Message-ID: <24997b$6p9@cville-srv.wam.umd.edu>
Source record: 202772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.lang.objective-c

I'm trying to learn Objective-C, but since there doesn't seem to be a version of gcc-cc1o.ttp floating around, I wanted to try to compile it myself from the latest sources. The problem is, I've now got a 19MB .tar file sitting on my account here at school, and I have no idea how to get this ULTRIX box to build a cross compiler for the Atari ST (the distribution doesn't include a configuration for the Atari ST in its m68k directory) in order to make the compilers for the Atari.

If anyone out there could give me some pointers on how to do this (or just get started) I'd be eternally grateful....

(I'm tempted to bring all the source required for Objective-C down to my current GNU C on the ST and try to compile it on here... but even so, I'm not sure that would guarantee success...)

2399. MultiTOS: Why does it start NeoDesk?

Newsgroup: comp.sys.atari.st
Date: 1993-08-10 23:20:27 UTC
From: dud@stein.u.washington.edu
Message-ID: <249afr$ih3@news.u.washington.edu>
Source record: 202775

I've been having a very strange problem ever since I installed Geneva on my TT. Whenever I try to run MultiTOS, it attempts to start NeoDesk3. I assumed it was one of these:

1) I was running NEOLOAD in my auto folder.

2) I was running Geneva (which calls NeoDesk) as an autoboot GEM program from X-boot.

3) I had either NeoDesk or Geneva installed as an autoboot GEM program in the NEWDESK.INF I use with MultiTOS.

4) I had a line in my MINT.CNF or GEM.CNF file that tells it to load NeoDesk.

But none of these are true! I don't understand it! As soon as MultiTOS loads all the accessories, an alert box comes up saying I must run the 3.04 version of NEOLOAD before I can start NeoDesk, then I get a bus error and the system locks up. If I change NEODESK.EXE to NEODESK.EXX, MTOS boots up fine.

Anyone have any ideas?

Dan Aylward
dud@u.washington.edu

2400. Re: PB Diskmag is now available from Umich

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 00:35:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87590@cup.portal.com>
Source record: 202778

Interesting, but why the "anonymous" posting..?

BobR

2401. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 01:24:13 UTC
From: dw@realm.tdkcs.waterloo.on.ca
Message-ID: <dw.1jbk@realm.tdkcs.waterloo.on.ca>
Source record: 202785

>> So Please were can I get a real GOOD Terminal program, Connect
>> is no good, no support for medium res, and Stalker is very slow and has
>some
>> bugs from what I can make out...

Have You Tried The Freeze Dried Terminal? The Support Board For It Is
Sanctuary From The Law And The Number Is 619-377-3611. The Program Is
Shareware But Well Worth The Download.

Darin ...

2402. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 01:28:55 UTC
From: ifarqhar@laurel.ocs.mq.edu.au
Message-ID: <249i0n$12l@sunb.ocs.mq.edu.au>
Source record: 202779
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

Around 1984-5 or so, Atari had publicised their Sara chip at the CES, which apparently contained 16K of ROM. Whether this was actually ever used in a published I don't know.

It is also worth noting that some cartridges also contained small amounts of RAM to suppliment the meagre 128 bytes in the RIOT chip. As there was no R/W line to the ROM, this was usually implemented by mapping the read for these locations to one address, and the write to another. Unfortunately, this also bit into the small 4K ROM space, which was tight enough already!

BTW, does anyone actually know what the mechanics of the commoner bank-switching schemes used on the VCS were? I've never actually found any information on this.

Ian.

2403. FTP Sites ...

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 01:30:32 UTC
From: dw@realm.tdkcs.waterloo.on.ca
Message-ID: <dw.1jbm@realm.tdkcs.waterloo.on.ca>
Source record: 202786

Could Anyone Go About Tellinmg Me How To Get Connected Upto An FTP Site And Where I Could Get The Proper Programs To Retreive The Files. I Live In A City With Relatively Few (3) ST Boards And I Would Like To Get Some More Support For The Atari If Possible.

Darin ...

2404. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 01:47:16 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug11.014716.23499@cs.wisc.edu>
Source record: 202780
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx,rec.games.video.classic

In article <1993Aug10.153208.6680@doug.cae.wisc.edu> kolstad@cae.wisc.edu (Joel Kolstad) writes:
>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>
>[Atari 2600 stuff deleted]
>
>>[2] Horizontal resolution: 160 pixels
>
>...although the way of using them wasn't the standard sprite/bitmapped
>background, it was more like sprite/repeated smaller blocky background.
>
Yes, indeed. Two players, two missles, the playfield, and the ball. There was a programmer's spec posted here awhile ago. I did not want to overburden the net with detail however.

>> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]
>
>...but many games needed more processing time and only changed displays
>every other scan line, giving a whole whopping 110 or so lines.
>
Well, until Activision appeared, almost ALL games did their processing on every other scan line. After Activision appeared, almost all of them do it on every scan line. Also, I think Activision pioneered the hi-res six-digit scoring. Most games draw on about 180-200 lines, scanning every line except the old ones [Missle Command does some things every line; others things every other]
>>[5] ROM: 4K of address space available $F000 to $FFFF
>> [some cartridges bank-switch to get 8K, although this requires either
>> more chips or custom silicon. I am not aware of any carts bigger than 8K]
>
>...and the original cartridges were only 2K (back then, 4K of RAM was
>EXPENSIVE!!! :-)). It'd be interesting to see a list of "good" 2K games.
>I remember that Activision's first game, Kaboom!, was pretty good for 2K.
>
> ---Joel Kolstad

--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2405. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 01:59:23 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.015923.11514@ntg.com>
Source record: 202781
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>In article <etxansk.744988660@garbod26> etxansk@garbo.ericsson.se writes:
>
>>197X: The Atari 2600 is released. The 2600 is based around MOSTEK's
>> 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the
>> time of release, huge, 128 colour palette. Game size is typically
>> 4 KB to 8 KB.
>
>[1] MOS Technologies was not the same as MOSTEK if I recall [common mistake]
>
>[2] Horizontal resolution: 160 pixels
> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]

Almost all games used vertical resolution of 192-200 lines. Anything beyond that gets into the overscan region on some sets (especially older ones).

> Colors : Eight grays plus eight shades each of 15 hues

The last two hues were generally the same as the first two, giving an actual usable color space of about 104 colors. The PAL version of the chipset had fewer usable hues than the NTSC version did.

>[3] CPU: MOS Technologies 6507 @1.19MHz [dot clock / 3]
>
>[4] RAM: 128 bytes of RAM, mapped at $0080 and $0180
>
>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

There were some carts bigger than 8K. I believe that Epyx' Winter Games was 16K.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2406. Re: Thanks and another Q:Flopticals

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 02:21:02 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBKp73.4zy@netcom.com>
Source record: 202782

In article <sourada.745014192@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>
>So, my second choice, although expensive, would probably be a floptical drive.
>My main concern: if I get a SCSI floptical, will ICD's hardware/software be
>able to use it? If not, though, I have a dim recollection that someone has a
>floptical made for the ST series...

Yes, ICD's SCSI Pro software and I think their Link software will work
with a floptical. I'm using a floptical on my TT.

Actually, a little while ago I was comparing the price of the new Syquest
105meg drives and their bang/buck ratio looks a little better than the
flopticals. Take a serious look at these.

Then, for the long term investment, there's the magneto-opticals...
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2407. Re: UPLOAD: nh313gem.zoo - Full-colour GEM NetHack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 02:26:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14841@uqcspe.cs.uq.oz.au>
Source record: 202784

ach@informatik.uni-kiel.de (Achim Held) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:

>it's at atari.archive.umich.edu, in /atari/Games/nh313gem.zoo...

> [problem]

>Did anyone else encounter this problems?

Don't forget - I'm right here to help with any problems. I rely on
all you people with graphics cards for feedback, as all I can test is
640x480x16(interleaved bitplanes) and 320x480x256(interleaved bitplanes)
on my TT.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2408. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 03:31:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <249p6oINNmm8@golem.wcc.govt.nz>
Source record: 202788
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Like I said, when I switch between my online screen and the menu I
] lose inverse video. I have to exit and run the program again. It's
] a pain in the butt. And it's NOT full-color ANSI it's four-color ANSI.
] I don't care about blinking text.

Try making ST-Medium show 16-colours with an 80*25 screen, and enabling
the screen to keep up with 9600bps! ANSI-Term is *THE Only* ANSI
emulation program that lets ST's show 16-color ANSI! (e.g. the STFM
you would have purchased, not with graphics cards etc.) Apparently
some folks have gotten 16-col's out of it on TT's etc. (Anyone!?)

] >Well, it's got a better 'text editor' than any other comm's package I've
] >seen - all the others just have an editable capture! (with minor
] >exceptions!)
]
] Okay, try this. Load a 100k text file into the text editor. Block off a
] good portion of it with block markers (text should turn red.) Delete
] the block. Now go eat dinner. Because by the time you're finished
] eating it may be done with the operation.

It's a comm's program, not a word-processor! Besides, in GFA basic,
there aren't many easy ways of doing this without resorting to means
which would probably screw up something else (In-line assembly may be
okay, wait until v3 - that should be at least First-Word+ speed)

] Yeah, it's a nice package. But I find it annoying to have to exit
] it all the time or call other programs externally. Maybe I'll have
] to buy another computer if I want a decent terminal program.

Try Telemate 4.10 on the PC.

2409. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 03:33:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <249pb6INNmm8@golem.wcc.govt.nz>
Source record: 202789

] According to the July issue of STF, Atari plans to introduce the
] falcon minus the cartridge port in a real case in September! I think

ST-Format are a miracle of inaccurate information, they often report the
non-existant!

] Also, places in England are selling _new_ 520STFMs for L149! This
] looks that, despite Mr. Brodie's assurances to the contrary, Atari is
] indeed manufacturing more 520s! Either that or they "found" a
] warehouse full of 'em...

Why would anyone want to buy one?! The *Minimum* these days is a
1040STE, preferably with a Hard-Drive!

Bob Brodie also often reports the non-existant - this could just be due
to what his superiors tell him.....

2410. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 03:58:10 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug11.035810.45362@acs.ucalgary.ca>
Source record: 202787
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

The 2600 came out November 1977, and Warner bought Atari in 1976.
I got this from the book Zap! The Rise and Fall of Atari, by
Scott Cohen, McGraw Hill, 1984. The book covers everything up to
mid 1983, when Atari was beginning to shrink. I think Nolan
Bushnell left Atari in 1979.

--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

2411. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 04:50:40 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <249tr0$15h@cxc1.cl.msu.edu>
Source record: 202790

Steve.Basford@cyberhm.royle.org (Steve Basford) writes:

>One thing i've noticed when using ACS & BinkleyTerm is that
>a couple of times it says something like 'Garbage found - File
>skipped'

Anyone else besides me noticed that files created with Quester's
LHArc 2.01L ALWAYS cause LHArc 2.2x to report "garbage at end
of file" ???
--
=-=-=-

2412. Re: Atari Works and TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 04:56:57 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <249u6p$16d@cxc1.cl.msu.edu>
Source record: 202791

mmartin@neumann.une.edu.au (Mark Martin) writes:

>I am having no success getting Works to run on my 1040ST with TOS 1.0,
>has anybody managed this? When it loads it gets up to the point where
>the title screen says "Initializing..." and then I get a dialogue that
>says "Can't initialize scrap manager." and it exits back to the desktop
>when I click OK (the only option). I have tried editting the .inf file
>to set all the paths to A:\ to no avail (I only have a floppy drive
>on the 1040). I have tried the Works fix for TOS 1.02 from a.a. .. no
>joy. My copy of Works is V1.0. Any ideas would be appreciated.

Contact Atari about getting your disks upgraded to the new v1.2
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2413. Atari with money (was Re: LYNX)

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 05:54:40 UTC
From: rjung@netcom.com
Message-ID: <rjungCBKz35.1s7@netcom.com>
Source record: 202792
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit

In article <249sos$146@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>rjung@netcom.com (Robert A. Jung) writes:
>>I'm more
>>interested as to why things weren't done. Lack of capital? Bad planning?
>
>Lack of capital NOW, perhaps, but now when they were still in the game...

Hmmmm. I'm mentally running through the history of Atari Corp. (post-Warner, Jack Tramiel, et al), and I don't recall when they were ever rolling in the money. Uncle Jack came along, picked up the computer and home video game ends, and it's been pretty much hand-to-mouth the entire time...

Someone want to correct me on this?

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2414. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:16:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24a2r1INNneb@golem.wcc.govt.nz>
Source record: 202798

In article <1993Aug10.184538.18724@donau.et.tudelft.nl>, heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>PLEASE open a new groop falcon030.
>I think there has to be no discussion about it.

Na I don't think so, the Falcon is a DEAD machine, even deader than the 8 bit groups...

or is it because you chaps like to talk about the nill support and software for it..

and if you buy a none hard drive Falcon you can't add your own Drive, and you can't use your Atari Lazer with it or most of you soft ware or the second disk drive you have or that Hard Drive..

Call this a Computer, na just a Brick....a Dead one at that...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

P.S. Just fed up with Atari Jokes.....

2415. falcon-group

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:17:09 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBL04L.B6s@ztivax.zfe.siemens.de>
Source record: 202793

```
>PLEASE open a new groop falcon030.
>I think there has to be no discussion about it.
hi!
please, tell me how can we open a new group.
I don`t know it.
mike :-)

****************************************
*** hierarchical systems are for files ***
*********** and not for humans ***********
****************************************
******* mike@bsun11.zfe.siemens.de *******
****************************************
```

2416. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:26:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24a3e1INNneb@golem.wcc.govt.nz>
Source record: 202797

In article <LANCER.93Aug9103731@rajeesh.WPI.EDU>, lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>
>According to the July issue of STF, Atari plans to introduce the
>falcon minus the cartridge port in a real case in September! I think
>they said it was a black case with removable keyboard and internal
>expansion port! I'm kind of worried about the loss of the cart port,
>though. There are so many things that use it, it would be a shame to
>toss it... What are all the Spectre GCR users going to do? Or the
>high-powered MIDI users who use the port for extra MIDI ports?

There is a old old saying believe 1/2 of what you read and nothing in what you here..

also Bob has scotched a few comments from this magazine in the past, but then again how do I use my Hard Disk with the Falcom or my disk drive or my Atari Lazer printer, Atari is well known for doing stupid things..

That is why Jack got fired from Commodore...

>Also, places in England are selling _new_ 520STFMs for L149! This
>looks that, despite Mr. Brodie's assurances to the contrary, Atari is
>indeed manufacturing more 520s! Either that or they "found" a
>warehouse full of 'em...

What is the Point they are ONLY 1/2 meg machines and they can't be upgraded, and were is there support for Atari these days...

Come on lets be real....

>- lancer@wpi.wpi.edu - - The Beautiful South: -

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2417. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:28:46 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug11.062846.8021@cs.wisc.edu>
Source record: 202794
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug11.015923.11514@ntg.com> slandrum@ntg.com (Stephen H. Landrum) writes:
>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>
>> Colors : Eight grays plus eight shades each of 15 hues
>
>The last two hues were generally the same as the first two, giving an
>actual usable color space of about 104 colors. The PAL version of the
>chipset had fewer usable hues than the NTSC version did.
>
On NTSC, at least on my machine, all hues are different; they work very nicely as a color wheel and since they are derived from progressively shifting the 3.58MHz clock, the hardware to implement them is cheap. I will grant, however, that adjacent hues tend to be very close; this is to be expected given that there are so many of them [15 hues is really quite a lot]. BTW, on my Atari the lightness values are noticeably non-linear: 3 and 4 are far more distinct than 2 and 3, or 4 and 5.

>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>was 16K.

Hmm... California Games wouldn't surprise me at all if it were 16K [though I'd be disppointed--I gave them so much credit for 4 good events averaging 2K each... :-?] Winter Games didn't seem to have as much good stuff in it.
--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2418. Atari Explorer Online, 0214, availible.

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:38:23 UTC
From: wilsont@rahul.net
Message-ID: <CBL140.H12@rahul.net>
Source record: 202796

Atari Explorer issue 0214 was FTP'ed to atari.archive tonight,
(i typed 'bin' three times to make sure its binary mode)

as usual, recent AEO's can be found at:

rahul.net

in the directory
/pub/wilsont

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2419. Nifty PD SW for 1040 with TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:38:39 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <24a45f$qig@netline-fddi.jpl.nasa.gov>
Source record: 202795

My brother has come into a 1040 ST with 1 MB, TOS 1.0, and a hard drive.

I remember that there was a problem with the way TOS 1.0 does FAT scans, and there was a PD program that repairs the problem.

Does anybody remember the name of the program, and an archive where it can be found?

Does anybody have suggestions for other programs to repair other defects in TOS 1.0? (I already found headstart).

E-mail please, as I don't have an ST any longer, so I don't read this column.

Thanks in advance,
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

2420. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 06:51:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24a4u0INNneb@golem.wcc.govt.nz>
Source record: 202799

In article <LANCER.93Aug4192915@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>
>Can someone tell me more about those RAM boards for STs that use
>SIMMs? Xtra RAM's looks good at $79 (from MC Computers or Toad), but
>I'd like to know more before I buy... For instance, which SIMMs can
>these boards use? I ask mainly because I have a lot of Mac SIMMs
>around here and I want to know if I will be able to use them in my
>ST... Also, is it possible to modify the ST to take SIMMs without one
>of these RAM boards?

I have updated many many ST/MEGAS with SIMMS 8 or 9 bit ones. my machine has a board, Vero matrix suff with 4 SIMM sockets, its mounted like the Xtra Ram I think next to the PSU and Disk Drive on top of the metal shield, but its not one of these plug in types, I would rate the plug in upgrades at -%100 as they plug into the top of the MMU, and this was never designed for this, they can be very unreliable.

On the ST and Megas I just stick the SIMMS down with double sided tape and some times the use of a hot glue gun...

You must use SIMMs that have holes in the contacts, some don't as they are filled with solder...

There are some files on a few FTP sites, one I know for SIPPS and one for SIMMS but there are a few admissions and errors in there Doc's...

The SIPP one is clever in using IC sockets for connectors, but has to be mounted were there is vertical room, the articles refered to the space were the modulator is normaly fitted, but then most machined here have a modulator..

I used the SIMM article with a few changes, the SIMMS are just stuck down on the mother board, were depends on the type of board, with the type that has ram under the PSU, I monted the SIMMs just in front of it, they are stuck onto the tops of the IC's and also a blob of hot glue is used as well..

There are a Few MMU's that can't use 2.5 megs and some other limite, there was a list of these MMU's in a ST-Format but I don't have that copy, silly me, I even have a copy machine...

Roger..... sheppard_r@kosmos.wcc.govt.nz

>Perhaps a section on RAM upgrades should be included in the FAQ...
>
>..s.
>--
>- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -

```
>- I said "you out of water?" she said "nope, out of practice." -
>- Then she said "come and quench my thirst -
>- 'cause I'm a different kind of dry." -
```

2421. Print spooler for cubase?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 07:49:20 UTC
From: gijs@hacktic.nl
Message-ID: <24a8aeINNhi2@xs4all.hacktic.nl>
Source record: 202715

```
Hi,
I'd like to save the printer output to a file, to be able to
print it somewhere else. Does anybody know about a utility that can
do this?
I've heard somebody mention m_spool, which was supposed to be in
the atari archive in the Printing directory, but I couldn't find it.

Thanks in advance.
--
Gijs Bok
gijs@mbase97.hacktic.nl
gijs@hacktic.nl
```

2422. Re: MULTITOS QUESTION

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 07:50:59 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug11.075059.20635@praxis.co.uk>
Source record: 202733

x740756@server1.tiuk.ti.com (Andrew Bianchi) writes:

>Does anyone out there know how to run Multitos from the Desktop, ie without
>putting it in the AUTO folder ?

You can't (so I've been told).

>I just want to be able to run TOS proggies in the background, I'm not
>bothered about multi-tasking GEM stuff (most of my GEM apps are too old and can't quite
cope with Multitos anyway). Would MINT be able to do what I
>want ? Or does it need to be run from/with a shell (eg Gulam) ?

MiNT would work fine for this. If you want to run TOS programs in a
window under GEM get TOSWIN. It works as an acc or prg and is
similar to/better than MINIWIN.APP that comes with MultiTOS.

>Thanks in advance for any help

Your welcome.

> Andy.

==
Ben Bell

Praxis plc,
Space available the software engineering company of Touche Ross,
for rent. 20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2423. Upgrades, Mega STe's and compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 08:04:14 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CBL533.KpC@bailgate.gpsemi.com>
Source record: 202800

Hi,

I was thinking about upgrading my STe (1 Mbyte) by adding more memory (2 - 4 Mb) and maybe TOS 2.06 and maybe even an ICD ADSpeed board. Anyone got anything to say about these "ideas" ?! (Like where to get 1Mb simms for a reasonable price at the moment ...)

Then again - can you still get hold of Mega STe's anywhere ? 'cos that way I'd get a decent keyboard as well (Don't want a monitor or HD 'cos I got them already). And if I did that - how much software compatibility would I loose ?

I guess some of these questions have been asked before but I wasn't looking for the answers then ! Answers by e-mail please to save on repeated information on the net - I'll summarize here and/or directly by e-mail if anyone's interested.

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think of a witty comment - there are more important things in life ...

2424. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 08:08:34 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug11.080834.20845@praxis.co.uk>
Source record: 202734

>I see constant references to MultiTOS in c.s.a.st. Is this all from Falcon
>folks, or is MultiTOS available for regular ST/STe machines? If so, from
>where?

I got MultiTOS back in June from HiSoft (UK). Seing as the UK is meant
to be so far behind in Atari stuff that should mean that you can get
it anywhere!

It works fine on my Mega STE, quite well (no bell) on my STE and badly
on my (sold) STFM. On the FM the bell bombs the system out. (Someone
tell me there's a new version :-)

Can someone tell me whether the MiNT with MTOS is a cut down version
of 1.04? There seem to be things missing (eg. fasttext and CTRL-ALT-Z
etc.)

==
Ben Bell

Praxis plc,
Space available the software engineering company of Touche Ross,
for rent. 20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2425. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 09:21:05 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Aug11.092105.12585@eng.cam.ac.uk>
Source record: 202651

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>Can someone tell me more about those RAM boards for STs that use
>SIMMs? Xtra RAM's looks good at $79 (from MC Computers or Toad), but
>I'd like to know more before I buy... For instance, which SIMMs can
>these boards use? I ask mainly because I have a lot of Mac SIMMs
>around here and I want to know if I will be able to use them in my
>ST... Also, is it possible to modify the ST to take SIMMs without one
>of these RAM boards?

I think it is about time I released the following article, which is
an update of my 2_5ram.zoo which has been around for a couple of years.
If someone would like to tell me how, then I will upload it to a.a.u.e
(a friend uploaded the first version for me)

========================= SNIP HERE ==========================

A 2.5MByte RAM Expansion for the Atari ST by Christopher Hicks
== (cmh@uk.ac.cam.eng)

==============================
Version 2.1 - 11th August 1993
==============================
This version copyright August 1993, Christopher Hicks.
Non-profit distribution permitted and encouraged.

Introduction
============
This document details the addition of an extra 2MBytes of RAM to
a standard 520/1040 STF/STFM. The motherboard I upgraded is
marked C070789-001 REV D (1040 STF), but this procedure should be
OK for other revisions, except that the IC numbers may be
different.

The existing RAM consisted of thirty-two 256K by 1 DRAMs, mounted
under the power supply. This procedure replaces sixteen of these
with two 1MByte SIPs, giving a total of 2.5MBytes.

Note that 1MByte SIMMs can be used instead - it's just that I
cannot get sockets for them at a reasonable price. The procedure
is identical, since the pinouts are compatible.

Disclaimer
==========
Although this procedure worked perfectly for me, I cannot
guarantee that anyone else can perform this upgrade without
damaging their computer. I therefore disclaim any responsibilty

for any damage that may occur as a result of attempting this upgrade. It will also void any warranty on your computer.

On a more positive note, there is no reason why someone who is experienced in wielding a soldering iron, and has done some electronic construction/troubleshooting, should not be able to perform this upgrade successfully.

Summary
=======
The ST's memory management unit (MMU) can support two banks of RAM (upper and lower). These may each contain 512KBytes or 2MBytes. In addition the upper bank may be empty. This arrangement gives rise to the following memory configurations:

Lower Bank	Upper Bank	Total
1. 512 kB	---	512 kB
2. 512 kB	512 kB	1 MB
3. 2 MB	---	2 MB
4. 2 MB	512 kB	2.5 MB
5. 512 kB	2 MB	2.5 MB
6. 2 MB	2 MB	4 MB

This upgrade converts a machine from configuration 1 or 2 to configuration 5. An extra address line is required for the 2 MB bank. This is obtained from the MMU (U56) pin 64.

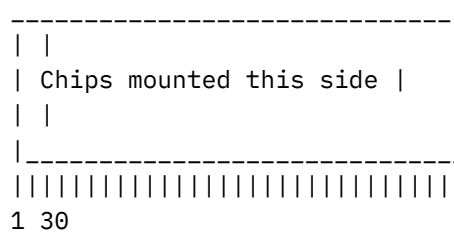
Device Pin Diagrams
===================

1. 256kbit DRAM
===============
```
------\_/------
A8 |1 16| GND
D |2 15| CAS
WE |3 14| Q
RAS |4 13| A6
A0 |5 12| A3
A2 |6 11| A4
A1 |7 10| A5
Vcc |8 9| A7
---------------
```

2. 1MByte SIP / SIMM
====================
```
1 Vcc 11 A4 21 WE
2 CAS 12 A5 22 GND
3 DQ0 13 DQ3 23 DQ6
4 A0 14 A6 24 NC
5 A1 15 A7 25 DQ7
6 DQ1 16 DQ4 26 Q8
```

7 A2 17 A8 27 RAS
8 A3 18 A9 28 CAS8
9 GND 19 NC 29 D8
10 DQ2 20 DQ5 30 Vcc

NB Pins 26, 28 and 29 refer to the ninth bit required for
IBM PC systems. This bit is not required on the ST upgrade.



Pin Functions
=============
A0 - A9 Address inputs (row/column multiplexed)
CAS Column address strobe
RAS Row address strobe
D Data input
Q Data output
DQ0 - DQ7 Data combined inputs/outputs
WE Write Enable input
Vcc Power (+5V)
GND Ground (0V)
NC Not connected

Parts Required
==============
1. Two 1M x 8, or 1M x 9 SIPs, 120ns or faster
2. Two 16 pin and two 14 pin IC sockets
3. A small piece of veroboard (big enough to mount the two SIPs)
4. A few dozen short bits of wire (a shredded scrap of ribbon
cable is ideal - lots of colours for easy identification!)
5. Two 0.1uF ceramic capacitors
6. One 33 ohm resistor

Total cost - about 60 pounds including VAT!

Precautions
===========
The motherboard and SIPs may be damaged by static electricity, so
don't work on this project wearing synthetic clothes and rubber
shoes on a nylon carpet etc... Seriously though, no damage
should occur if you are reasonably careful (use a grounded
soldering iron, and don't work on a highly waxed or polished
surface, for example).

Procedure
=========
1. Remove the motherboard from the computer, and identify the

RAM chips (U 3>6, 10>13, 18>25, 27>30, 34>37, 39>42, 44>47 on my 1040STF). On a 520 only half of these will be present, and step 2 may be skipped.

2. Desolder and remove the upper bank of DRAMs. These are scrap, so don't worry about damaging them, but do take care not to damage any tracks on the motherboard. On my 1040 these were the right-hand 16 chips (nearest the FDD), though I know that on some boards (marked REV 4 ?) it is the 16 nearest the rear of the computer. (The way to tell if you are unsure is that all the pin 4s of each bank are connected together, but the two banks are separate.)

When these DRAMs have been removed, the computer should work as a 520ST. If it doesn't, the safest recourse is to buy thirty-two 16-pin IC sockets, and sixteen 256k x 1 bit DRAMS. Remove all the DRAMS from the motherboard, and replace them with sockets. Then fit one of the new DRAMS in each of sixteen sockets, and move them until you find a combination that works. You then have a 512k lower bank, and an empty upper bank as required.

3. Mount the four IC sockets on the veroboard, end to end, and butted up together, so as to make two 30-pin SIP sockets. The connections on these will, from now on, be refered to as SIP1 pins 1 thru 30, and SIP2 pins 1 thru 30.

4. Break the veroboard tracks between the following pins on SIPs 1 and 2: 2,3,6,10,13,16,20,23,25,26. This operation separates the data and CAS lines on the two SIPs.

5. Connect together the following veroboard tracks: 28, 29, 30. This disables bit 8 if present, leaving bits 0>7 for the ST.

5a. Connect one of the 0.1uF capacitors between veroboard tracks 1 and 9, and the other between tracks 22 and 30. These are to decouple the power supply to the expansion board.

6. Decide where the expansion board is to go. Mine is in the space normally occupied by the TV modulator and associated circuitry. Bear in mind that leads to the board should be no more than about 3 inches long to avoid capacitance problems. It cannot be stressed enough how short these leads must be if the upgrade is going to work properly.

7. Back to the motherboard... Using a continuity tester you should find that the CAS lines (pin 15) of the removed DRAMs are connected together in two groups of eight. Take a short wire from one of these groups of pin 15s to SIP1 pin 2, and another from the other group of pin 15s to SIP2 pin 2.

8. Take wires from the pin 2s of the first group of eight DRAMs to pins 3, 6, 10, 13, 16, 20, 23, 25 on SIP1.

Similarly connect the pin 2s of the second group of DRAMs to
pins 3, 6, 10, 13, 16, 20, 23, 25 on SIP2.

The databus is now connected up, and the complicated bit is
over. Note that it is essential that CAS (pin 15) and D
(pin 2) of each DRAM are taken to the same SIP.

9. Now wire A0 > A8, WE, Vcc, GND and RAS from the SIP board to
the similarly named pin of any of the vacated DRAM slots.

10. Lastly wire pin 18 of the SIP board to pin 64 of the MMU
(U56 on my board), via the 33 ohm resistor (in series).
To aid identification, the part no of my MMU is C025912-38.
Pin numbers are marked on the board.

11. Make sure there are no shorts, and check all the
connections. Insulate the back of the SIP board (eg by
taping a piece of card over it) and insert the SIPs.
Also ensure that the resistor is well insulated.

12. Reassemble the computer and hey presto - a 2.5Meg ST. If you
experience problems with `snow' on the screen, this may be
alleviated in some cases by connecting a 68 ohm resistor in
series with each of the CAS and RAS lines.

13. Give a copy of this documentation to anyone you please, for
them to try the same upgrade.

14. When you run out of memory again, repeat exactly the same
procedure, replacing the other sixteen DRAMS, and you will
find that you have a 4 Meg ST - what could be simpler?

If you make use of this upgrade, please drop me a line at my
email address, and I will send you details of any other hardware
hacks I succeed with! Good luck...

==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

2426. Marcus' file selector for MiNT 1.07

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 09:30:18 UTC
From: haebler@uni-muenster.de
Message-ID: <24ae7a$pn6@obelix.uni-muenster.de>
Source record: 202702

Hi,

I have just uploaded a new version of MfsfM to ftp.uni-muenster.de.
It should appear there soon.
New features:
- installing from the AUTO folder
- various sorting methods
- file moving, copying and deleting
- creating symbolic and hard links

I also send a copy of it to ftp.uni-paderborn.de.

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

2427. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 09:39:49 UTC
From: farren@netcom.com
Message-ID: <farrenCBL9ID.EMn@netcom.com>
Source record: 202701
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

slandrum@ntg.com (Stephen H. Landrum) writes:

>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>was 16K.

Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
did a 2600 game - although they did lots of 400/800 games, some of which
might have shown up as 7800 games. At least, there were no 2600 games
in the works and no 2600 programmers at Epyx the last time I did work
for them, which was just after Summer Games came out.

Epyx made 400/800 carts with 16K long before this. My own game, Gateway
to Apshai, was 16K.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2428. Re: my experiences with STf memory upgrades...

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 09:39:56 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Aug11.093956.13071@eng.cam.ac.uk>
Source record: 202652

lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

>I posted a while ago about upgrading the memory in my 1040 STf, and
>since then I've learned quite a bit about it. Since there is no entry
>about this in the FAQ, I thought I'd share what I've learned with the
>group...

>Here's the whole story:

>There are MANY different ST boards. ESPECIALLY 520s! This is why
>there are so many conflicting directions about upgrading being thrown
>around the net.

>Some have 16 (or 32 for a 1040) DRAM chips under the keyboard. On
>520s of this type, there are 16 free spots on the motherboard which
>you can fill with either 32k DRAM chips (and get one meg) or 64k DRAMS
>(and add a line from pin 64 of the MMU so it can address the > 1024k
>or memory and get a 1.5meg ST). Or you can replace ALL the chips with
>64k chips, add a line from the MMU and have a 2 meg ST... This could
>presumably be done with 128k chips and get the full 4 megs, too...

To the best of my knowledge there were never any 32k or 128k DRAM chips
made. Because of the way the addressing works they go up in factors
of four, ie 64k 256k 1M 4M 16M and now a very few experimental 64M.

Again to the best of my knowledge, all 520ST, STM, STFM computers
are fitted with either:
i) sixteen 256k x 1bit chips, or
ii) four 256k x 4bit chips.
In each case this gives 4MBits, or 512kBytes of memory, using 256kBit
chips in case (i), or 1MBit chips in case (ii).

>Some others have 4 (for 520s) or 8 (for 1040s) RAM chips under the
>power supply or on a daughter board. On these you need to either add
>4 more 128k DRAMS (on a 520 to get 1 meg), or replace all of them with
>256k (or even 512k) DRAMS and add the MMU line and get 2 or 4 megs.

Again you are confused about the chip sizes. These are 1Mbit and 4Mbit
chips respectively (NOT 128k, 256k or 512k).

>OR you can add a SIMM board! This can be done by hand (difficult...
>You have to remove your chips, get a daughterboard and some SIMM edge
>connectors, wire everything together) or by ordering a kit from a
>place like Toad (for $79 not including SIMMs) and do it without
>soldering.

>If you want to do things by hand, and have one of the STs with the
>memory in 32k DRAMS under the motherboard, get the text file,
>"2_5ram.zoo" in the Misc directory on atari.archive.umich.edu. Though
>it doesn't have any pictures (which would have been helpful), it will
>guide you through the process pretty well... I warn you, though, it's
>NOT easy unless you're pretty good with a soldering iron!

Well, I said "reasonably competent" with a soldering iron - just
depends what your standards are I guess. The chips you replace are,
in fact, 256kBit DRAMs. I have taken on board your request for
pictures, and will provide some when I get time.

>For my 1040STf (a Rev C board with the 32 chips) I opted to buy the
>SIMM board (because I got some free 1 meg SIMMs!) instead of having to
>desolder (no lie here) 512 spots and solder another 100 or so without
>error! I'm a bit shaky with the iron, see, and I really didn't want
>to waste my whole ST...

Since the chips you remove are scrap, the easiest way to remove them is
to snip all the legs close to the chip body with a fine pair of wire-
cutters. The chip body now falls on the floor (where it can stay!)
and the legs may be removed one by one. The number of connections you
have to make is nearer 50.

>That's it! Please, if there are any errors here or if you can add
>some more, post away! But don't flame! I'm just telling you all what
>I've found in my quest to upgrade my ST!

Hope this is helpful, and not too hot to handle! I have posted a
slightly updated version of my article as a followup to another item,
and can mail it to anybody who would like it.

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

2429. Ran MultiTOS yesterday - never again!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:12:56 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CBLB1K.17A@dcs.qmw.ac.uk>
Source record: 202703

Hello,

I finally received MultiTOS from Atari UK yesterday (only 5 months after I got my Falcon...). I installed it and managed to get it to boot up OK once I'd removed the Satellite desk accessory that ships with Cubase. Cubase didn't work at all of course, but then trying to run two multitasking OS's at once is probably a bit ambitious. The real problem I had with it was the speed though - compared to the 16MHz 68020 Mac II running System 7.1 I'm typing this on right now, it's just hideous. Has anyone got experience of Geneva and MultiTOS? How do they compare? For now I'm just going back to plain old TOS - not too much of a hardship considering that Cubase is about the only thing I use the machine for at the moment. Does NVDI make MultiTOS useable?

As well as M'TOS the package I got from Atari also included details of their Doc Support stuff including Doc Support VI which is the Falcon Specific stuff and contains stuff about the Falcon XBIOS calls and the DSP, as well as a disk with DSP development tools on it. 49.95 UKpounds for that one. Does anybody know how this compares to the Hisoft DevPac 3 or Lattice C docs? Do the Hisoft packages contain any DSP tools?

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

2430. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:14:22 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug11.101422.10599@rhrk.uni-kl.de>
Source record: 202704

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>have more info on this? Where can my site get a copy of the UNIX
>host?

Try wustl.wuarchive.edu. I've seen it there somewhere, lately.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2431. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:21:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug11.102102.10771@rhrk.uni-kl.de>
Source record: 202706

heineken@ddtc2.gmd.de (Ralf Dolsma) writes:

>PLEASE open a new groop falcon030.

I don't think this makes any sense because there are only a few Falcon users
yet. There are condiderably more TT users and there is no TT specific group,
either.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2432. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:24:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug11.102423.10861@rhrk.uni-kl.de>
Source record: 202705

sheppard_r@kosmos.wcc.govt.nz writes:

>and if you buy a none hard drive Falcon you can't add your own Drive, and you

Why not? I use a Quantum GoDrive inside the Falcon and had no problems at
all connecting it. External SCSI drives work fine, too.

>can't use your Atari Lazer with it or most of you soft ware or the second

Nearly all of my softwware works on it. Maybe you should update yours. Or
don't you have any original software you could update...

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2433. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:34:35 UTC
From: djs@jet.uk
Message-ID: <1993Aug11.103435.2156@jet.uk>
Source record: 202712

In <LANCER.93Aug9103731@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

>According to the July issue of STF, Atari plans to introduce the
>falcon minus the cartridge port in a real case in September! I think
>they said it was a black case with removable keyboard and internal
>expansion port! I'm kind of worried about the loss of the cart port,
Although I cannot comment on the validity of this particular rumour, I would like to point ou that ST Format is complete bollocks, and had a very poor record of accuracy.

Better UK mags are ST Applications (the best) and ST Review (the best of the `glossies'). Although both are still prone to falling for the odd bit of vapourware reporting.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2434. Re: Experiences with Quantum LPS240, DVT backup

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:38:12 UTC
From: djs@jet.uk
Message-ID: <1993Aug11.103812.2253@jet.uk>
Source record: 202711

In <247n0bINNfhu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>...
>Forget about the DVT there is no checking of recorded data at all, its a real
>joke and very slow....

>Get a Floptical for back up, this would be the cheapest way..??

Flopticals are very expensive in media terms for backing up data of any size,
remember that the original posting was talking about 240Mb drives. I would
recommend a tape streamer. I just bought one; it hangs of the same SCSI
adaptor as my hard-drive, and works well. I can also usr gtar and the tapes
to transfer software between my ST and Sun Unix systems.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2435. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 10:51:28 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CBLCts.InE@cs.uct.ac.za>
Source record: 202709

In <24a2r1INNneb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1993Aug10.184538.18724@donau.et.tudelft.nl>, heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>>PLEASE open a new groop falcon030.
>>I think there has to be no discussion about it.

>Na I don't think so, the Falcon is a DEAD machine, even deader than the 8 bit
>groups...

Aha! What do we have here??? A LUSER!

>or is it because you chaps like to talk about the nill support and software for
>it..

>and if you buy a none hard drive Falcon you can't add your own Drive, and you
>can't use your Atari Lazer with it or most of you soft ware or the second

>Call this a Computer, na just a Brick....a Dead one at that...

Na, we'll just call you a brick, and a dead one at that...

Next time shove this tripe into comp.sys.atari.advocacy.
Drivel like this doesn't belong here u twit!

>Roger..... sheppard_r@kosmos.wcc.govt.nz

>P.S. Just fed up with Atari Jokes.....
Why? Do you happen do be one? (a joke I mean?) Or do you perhaps own one?

--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2436. <---------- ATARI ST STUFF FOR SALE ---------->

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 11:14:39 UTC
From: adamg@compnews.co.uk
Message-ID: <24akavlNNqi8@cardamom.compnews.co.uk>
Source record: 202707

[Article crossposted from uk.misc]
[Author was Adam Greenwood]
[Posted on 11 Aug 1993 10:44:02 GMT]

UK Only

FOR SALE: The following stuff, mainly for the Atari ST. Everything except
the switch box is boxed. It all works fine.

Stereo Replay sound sampler. (Virtually Unused).....45 quid

Vidi-ST video digitiser.....40 quid

Citizen 120-D 9-pin printer (inc paper & ribbons).....65 quid

Monitor Switch Box.....5 quid

Offers welcome on any or all of this. Email me@here.

--
.~~~

2437. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:00:33 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug11.120033.9381@iplmail.orl.mmc.com>
Source record: 202719
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com>, farren@netcom.com (Mike Farren) writes:
|>
|> Epyx made 400/800 carts with 16K long before this. My own game, Gateway
|> to Apshai, was 16K.
|>
|> --
|> Michael J. Farren farren@netcom.com
|> Unconnected with Commodore for almost two years, now!

You did Gateway??? That was a really great game. I just wish it would let
you save your characters to disk! I hated to get down to level 6 and then
die... with no way to restart from level 5.

Larry Richardson
richards@foghorn.orl.mmc.com

2438. sample-sounds in GFA-BASIC?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:14:32 UTC
From: gero@uni-paderborn.de
Message-ID: <24anr8$gh4@news.uni-paderborn.de>
Source record: 202713

Hallo together ...

I'm looking for the non-plus-ultra-routine for digitized sounds. I'd like to use samples as music and / or effects in a game written in GFA-BASIC V3.5. The sounds come from a PC with SoundBlaster Pro card, they come in raw format, mono, 8 bit. The game should be able to run on any ST (it's not important that the routine is OK for MultiTOS), due to this the sampling-rate won't be higher than about 8 kHz to let the machine just a bit of performance. ;-)

My idea was an assembler-routine stored in an INLINE. It should get the adress and the length of the sample as a C-style parameter or something like that. But now the impossible thing of this -- it should run in the background. The routine has to link into an interrupt (don't ask me how to do that), play the sound and then un-link itself. It should be so clever to react secure on a re-call when the former sound isn't finished yet. Perhaps stop playing and play the new one or ignore the 2nd call and finish the first call. -- If the routine detects DMA-hardware, it may use it, but that's not necessary.

Does a routine like this exist? Who can write or has written something like that? I know it must be possible -- I've got a demo that plays a sample at 9.5 kHz in the background, and in the foreground an animation is running. How come I know what is bg and what is fg? Because you can interrupt that programme with a debugger and the sound plays on.

Please send your reply to me by mail because I don't have enough time to read all the news very often.

Thank you ...

==
---------------------- "If there are two or more ways to do something,
| Gero Zahn, a/k/a | and one of those ways can result in a catastrophe,
|gero@uni-paderborn.de| then someone will do it."
---------------------- Murphy's Law
==

2439. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:19:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1425@usdtsg.DaytonOH.NCR.COM>
Source record: 202728

In article <LANCER.93Aug10151832@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>I found a copy of a great program for the ST in the wuarchive usenet
>archives... It's called uw and apparently is a terminal emulator...
>(I'm using it to type this!)
>
>It apparently lets you do some sort of multiple session windowing
>thing when a host program is running on the UNIX side. Does anyone
>have more info on this? Where can my site get a copy of the UNIX
>host?

The host source files should also be available at wuarchive (since that's a mirror of atari.archive.umich.edu, and I think the source is there as well). I've actually seen at least 2 sets of source files, one of which had a larger number of files that needed dealt with. You might also check some PC archives as they may have the server as well (and probably some unix archives as well)...

To use unix windows to it's full extent, you need to compile the host server on your unix box (I'd imagine you could compile it on other things, but I dunno). When it's all compiled and ready to go, you run the main "uw" program on your unix side (assuming you're using UW.PRG on the ST side) and you will be within a unix windows session. You can then open multiple windows from that same login, and switch between the windows as often as you want.

Two things to keep in mind - first, your unix system obviously has to have the necessary resources/libraries/etc to compile the server - I was able to compile it with no problems when I was going to Pitt, but on the unix box here I couldn't get it compiled.

Secondly, in addition to the Atari version of Unix Windows terminal emulator, there are also versions for the PC (DOS and Windows-based) and the MAC. You use the same server for all three...

There is another option if you want to use multiple sessions within one login on a unix box. Posted recently to comp.sources.unix (I think) was source code for something called "SCREEN." With this, you only need to compile the server (it has a nice "configure" script which sets things up nicely). You then use *any* Vt100/ANSI emulator (such as ConNect, Uniterm, etc). You won't get the multiple windows *onscreen* but you will get up to 10 "windows" (sessions) open at any one time (if anyone's used the DOS version of Unix-windows, it's similar in this respect) switchable by a series of hotkeys. The end effect is the same as unix windows. And you can even cut-and-paste between the sessions.

Just thought ya might be curious to know...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"...uh, maybe the blender DID come with a lid..."

2440. Re: More MIDI Channels?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:20:48 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <11AUG93.09014688.0067@UNBVM1.CSD.UNB.CA>
Source record: 202708

In article <1993Aug10.113829.21152@vaxc.aud.auc.dk> mk@musik.auc.dk (Martin Knakkergaard) writes:
>In article <1993Aug8.113556.967@janus.arc.ab.ca> writes:
>> In article <friedric-060893095808@appletalk-74.mdd.comm.mot.com>,
>friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>> >I've heard there is a device available for the Atari ST that
>> >allows you to add an additional MIDI port, thereby giving you 16 extra
>MIDI
>> >channels.
>
>You can actually get up to 80 extra MIDI channels by using C-LAB/Emagic s
>Unitor and Export aditional hardware. The first one plugs into the
>cartridge port giving extra 2 x 16CH - thereby replacing the key - the
>other one into the modem-port giving extra 3 x 16CH. You can use either or
>both of them. ra

actually, this gives you 96 channels, since you can still use the Atari (built in) one. Unitor also gives you two more ins.

>However, what is really needed is a standard expansion device supported by
>all softwaremanufactures. Like "MOTU MTP" on the Mac, always the Mac ;-)
>
Not for me...128 MIDI channels out of one mac serial port. Things slow down when the music gets busy. I can't have that...

Alan

2441. ICD Hard Disk Utilities

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:22:56 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24aob0$p3s@cismsun.univ-lyon1.fr>
Source record: 202714

I my previous article about problems that non-US ICD SCSI adapters owners have getting the newest versions of the software, I simply forgot to put the address where you can E-mail your requests to ICD. Sorry for this and here it is :
76004.1600@compuserve.com

Bye...

Patrice LACOUTURE

2442. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:23:09 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug11.122309.3972@apgea.army.mil>
Source record: 202678
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <rjungCBJwKG.JwG@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>>etxansk@garbo.ericsson.se wrote:
>>> Could somebody please help me with this brief list of Atari's history?
>>>
>>>1979: The Atari 400 and Atari 800 computers are released. The computers
>>> had inofficial name, "Colleen" and "Candy".
>>>198X: Nolan Bushnell sells Atari to Warner Communications.
>
> I thought Atari Inc. was in Warner's hands most of the time. The "198X"
>figure strikes me as wrong. Didn't Nolan sell the company to Warner soon after
>Pong became popular? In any event, I think all 400/800 computers were
>released under Warner.

I think Warner had it in the 70's but Bushnell was the CEO for a few years
after that.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2443. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:24:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.543937@cix.compulink.co.uk>
Source record: 202716

In article <24a3e1INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>also Bob has scotched a few comments from this magazine in the past, but then
>again how do I use my Hard Disk with the Falcom or my disk drive or my Atari
>Lazer printer, Atari is well known for doing stupid things..
>

I use my old ST hard drive with my Falcon, no problem. Just bypass the host
adaptor.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2444. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:24:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.543936@cix.compulink.co.uk>
Source record: 202717

In article <24a2r1INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>Na I don't think so, the Falcon is a DEAD machine, even deader than the 8 bit
>groups...
>
>or is it because you chaps like to talk about the nill support and software for
>it..
>
>and if you buy a none hard drive Falcon you can't add your own Drive, and you
>can't use your Atari Lazer with it or most of you soft ware or the second
>disk drive you have or that Hard Drive..
>
>Call this a Computer, na just a Brick....a Dead one at that...
>
>
>
>
>Roger.................. sheppard_r@kosmos.wcc.govt.nz
>
>
>P.S. Just fed up with Atari Jokes.....
>

Hello, is there anybody in there? I suppose it's much better to use an ST in
medium res. Wake up!

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2445. Re: Falcon sector editor??

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 12:25:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1426@usdtsg.DaytonOH.NCR.COM>
Source record: 202729

In article <CBJz2M.40u@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>Now that I have a basically comfortable working environment on my shiny new
>Falcon (to everyone who helped, THANKS!), it's time to gild the lily a bit.
>I'd like to have a sector editor. Seems like every hardware change means
>a new one--drfloppy on the ST, memfile on the Mega....now what? Memfile just
>doesn't seem to like the 1.4 M floppy (and maybe some other things). Ability
>to work as BOTH application and accessory is a definite plus. Any
>recommendations (other than getting lost)?

I would imagine that EDHAK 3.0 would probably suit your needs best.
It is an editor in general: it is a text editor, sector editor, memory
editor, etc. I haven't tried it on a Falcon, but maybe someone out
there has and can comment. It is an ACCessory, but if you're running
under MultiTOS, then you can probably run it as an application as well?
And it makes a great type-ahead buffer to boot :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...there should be an Edhak3-demo release at atari.archives I would
imagine...

2446. Re: Where is Hermes 1.10?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 13:02:19 UTC
From: hesche@track.cs.tu-berlin.de
Message-ID: <24an5r$4b0@news.cs.tu-berlin.de>
Source record: 202710

In article <248tckINN1ni@xs4all.hacktic.nl> gijs@hacktic.nl (Gijs Bok) writes:

> Anybody know the ftp-site where Hermes 1.10 can be found?

ftp.cs.tu-berlin.de (130.149.117.7, mail-server@cs.tu-berlin.de)
pub/atari/hermes/Hermes-1.10/
and
ftp.fu-berlin.de
pub/atari/tools/hermes/

Ciao
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

2447. Re: Print spooler for cubase?

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 13:06:38 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24aqsu$pok@cismsun.univ-lyon1.fr>
Source record: 202718

In article <24a8aeINNhi2@xs4all.hacktic.nl> gijs@hacktic.nl (Gijs Bok) writes:
>Hi,
>I'd like to save the printer output to a file, to be able to
>print it somewhere else. Does anybody know about a utility that can
>do this?
>I've heard somebody mention m_spool, which was supposed to be in
>the atari archive in the Printing directory, but I couldn't find it.
>
>Thanks in advance.
>--
>Gijs Bok
>gijs@mbase97.hacktic.nl
>gijs@hacktic.nl

I downloaded it there and it works fine...
Maybe it was in the Utilities directory... Check out...

2448. re: backups

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 13:21:10 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <11AUG93.09211092@cc4.crl.aecl.ca>
Source record: 202720

I used to use an ICD tape drive. Found it a real pain to retrieve
individual files. Now I have an 88 meg SyQuest that I use to
backup partitions on from my main drive. I use Cheetah (shareware)
to backup to the SyQuest. It moves data between drives at
13-14 megs per minute!!! Absolutely blindingly fast.

While Cheetah does not allow a lot of options for backups, the
dri
direct copy mode (whole partition to a folder on the destination
disk) is so fast that some other process would have to be a whole
lot better before I'd consider changing methods.

2449. lpmud3.1.2.zoo.atari_mint

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 13:55:09 UTC
From: kort@fwi.uva.nl
Message-ID: <1993Aug11.135509.5210@fwi.uva.nl>
Source record: 202723

Hi,
Does anybody know where I can get the file lpmud3.1.2.zoo.atari_mint ?
It should be in pub/incoming on ftp.cd.chalmer.se, but it's not there anymore..
is it gone for good ? If so is there anywhere else I can get it ?

Thanx in advance for any info

--
oOo--- - - - - - - ---oOo
:| Jan Kort |:
oOo--- - - - - - - ---oOo

2450. FTP HELP PLEASE .....

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 14:30:20 UTC
From: x740756@server1.tiuk.ti.com
Message-ID: <CBLMyK.51A@csc.ti.com>
Source record: 202724

Could someone tell me how to 'ftp' using E-mail ??
I keep reading bits about ftp sites with mail servers,
eg atari.archive.umich.edu, but how do I use them ?

Are there any good sites for MiNT, GNU and Minix stuff (..umich.. are listed in the Minix information sheet).

Thanks in advance

Andy.

P.S. Don't try and send me E-mail at the moment 'cos my mail system is a
little broken at the moment, so I'm not sure it will work yet !!!!

2451. minix partition sizes

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 14:44:13 UTC
From: llunch@hoare.cba.csuohio.edu
Message-ID: <1993Aug11.144413.5760@news.csuohio.edu>
Source record: 202726

Somewhere I remember reading that atari hard drives don't perform very well with one great big partition. Since MiNT doesn't allow you to mount filesystems wherever you want, the most logical thing to do is have a great big /usr fs, and a much smaller /etc or /bin with a symbolic link into the other (/bin/etc or /etc/bin). Dangers of huge partitions and icd utilities aside, would this slow the system down?

Jason

2452. Re: Frogger for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 14:52:09 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <24b12pINNjga@uwm.edu>
Source record: 202725

In article <2491gmINNk0f@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] Looks like it's "old 8-bit favorites for the ST" month. First we got Don
>] Kong (ala Kid Kong, and available at the umich archive site) and now Frog
>] is released. Could someone who has this file either e-mail it to me, or
>
>I tried Frogger, got to the game screen, and then the game wouldn't
>respond to anything, although the animation+sound still went on. Pressing
>HELP causes it to crash.... (TOS 1.02 with no hope/chance/means or upgrade!)

Jody Lenn has graciously uploaded frogger.lzh to the umich archive. I
downloaded it last night and it works fine (TOS 1.0, sigh).
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2453. c.s.a.st quiet? Please email if active!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 15:20:49 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug11.152049.1181@btree.uucp>
Source record: 202727

I haven't received any postings in comp.sys.atari.st for several
days now ... is there still traffic in here? Please email me if
so! Thanks!

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*****************************************************************************
```

```
--
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

2454. Re: FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 15:37:27 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug11.153727.12881@prime.mdata.fi>
Source record: 202730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2469fvINNai5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] I don't think so. I've called the european support BBS in England
>] (<<<Internet>>>), and they are discussing FzDT 3 in the support
>] message area. I also wrote to Sean Price and he said that it could be
>] ready at the end of the summer, best case.
>
>Sounds good! When's 'End of the summer' over there?

Around these times, maybe some weeks more. But if I'm not mistaken,
Aaron lives somewhere in California where the summer is longer than
here.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2455. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 16:28:49 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <24b6o1$mu1@unicorn.ccc.nottingham.ac.uk>
Source record: 202731

In article <1993Aug11.103435.2156@jet.uk>, djs@jet.uk (David J Stevenson) writes:
|> In <LANCER.93Aug9103731@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

|> >According to the July issue of STF, Atari plans to introduce the
|> >falcon minus the cartridge port in a real case in September! I think
|> >they said it was a black case with removable keyboard and internal
|> >expansion port! I'm kind of worried about the loss of the cart port,

|> Although I cannot comment on the validity of this particular rumour, I
|> would like to point ou that ST Format is complete bollocks, and had
|> a very poor record of accuracy.

I'll go along with that ! Moreover, I seem to recall a claim in the
August issue saying that the _030_ will remain in the ST case.
Possible higher-spec machines may have decent casings, however.

|> Better UK mags are ST Applications (the best) and ST Review (the best of
|> the `glossies'). Although both are still prone to falling for the odd
|> bit of vapourware reporting.

True, true. Piper in ST Applications was rumour-mongering that the 030
will come with a new case design soon which facilitates a full 32 bit
bus (or whatever the 16bit thingy in the Falcon is that techies object
to so).

Doubtless Atari has a warehouse full of them ready for a big camaign
RSN :-)

Sam

2456. Re: ScreenBlaster

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 16:37:07 UTC
From: ken@isgtec.com
Message-ID: <5408@isgtec.isgtec.com>
Source record: 202746

In article <CBIKoG.5Jr@world.std.com> azog@world.std.com (azog) writes:
> I just got a ScreenBlaster for my Falcon. What a wonderful little
> device this is. For all those who were complaining about the
> rez rates of the Falcon, this is something to get around that.
>
> Right now I am running at 1024*768 in 16 colour mode :-) (and

What is the vertical refresh rate at that res?

--
God is real, unless declared integer.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2457. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 16:46:11 UTC
From: rossam@dunx1.ocs.drexel.edu
Message-ID: <1993Aug11.164611.16305@netnews.noc.drexel.edu>
Source record: 202737
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
> [...]>

Yes, Epyx did a few 2600 carts... I have Winter Games and it clearly says 'Epyx'
on the cart and manual. That's not to say that they didn't contract the
carts out to some other company, tho.

If you look at Craig Pell's 2600 cart list, you'll see two or three Epyx
games.
--
Andrew Ross, rossam@dunx1.ocs.drexel.edu

2458. Re: Ran MultiTOS yesterday - never again!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 16:58:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.545421@cix.compulink.co.uk>
Source record: 202736

In article <CBLB1K.17A@dcs.qmw.ac.uk>, thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>
>at once is probably a bit ambitious. The real problem I had with it
>was the speed though - compared to the 16MHz 68020 Mac II running System 7.1
>I'm typing this on right now, it's just hideous. Has anyone got experience
>of Geneva and MultiTOS? How do they compare? For now I'm just going
>back to plain old TOS - not too much of a hardship considering that Cubase
>is about the only thing I use the machine for at the moment. Does NVDI
>make MultiTOS useable?

NVDI certainly helps. If you notice it's the AES rather than the VDI that is
slow. If you reduce the AES priority things improve quite a bit. The problem
is that any app you then run gets the AES priority by default, so you have
to set it manually back to 0.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2459. Info on Zmodem 90

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 17:30:21 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <108363@hydra.gatech.EDU>
Source record: 202735

Someone recently kvetching about Flash II e-mailed me that Flash II didn't use the newest Zmodem 90 protocol and Kermit with long packets and sliding windows. I e-mailed Missionware to see if they were interested in adding these features to Flash II. They definitely were interested! I know that the Kermit protocol, including long packets and sliding windows, is documented in a book by Frank de Cruz published by Digital Press. What I don't know is where this Zmodem 90 protocol is documented. I'll pass along any information about this I receive.

BTW, is there a newsgroup dealing specifically with the Zmodem protocol?

Thanks in advance.

--
Opinions expressed are my own.

2460. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 18:30:06 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c692896@cindy.ct.se>
Source record: 202732

Steve.Basford@cyberhm.royle.org (Steve Basford) writes:
>
>> One thing i've noticed when using ACS & BinkleyTerm is that
>> a couple of times it says something like 'Garbage found - File
>> skipped'
>
> Anyone else besides me noticed that files created with Quester's
> LHArc 2.01L ALWAYS cause LHArc 2.2x to report "garbage at end
> of file" ???
> --
Yes.. Iv'e noticed that to. But not always. Most of the times it happens
there is folders included in the file..

Grtz (Jesper.Kock@kockens.ct.se)

2461. Re: UPLOAD: nh313gem.zoo - Full-colour GEM NetHack 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 19:07:41 UTC
From: bill@main.morris.org
Message-ID: <24bg1t$4hc@c3po.jvnc.net>
Source record: 202738

>
>Don't forget - I'm right here to help with any problems. I rely on
>all you people with graphics cards for feedback, as all I can test is
>640x480x16(interleaved bitplanes) and 320x480x256(interleaved bitplanes)
>on my TT.
>

Not a problem, just a gripe :-)

I ran NetHack on my Falcon with the ScreenBlaster device, at
1024*768, and one thing really annoyed me was that it wouldnt display
the whole floor at once...

Billy D'Augustine
bill@main.morris.org

Until the blood on your sword is the blood of a king.
Hail and kill!

2462. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 19:20:31 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <24bgpvINNdub@turtle.cis.ohio-state.edu>
Source record: 202739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <LANCER.93Aug9103241@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>>>>>> "scruggs" == kevin eugene scruggs <scruggs@cis.ohio-state.edu> writes:
|me|: Hullo, I was just wondering if there were any variations as
|me|: far as monitor cables. I've talked to a couple people lately
|me|: that talk as if mono & colour cables are distinct, with the
|me|: latter not supporting mono signals. Is this really so & if so
|me|: what signals are present/not-present in each version? This
|me|: is the first time in 5 years that such I ever heard sucha
|me|: thing...
|foskett|
|foskett|The mono and colour cables that you are indeed different. This is
|foskett|because the mono and colour monitors use a couple of different lines
|foskett|and in order to save money the ones not used are not included. The
|foskett|wires just arent there... The pins are the same, though, so its quite
|foskett|possible to make your own cable, so long as you can find at least a
|foskett|9-conductor lead... But watch out when you take the connectors
|foskett|apart... They have a tendency to violently explode! No kidding! I
|foskett|lost the connector from my SC1224 that way. It was broken beyond
|foskett|repair, so I had to kludge a connector with DB25s and the connector
|foskett|from my SM124... Look at the pinout in the back of your ST owner's
|foskett|manual and you'll see the differences...
Oddly enough, my best friend has a cable with all the lines... I am ,
in fact, using it right now. However, my mono is unusable because I have a
poorly sheilded 340Watt power supply that seems to be interfering with the
vysnc. It's a nice picture; it just wont stop rolling... '-)
|foskett|
|me|: Also, would anyone here be interested in a firm that sells
|me|: multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's
|me|: to be exact...
|foskett|
|foskett|I sure would!
Ok... the place is called: Rich,Pikul, & Assoc.
101 Glenfield Dr
Festus, MO 63028
(314)937-0335
They're selling Sony CPD-1302's for $245+(shipping/COD). Make sure you
TELL them which kind of cable you want 9pin/15pin.

And... it's 13" tube with .26mm pitch
Max rez is 900x560
Vsync-- 50-100 Hz
Hsync-- 15.0 - 34.0 khz

|foskett|
|foskett|.s.
|foskett|--
|foskett|- lancer@wpi.wpi.edu - - The Beautiful South: -
|foskett|- With a choice between lonliness and lovesick QE2s -
|foskett|- Well, tonight I choose self abuse -

2463. Re: Ran MultiTOS yesterday - never again!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 19:47:53 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <24bid9$4lv@charm.magnus.acs.ohio-state.edu>
Source record: 202740

This is interesting. I would like to pick up MultiTOS, can anyone out there
give me the name of a U.S. distributor?

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "Isn't the term Politically Incorrect
/ | \ \// somewhat Politically Challenged?" - me

2464. Re: lpmud3.1.2.zoo.atari_mint

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 20:13:32 UTC
From: maggot@krynn.solace.hsh.se
Message-ID: <24bjtc$l5o@krynn.solace.hsh.se>
Source record: 202742

In <1993Aug11.135509.5210@fwi.uva.nl> kort@fwi.uva.nl (Jan Kort (I33)) writes:

>Hi,
> Does anybody know where I can get the file lpmud3.1.2.zoo.atari_mint ?
>It should be in pub/incoming on ftp.cd.chalmer.se, but it's not there anymore..
>is it gone for good ? If so is there anywhere else I can get it ?

PLEASE tell me where I can get this file too!
I _NEED_ it! :)

Thanks....

2465. Re: Nifty PD SW for 1040 with TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 20:39:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24blegINN2vk@golem.wcc.govt.nz>
Source record: 202744

] My brother has come into a 1040 ST with 1 MB, TOS 1.0, and a hard drive.
]
] I remember that there was a problem with the way TOS 1.0 does FAT scans,
] and there was a PD program that repairs the problem.

FAT-Cache, also a few other programs fix the same problem. You NEED this,
it makes things unbelievably faster!

FMC is also useful, often TOS 1.02 and earlier won't notice that you've
changed disks, causing big data corruption problems on floppies.

Both programs should be in atari/Utils/ on atari.archive.umich.edu!
(Or, atari/Diskutils/)

2466. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 20:41:57 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug11.204157.166556@zeus.calpoly.edu>
Source record: 202741

On a similar topic:

Why does defore dawn create a "CLIPBRD" file in the root directory?

I have my stuff very well organized, and it annoys the hell out of me
when programs leave stuff lying around. It is bad enough that you have
to have accessories on the root level!

Any idea?

- mike

2467. Thanks for *all* the email!

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 20:44:36 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug11.204436.14026@btree.uucp>
Source record: 202743

Thanks, everyone, for the ... um ... landslide of email,
verifying that all is well with the rest of the world!
(I see all those smiley faces out there! Awright, youse guys....)
After I dig myself out, I'll be having a little chat with
my system administrator to see what happened to the local feed.

Your willingness to help is certainly appreciated!

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
**************************************************************************
--
```

2468. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 21:01:22 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.11.17.01.21.1993.1543@ece.rutgers.edu>
Source record: 202745

mcookson@flute.calpoly.edu (Mark Cookson) writes:

> I have my stuff very well organized, and it annoys the hell out of me
>when programs leave stuff lying around. It is bad enough that you have
>to have accessories on the root level!

There are just programs that do that. If you like it or not.
What I posted this message for was: there are certain program's which enable you to have accessories in a seperate directory. I've never used one but I'm 100% sure they (well, at least one) exists. (Maybe a message in this newsgroup would work?)

Greetings, Tim

2469. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 23:01:15 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.230115.13266@ntg.com>
Source record: 202749
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>slandrum@ntg.com (Stephen H. Landrum) writes:
>
>>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>>was 16K.
>
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
>
>Epyx made 400/800 carts with 16K long before this. My own game, Gateway
>to Apshai, was 16K.

Yes, I am sure. Epyx did several 2600 carts in 1987-1988. Those carts
were done for Atari, and marketed by Atari.

I worked as an employee for Epyx from November 1983-Feb 1987, and again
from November 1988-November 1990. You were never an employee at Epyx
during the time I was there, but I can certainly believe that you did
contract work for them around 1984. Actually, all but two of the
programmers at Epyx in 1984 were originally 2600 programmers (Epyx
merged with StarPath in November 1983), but Epyx was not doing any 2600
titles at that time. Epyx resurrected the old StarPath 2600
development systems for the Atari work.

--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2470. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 23:13:47 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.231347.13452@ntg.com>
Source record: 202748
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug11.062846.8021@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>In article <1993Aug11.015923.11514@ntg.com> slandrum@ntg.com (Stephen H. Landrum) writes:
>>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>>
>>> Colors : Eight grays plus eight shades each of 15 hues
>>
>>The last two hues were generally the same as the first two, giving an
>>actual usable color space of about 104 colors. The PAL version of the
>>chipset had fewer usable hues than the NTSC version did.
>>
>On NTSC, at least on my machine, all hues are different; they work very
>nicely as a color wheel and since they are derived from progressively
>shifting the 3.58MHz clock, the hardware to implement them is cheap. I
>will grant, however, that adjacent hues tend to be very close; this is to
>be expected given that there are so many of them [15 hues is really quite
>a lot]. BTW, on my Atari the lightness values are noticeably non-linear:
>3 and 4 are far more distinct than 2 and 3, or 4 and 5.

Well, at least on the early 2600's (pre-1980), hues $e0-$ef and $f0-$ff
were generally the same as the hues $10-$1f and $20-$2f. The exact hues
changed several times over the years.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
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2471. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-11 23:48:17 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Aug11.194817@helix.nih.gov>
Source record: 202750
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <Aug11.035810.45362@acs.ucalgary.ca>,
dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
|> The 2600 came out November 1977, and Warner bought Atari in 1976.
|> I got this from the book Zap! The Rise and Fall of Atari, by
|> Scott Cohen, McGraw Hill, 1984. The book covers everything up to
|> mid 1983, when Atari was beginning to shrink. I think Nolan
|> Bushnell left Atari in 1979.

Bushnell was constrained from any direct competition for three years by
terms of the deal with Warner Communications. Consequently, that's
when
he started the Chucky Cheese franchise...

2472. email adress change

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 00:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40199@M4.maus.de>
Source record: 202659

Hi everybody!

Two announcements:

1: My email adress has changed. Please adjust:
I'm still located in German Mausnetz, but at location M4 instead of K.

2: I'm on holiday until August 12.

bye, Peter

2473. Re: FTP HELP PLEASE .....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 00:20:02 UTC
From: jt@cortex.physiol.su.oz.au
Message-ID: <jt.745114802@cortex.physiol.su.oz.au>
Source record: 202653

In <CBLMyK.51A@csc.ti.com> x740756@server1.tiuk.ti.com (Andrew Bianchi) writes:

>Could someone tell me how to 'ftp' using E-mail ??
>I keep reading bits about ftp sites with mail servers,
>eg atari.archive.umich.edu, but how do I use them ?

>Are there any good sites for MiNT, GNU and Minix stuff (..umich.. are listed in the Minix information sheet).

>Thanks in advance
>
> Andy.

>P.S. Don't try and send me E-mail at the moment 'cos my mail system is a
> little broken at the moment, so I'm not sure it will work yet !!!!

Andy, Don't confuse e-mail and ftp as they are two different animals.
To connect to an ftp (File Transfer Protocol) server you will need to
have an ftp program at your end. Once you had that program installed then
you would be able to say the following;

ftp machine.domain.site.country

after which a coonection would be established (after a short delay) and you
would be prompted for a USER ID (login:) and following that a password:
It is acceptable to log in as USER:anonymous, what I mean to say is there
will be a prompt of some kind to which you should enter an ID of;

prompt: anonymous

after which you will be prompted for a password to which you should type your
local system ID, for instance in my own case I would type

password: jt@physiol.su.oz.au

although you should be prepared for the fact that you will not see your password
echoed on the screen for the obvious security reasons. You will then be logged
on to a remote server. Now you need to to know some of the ftp programs
commands. To get a file you should say

prompt:get filename

and the machine will then begin serving you the file. If you want to change
directory, simply use the command: cd directoryname. To get many files you
can say

prompt: mget file*

usually you can also type a ? at the prompt and get a list of commands. You should also be aware of the differance between an ASCII and a BINARY exchange. If you are exchanging text files then you will get away most of them time exchanging using ASCII mode (default) but if you are going to import programs you should be in binary mode. To do this, after logging in type the word

prompt: binary

at the command line and the program will switch to binary exchange mode.

As you can see, this is nothing like driving e-mail. It is possible that you are working on a system where there is a system administrator, and you should speak to him/her before going merrily on your way as some people may not approve of the idea of you ftp'ing all over the globe (ie: this costs money).
If you are operating from home, then you need to realise that your phone bills are going to be high as some of these exchanges over a slow modem will be very long.

Happy sailing,

JT

2474. Re: ScreenBlaster

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 02:20:04 UTC
From: bill@main.morris.org
Message-ID: <24c9ck$bvv@c3po.jvnc.net>
Source record: 202654

In article <5408@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>In article <CBIKoG.5Jr@world.std.com> azog@world.std.com (azog) writes:
>> I just got a ScreenBlaster for my Falcon. What a wonderful little
>> device this is. For all those who were complaining about the
>> rez rates of the Falcon, this is something to get around that.
>>
>> Right now I am running at 1024*768 in 16 colour mode :-) (and
>
>What is the vertical refresh rate at that res?
>

vertical is 84.9 interlaced and horiz. is 34.1. This
is straight out of the manual.
Seems a lot of the rez's depends on the type of monitor.

Billy D'Augustine
bill@main.morris.org

Until the blood on your sword is the blood of a king.
Hail and kill!

2475. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 02:23:06 UTC
From: bill@main.morris.org
Message-ID: <24c9ia$bvv@c3po.jvnc.net>
Source record: 202655

In article <24a2r1INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1993Aug10.184538.18724@donau.et.tudelft.nl>, heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>>PLEASE open a new groop falcon030.
>>I think there has to be no discussion about it.
>
>
>Na I don't think so, the Falcon is a DEAD machine, even deader than the 8 bit
>groups...
>
>or is it because you chaps like to talk about the nill support and software for
>it..
>
>and if you buy a none hard drive Falcon you can't add your own Drive, and you
>can't use your Atari Lazer with it or most of you soft ware or the second
>disk drive you have or that Hard Drive..
>
>Call this a Computer, na just a Brick....a Dead one at that...
>

If your so tired of Atari, why do you keep reading this
newsgroup and posting? Why dont you just go away? Ive never seen
any posting by you thats positive.
Perhaps, I dunno, just perhaps, has it sunk into your skull,
that maybe MAYBE we own Ataris just because we like them?
In the past, youve flamed Atari for this or that, but
do you do anything about it?

Billy D'Augustine
bill@main.morris.org

Until the blood on your sword is the blood of a king.
Hail and kill!

2476. The falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 02:36:35 UTC
From: ghollard@gandalf.otago.ac.nz
Message-ID: <ghollard.2.745122995@gandalf.otago.ac.nz>
Source record: 202657

Nice machines....

.... Piss poor service.

2477. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 03:51:43 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBMo28.4Az@genesis.nred.ma.us>
Source record: 202660
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

Yeah, I seem to remember reading way back in '88 or so that Namco
actually bought AtariGames...but I guess that was false.

BTW, what is Pacman '88? I've seen it in the KLOV... it was released
around the same time PacMania was but I've only seen Pacmania not Pacman '88..
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2478. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 04:16:20 UTC
From: farren@netcom.com
Message-ID: <farrenCBMp79.6A3@netcom.com>
Source record: 202658
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

slandrum@ntg.com (Stephen H. Landrum) writes:

>Yes, I am sure. Epyx did several 2600 carts in 1987-1988. Those carts
>were done for Atari, and marketed by Atari.

Cool. Always nice to learn unsuspected new things :-)

>I worked as an employee for Epyx from November 1983-Feb 1987, and again
>from November 1988-November 1990. You were never an employee at Epyx
>during the time I was there, but I can certainly believe that you did
>contract work for them around 1984.

I was part of the Connelley Group, which consisted of the original
Epyx software group (minus one or two folks, notably Randy). We broke
off from Epyx proper around 1982, but continued to do contract work
for them through 1984 or so.

>Actually, all but two of the programmers at Epyx in 1984 were originally
>2600 programmers (Epyx merged with StarPath in November 1983)

I'd forgotten that. Makes a lot of sense, then.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2479. Re: sample-sounds in GFA-BASIC?

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 06:20:48 UTC
From: diehl@io.org
Message-ID: <24cng0$kdq@ionews.io.org>
Source record: 202661

I have a routine that I use in GFA Basic that came with ST REplay PRO ... unfortunately it's not the fastest routine in the world, but you have a comfortable amount of processor time left playing back samples at 8khz... (naturally it does run in the background) Since I don't have FTP access I can UUEncode it and send it up to comp.binaries.atari.st if you like...

diehl@io.org
(DragonLord)

2480. Ishar: Legend of the Fortress Survival Kit

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 06:39:44 UTC
From: diehl@io.org
Message-ID: <24cojg$kfj@ionews.io.org>
Source record: 202662

TO whomever requested my Ishar: Legend of the Fortress survival kit, it is how (I hope!) posted on comp.binaries.atari.st as 7 UUEncoded files that you may grab at your liesure. PLease let me know if it didn't get sent... I'm still not sure if I did it right or not, but I think I did. Anyway...

diehl@io.org
(DragonLord)

2481. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 07:47:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87724@cup.portal.com>
Source record: 202663

From everything that was posted back when Atari UK made a big deal about their "reintroducing" the 520ST, it sounded like they intended the units to be sold as games machines, not general purpose computers...

If that's the case, memory and hard drives aren't really necessary.

(I still think they just found a dusty warehouse with a bunch of old, obsolete STs in it...)

BobR

2482. Re: minix partition sizes

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 07:51:48 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Aug12.075148.19105@zaphod.earth.ox.ac.uk>
Source record: 202664

In article <1993Aug11.144413.5760@news.csuohio.edu> llunch@hoare.cba.csuohio.edu (Jason Baker) writes:
>
> Somewhere I remember reading that atari hard drives don't
>perform very well with one great big partition. Since MiNT doesn't
>allow you to mount filesystems wherever you want, the most logical
>thing to do is have a great big /usr fs, and a much smaller /etc or
>/bin with a symbolic link into the other (/bin/etc or /etc/bin).
>Dangers of huge partitions and icd utilities aside, would this slow
>the system down?

This is precisely what I've done, and no, it doesn't slow the system down.

I've included below the way I do it myself (my mint.cnf file)

>
> Jason

As you can see I use my F: drive as if it were my root partition and use symlinks like mountpoints, this includes on the drive itself so as to link in other drives for such things as /usr/local etc. That's why it's best to base your system around a minix partition.

Steve

```
BIOSBUF=yes
HARDSCROLL=10
INIT=u:\c\mint\init.prg
#CON=u:\dev\fasttext
#DEBUG_LEVEL=2
SLICES=1
#
# Change directory to the root of the unified filesystem.
#
cd u:\
#
# Rename the serial ports to thier Unix equivalents.
#
ren u:\dev\modem1 u:\dev\ttya
ren u:\dev\modem2 u:\dev\ttyb
ren u:\dev\serial1 u:\dev\ttyc
ren u:\dev\serial2 u:\dev\ttyd
#
# Here we set up the links to make the unified filesystem look like a Unix
# one.
#
```

```
# My F: and G: drives are Minix partitions.
#
sln f:\usr\bin u:\bin
sln c:\gnu u:\gnu
sln f:\usr u:\usr
sln f:\etc u:\etc
sln f:\var u:\var
sln d:\ u:\home
sln f:\tmp u:\tmp
#
# Here I set up links to possible pseudo-terminals.
#
sln u:\pipe\ttyp.p1 u:\dev\ttyp1
sln u:\pipe\ttyp.p2 u:\dev\ttyp2
sln u:\pipe\ttyp.p3 u:\dev\ttyp3
sln u:\pipe\ttyp.p4 u:\dev\ttyp4
sln u:\pipe\ttyp.p5 u:\dev\ttyp5
sln u:\pipe\ttyp.p6 u:\dev\ttyp6
sln u:\pipe\ttyp.p7 u:\dev\ttyp7
sln u:\pipe\ttyp.p8 u:\dev\ttyp8
sln u:\pipe\ttyp.p9 u:\dev\ttyp9
sln u:\pipe\ttyp.pa u:\dev\ttypa
sln u:\pipe\ttyp.pb u:\dev\ttypb
sln u:\pipe\ttyp.pc u:\dev\ttypc
sln u:\pipe\ttyp.pd u:\dev\ttypd
sln u:\pipe\ttyp.pe u:\dev\ttype
sln u:\pipe\ttyp.pf u:\dev\ttypf
#
sln u:\pipe\ttyp.q1 u:\dev\ttyq1
sln u:\pipe\ttyp.q2 u:\dev\ttyq2
sln u:\pipe\ttyp.q3 u:\dev\ttyq3
sln u:\pipe\ttyp.q4 u:\dev\ttyq4
sln u:\pipe\ttyp.q5 u:\dev\ttyq5
sln u:\pipe\ttyp.q6 u:\dev\ttyq6
sln u:\pipe\ttyp.q7 u:\dev\ttyq7
sln u:\pipe\ttyp.q8 u:\dev\ttyq8
sln u:\pipe\ttyp.q9 u:\dev\ttyq9
sln u:\pipe\ttyp.qa u:\dev\ttyqa
sln u:\pipe\ttyp.qb u:\dev\ttyqb
sln u:\pipe\ttyp.qc u:\dev\ttyqc
sln u:\pipe\ttyp.qd u:\dev\ttyqd
sln u:\pipe\ttyp.qe u:\dev\ttyqe
sln u:\pipe\ttyp.qf u:\dev\ttyqf
#
# Set the machine's hostname. I wish this was held by the kernel rather than
# being an environment variable. The kernel should also be able to hold
# other too.
#
setenv HOSTNAME nowhere
```

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2483. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 08:21:30 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745143584@rw8.urc.tue.nl>
Source record: 202665

lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

>Oh, and check out the cover disk! It has a GREAT game on it called
>Colour Clash. It's worth the American price ($8.50) alone! I'll see
>if it's shareware... If it is, I'll upload it... if not, go out and
>buy a copy of the issue!

It is shareware. Made by Animalsoft from Amsterdam, the Netherlands.
They have made more funny games. Like Sim Pig and Fate Master. If you
register a game, you can get another one from them.

Erlend.

2484. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 08:24:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745143745@rw8.urc.tue.nl>
Source record: 202666

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <24a3e1INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>also Bob has scotched a few comments from this magazine in the past, but then
>>again how do I use my Hard Disk with the Falcom or my disk drive or my Atari
>>Lazer printer, Atari is well known for doing stupid things..
>>

>I use my old ST hard drive with my Falcon, no problem. Just bypass the host
>adaptor.

Nice if you have a SCSI disk, but if you have an original Atari
Megafile 60 like me you will still have to wait for the not yet ready
ACSI adaptor. And yes I know, the thing is too slow for the falcon etc.
etc. but not all of us have large amounts of money. By the way the
megafile 60 rates an average access time of 53 ms and a data rate of
552 K/S. Is that normal or what?

Erlend.

2485. Re: Falcon sector editor??

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 08:44:41 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745144976@rw8.urc.tue.nl>
Source record: 202667

saj@chinet.chinet.com (Stephen Jacobs) writes:

>Now that I have a basically comfortable working environment on my shiny new
>Falcon (to everyone who helped, THANKS!), it's time to gild the lily a bit.
>I'd like to have a sector editor. Seems like every hardware change means
>a new one--drfloppy on the ST, memfile on the Mega....now what? Memfile just
>doesn't seem to like the 1.4 M floppy (and maybe some other things). Ability
>to work as BOTH application and accessory is a definite plus. Any
>recommendations (other than getting lost)?

I guess the reason why memfile will not work is that it uses line-a to
speed its graphicsoutput.The editor I use for diskediting is XXED1.1. I
have had it for quite some time now and besides the slow search speed
it is really good.

Erlend.

2486. Re: New source-only version of my BSD-like init package for MiNT.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 08:55:45 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745145632@rw8.urc.tue.nl>
Source record: 202668

steve@earth.ox.ac.uk (Stephen Usher) writes:

> A version of Ash, I can't remember if this is the version I modified
> to handle "for i do...done" loops.

So I am not the only one who likes the Adventure shell? Or is this
something different. The adventure shell is a shell where you can say
look for ls
up for cd ..
go bin for cd bin
and more funny stuff like clone and kill

Erlend.

2487. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 09:15:10 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.93Aug12091510@sfi.santafe.edu>
Source record: 202687

uw ...

I have been using uw ever since I found it some years ago.

when I had a 2400bps modem, I'd do my schoolwork editing by making a large font window that was like 80x6 or so-- as it made for quick refreshes in emacs.

UW has problems. first of all, the multiplexing is a bit crude. I wish it had a much "finer" control. If you've ever been in irc before the days of flood protection, once you were flooded in a window, you couldn't break out of it. There were times I simply had to hang up. Also, the UW server doesn't seem to handle HUP or disconnect signals very well.

adm31 terminal emulation is the pits.

I get in and run SCREEN in one of my windows just so I can use vt100.

the kermit downloading in a window is a JOKE for any file > 10K. I'd rather disconnect and use zmodem where I get > ~1250cps throughput.

one REALLY nice thing to do is to run UW on a mono monitor (ie: no mono emulation... it does work under mono emulation, but it's nasty) with BIGSCREEN....

Scott

2488. Re: backups

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 09:37:20 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745148176@rw8.urc.tue.nl>
Source record: 202669

csullogg@cc4.crl.aecl.ca writes:

>While Cheetah does not allow a lot of options for backups, the
>dri
>direct copy mode (whole partition to a folder on the destination
>disk) is so fast that some other process would have to be a whole
>lot better before I'd consider changing methods.

How about reliability. I have heard stories about complete partitions
that were screwed by cheetah.

Erlend.

2489. Re: FTP HELP PLEASE .....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 09:57:55 UTC
From: maggot@krynn.solace.hsh.se
Message-ID: <24d473$mtt@krynn.solace.hsh.se>
Source record: 202671

In <jt.745114802@cortex.physiol.su.oz.au> jt@cortex.physiol.su.oz.au (John Tebbitt) writes:

>In <CBLMyK.51A@csc.ti.com> x740756@server1.tiuk.ti.com (Andrew Bianchi) writes:

>>Could someone tell me how to 'ftp' using E-mail ??
>>I keep reading bits about ftp sites with mail servers,
>>eg atari.archive.umich.edu, but how do I use them ?

>>Are there any good sites for MiNT, GNU and Minix stuff (..umich.. are listed in the Minix information sheet).

>>Thanks in advance
>>
>> Andy.

>>P.S. Don't try and send me E-mail at the moment 'cos my mail system is a
>> little broken at the moment, so I'm not sure it will work yet !!!!

>Andy, Don't confuse e-mail and ftp as they are two different animals.
>To connect to an ftp (File Transfer Protocol) server you will need to
>have an ftp program at your end. Once you had that program installed then

Aahh, but there are ways to FTP using E-mail.. I'm not quite sure how, though.
There was an article about this in STUser or STFormat a year or so ago.
Try and find the issue and check it out..:)

2490. No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 09:59:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24d49aINNsu@golem.wcc.govt.nz>
Source record: 202670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From some of the stuff that I have been reading on GEnie, Atari is no longer supporting the lower TOSes, they stated only current TOSes are supported,,?

I suppose this means only 2.06 and above..

One of these was in responce to problems with Works and TOS 1.2, but found to be a bug in using Lattic C, the other is the problems with the install program in SpeedoGDOS, could this also be this same Lattic C Bug..??

Also the Speedo ACC's don't work on the old TOSes, ie, the drivers.acc and outline.acc...

So you chaps with old TOSes now is the time to upgrade, the best way for old machines is to get TOS 2.06 but also use TOS 1.4 in 2 chip versions as the back up TOS, Please don't use TOS 1.0/1.2 as Back up...

also I have found the cheapest place to get TOS 2.06 UK version
is CodeHead, they have French/UK and USA versions for $60us...

They also sell the TEC board..

Can some one tell me more about the Newell Indust board, does it support switching Roms..?? also a address for Newell would be of help...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2491. Re: Nifty PD SW for 1040 with TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:01:16 UTC
From: djs@jet.uk
Message-ID: <1993Aug12.100116.7444@jet.uk>
Source record: 202675

In <24a45f$qig@netline-fddi.jpl.nasa.gov> vsnyder@math.jpl.nasa.gov (Van Snyder) writes:

>My brother has come into a 1040 ST with 1 MB, TOS 1.0, and a hard drive.
>...
Oo-err, that must have made a bit of a mess :-) (Makes the name
`TOS' a bit more appropriate, though).
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2492. GEM message queue

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:07:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40243@M4.maus.de>
Source record: 202568

-A3220@K

>So, is there a way to check the message queue, avoiding it to overflow?

While scrolling, you don't need to send yourself redraw messages. Why not jump directly into your redrawing routine?

Sending yourself a redraw message isn't necessary except for generating a full-size redraw when the window is being resized.

bye, Peter

2493. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:07:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24d4pkINNsu@golem.wcc.govt.nz>
Source record: 202673

In article <87724@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>From everything that was posted back when Atari UK made a big deal about
>their "reintroducing" the 520ST, it sounded like they intended the units
>to be sold as games machines, not general purpose computers...
>
>If that's the case, memory and hard drives aren't really necessary.
>
>(I still think they just found a dusty warehouse with a bunch of old,
>obsolete STs in it...)
>
>BobR

But was it Atari that made all this hype or ST-Format..??

It could be, but it also could be that Atari does not wish to own up to there
stupid actions..

1 meg memory is required for a lot of games now, how will these chaps run
Civilisation..??

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2494. Re: minix partition sizes

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:10:56 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.93Aug12101056@sfi.santafe.edu>
Source record: 202690

well, I purchases minix 1.1 and I never did get any of the upgrade paths to 1.5.10 (1.5.x) to work. minix also trashed my hard drive more than once. minix did not handle bad sectors-- so I started an uncompress on my st under minix (big mistake) and I got a write error after 2 minutes.... the uncompress would not break (^C) and it took over an hour for it to finish-- but the output file was corrupted. After that, resorted to uncompressing on a sparc and sneaker-netting floppies to my st.

I talked to one guy on here (I think he was from france) about minix-- but he didn't have time to help me and the net-- I understood that. I talked to someone else (howard chu?) about upgrade packages-- but I just gave up.

I'm personally going to shoot for a sun4 (ipc) so I won't have to fiddle with no support. It would be great to see linux on the ST, but I fear I'm dreaming-- and no, I will NOT do the port myself. Sorry.

As far as support-- I gave up ever hoping to release a bunce of small games on the ST when I got my STOS system going (stos, compiler, maestro, etc). and then upgrade to 2.04 (I thinkm or was it 2.05 or 06 ... whatever) broke the compiler.

now, my ST is a uw terminal. my disk drive just failed-- so I can't even play chess master.

Does the fabled falcon dredge up the question of support?

Two quote Homey ``I don't think so'' ...

Scott

2495. TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:20:26 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CBn623.Brx@cs.uct.ac.za>
Source record: 202679

A week or so ago I asked if anybody out there had any information on the format of the TOS.IMG files (OS on disk). I have gotten hold of an IMG descriptor, but this descriptor is only for graphics files in IMG format. If anybody has any info on the TOS.IMG file format, please let me know, either by email, or by posting here.

Any help will be appreciated.
Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

2496. AIX Crosscompiler to ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 10:39:29 UTC
From: tries@ockham.physik.uni-mainz.de
Message-ID: <S39FBG8H@minnie.zdv.uni-mainz.de>
Source record: 202672

Hi folks,

is there someone out who is experienced in how to install and configure
a C-compiler (like gcc) on IBM RS6k AIX 3.2.3 to crosscompile to
ATARI ST format (maybe with MiNTlibs)?

Thanx for every little and big response
--
Volker tries@ockham.physik.uni-mainz.de
tries@obelix.kph.uni-mainz.de

Staudingerweg 7
Institut f"ur Physik, WA 331-339
Johannes-Gutenberg-Universit"at Mainz
55099 Mainz 1
Tel.: (+49) 6131 39-3644
FAX : (+49) 6131 39-5441

2497. Re: FTP HELP PLEASE .....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 11:38:24 UTC
From: bwwl@sun.rz.tu-clausthal.de.de
Message-ID: <2c6a258a1732e5@sun.rz.tu-clausthal.de.de>
Source record: 202674

In <jt.745114802@cortex.physiol.su.oz.au>,
John Tebbitt (jt@cortex.physiol.su.oz.au) wrote:

>In <CBLMyK.51A@csc.ti.com> x740756@server1.tiuk.ti.com (Andrew Bianchi) writes:
>
>>Could someone tell me how to 'ftp' using E-mail ??
>>I keep reading bits about ftp sites with mail servers,
>>eg atari.archive.umich.edu, but how do I use them ?
>
>>Are there any good sites for MiNT, GNU and Minix stuff (..umich.. are listed in the Minix
information sheet).
>
>>Thanks in advance
>>
>> Andy.
>
>>P.S. Don't try and send me E-mail at the moment 'cos my mail system is a
>> little broken at the moment, so I'm not sure it will work yet !!!!
>
>Andy, Don't confuse e-mail and ftp as they are two different animals.
>To connect to an ftp (File Transfer Protocol) server you will need to
>have an ftp program at your end. Once you had that program installed then
>you would be able to say the following;
[...]

If you don't have direct Internet access you have to use mail-servers...
Try to send the word 'help' in the body of your mail to a ftp-mailserver.
Perhaps you want to test
ftpmail@decwrl.dec.com (general ftp)
mail-server@ftp.tu-clausthal.de (only our local ftp-site)

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

2498. Re: Lharc info....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 11:55:48 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <745191030.0@cyberhm.royle>
Source record: 202579

Steve, if you read this please let me know in
Netmail.
Set The Controls For The Heart Of The Sun

Craig

* Origin: Craig's Padded Cell @ CyberHome NeST (Fido
2:255/404.14)

2499. Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 12:01:56 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <745191030.1@cyberhm.royle>
Source record: 202578

MR> Dungeon Master II (yes,II) is planned for release this christmas
by
MR> some folx from FTL and the Interplay-crew.A good news,indeed.
MR> And it will be a fantasy-RPG.
MR> Bad news is that it'll only come out for PC.So if you want to
see
MR> this WONDERFUL,FABULUOS,GREAT,HYPER-GALACTIC game coming out for
your
MR> favourite computer - write to Interplay at:
MR> Interplay Productions
MR> 17922 Fitch Avenue
MR> Irvine CA 92714
MR> Tel: 800-969-GAME
MR> Email: 76702.1342@compuserve.com
MR> interpla@orion.oac.uci.edu
MR> BBS: 714-252-2822
It would be indeed a tragedy if FTL did not release this on the ST after all,
the success of this prog on the ST in the early days went a long way towards
establishing
FTL.
Quoth The Raven "NEVERMORE"

Craig

* Origin: Craig's Padded Cell @ CyberHome NeST (Fido 2:255/404.14)

2500. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 12:09:19 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug12.120919.6065@nrtpa038.bnr.ca>
Source record: 202676

In article <87724@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> From everything that was posted back when Atari UK made a big deal about
|> their "reintroducing" the 520ST, it sounded like they intended the units
|> to be sold as games machines, not general purpose computers...
|>
|> If that's the case, memory and hard drives aren't really necessary.
|>
|> (I still think they just found a dusty warehouse with a bunch of old,
|> obsolete STs in it...)
|>
|> BobR

I hate to agree with Bob...

But my guess would be they are selling all the units they exchanged
in their repair program. (you know you send them your broken machine
and six months later they send you a replacement :)

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2501. Re: Falcon sector editor??

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:00:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.549266@cix.compulink.co.uk>
Source record: 202556

In article <wmtwen.745144976@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>I guess the reason why memfile will not work is that it uses line-a to
>speed its graphicsoutput.The editor I use for diskediting is XXED1.1. I
>have had it for quite some time now and besides the slow search speed
>it is really good.
>
No, Memfile30 works on the Falcon. I think ut has a problem with HD (1.44)
floppies.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2502. Drivers wanted for Agfa PCR II film recorder

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:02:00 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <24df08INN1jr1@rs1.rrz.Uni-Koeln.DE>
Source record: 202677

Hi folks,

in our DTP department, we have an Agfa PCR II film recorder. This thing has an SCSI interface and GPIB interface. We'd like to know if any drivers for outputting on such a film recorder are available. We are especially interested in drivers for Calamus and GDOS. However, any program that takes a variety of input formats (e.g. PostScript, TIFF, CRG, ...) and outputs it on the film recorder would be very much appreciated. Pointers to commercial software are welcome, even if the program is expensive.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2503. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:09:38 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.WnHqfC0Arkw@harvee.billerica.ma.us>
Source record: 202686

In <24a4u0INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <LANCER.93Aug4192915@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett)
writes:
>>
>>Can someone tell me more about those RAM boards for STs that use
>>SIMMs? Xtra RAM's looks good at $79 (from MC Computers or Toad), but
>>I'd like to know more before I buy... For instance, which SIMMs can
>>these boards use? I ask mainly because I have a lot of Mac SIMMs
>>around here and I want to know if I will be able to use them in my
>>ST... Also, is it possible to modify the ST to take SIMMs without one
>>of these RAM boards?
>
>
>I have updated many many ST/MEGAS with SIMMS 8 or 9 bit ones. my machine
>has a board, Vero matrix suff with 4 SIMM sockets, its mounted like
>the Xtra Ram I think next to the PSU and Disk Drive on top of the metal
>shield, but its not one of these plug in types, I would rate the plug in
>upgrades at -%100 as they plug into the top of the MMU, and this was never
>designed for this, they can be very unreliable.
>

I would second this rating on the Xtra ram upgrade. I made the mistake
of buying one and installing it. I was one of the lucky ones. my
upgrade works (for now) but I know that when it fails, I be in for
a expensive repair bill (replacing the mmu socket). I am half tempted
to take my upgrade back and demand that they fix the dammage it caused.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

2504. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:20:45 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <24dg3d$bg@brasil.fr.mugnet.org>
Source record: 202696

Mike Gassmann (mike@bsun10.zfe.siemens.de) wrote:
: >>In <1993Jul21.182936.1707@midway.uchicago.edu>, Gustavo Comezana writes:
: >>> Hi everybody. Is there any PD or Shareware MPEG viewer for the ST
: >>> available from an FTP site?

: >>I imagine the ST is far too slow to deal with an MPEG file at an
: >>almost-reasonable frame rate... The Falcon could probably do it at a
: >>respectable rate _IF_ it used the DSP.

: >Gemview can deal with JPEGS, but, it doesnt use the DSP. Even on
: >the falcon, with an 030 (yes, slow at 16MHz, but still faster than
: >a 16MHz 68k), its pretty damned slow...

: >--
: >Billy D'Augustine azog@world.std.com
: hi!`
: I'm reading interested the discussion about mpeg on atari and now it is time to grin
: about this :-) because in the moment i'm working on a sparc2 at siemens and i'm
: programming at an mpeg-player. the speed on the sparc2 (26mips) is incredible slow (8bit
: colours) and on the sparc10 (86!mips) a gray-dithered videosequence (8bit gray) will
: decode approximately 3.5 pictures per second. look this is for realtime applications too
: slow and won't be much better in the next times. Maybe the jaguar will deal with it
: (150mips).
: mike :-)
:

--
It seems to me you coul'd be a little faster :-) I got at least 10
pictures/sec on my 486dx2/66 with Linux when I compile the free Berkeley
code in grey-scaled mode...
Btw, we (Brainstorm) showed at the Cebit93 our Falcon MPEG viewer running
at 13-16 frames/sec (depending on screen resolution) on I-frames only
sequences. It uses the DSP of course, just like our JPEG library (wich
decodes a 320x200 in about 0.5sec). This JPEG library can be obtained from
Atari for around 100$, this prices lets you use and distribute it with all
the software you sell. A (soon) future version of Gemview will use it, but
the driver will not be included with it, sorry.

For more infos about our MPEG/JPEG products, please just email me at
laurent@brasil.frmug.fr.net.

--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

2505. Re: my experiences with STf memory upgrades...

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:41:21 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug12134121@rajeesh.WPI.EDU>
Source record: 202697

```
>>>>> "cmh" == C.M. Hicks <cmh@eng.cam.ac.uk> writes:
cmh> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
cmh> Again you are confused about the chip sizes. These are 1Mbit and
cmh> 4Mbit chips respectively (NOT 128k, 256k or 512k).

Duh! Of course! Where was my brain??? *grin* YES, these chips are
indeed bit chips not byte chips! Don't listen to me! O'm a doofus!
*grin*

cmh> Hope this is helpful, and not too hot to handle! I have posted a
cmh> slightly updated version of my article as a followup to another
cmh> item, and can mail it to anybody who would like it.

Perhaps your article could be added to the atari archive?

.s.

(and please send me a copy, too... )
--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- Mr. Sandman makes a filthy bed for me but I shall not rest -
- And I will not rest as a man who has been blinded by the storm -
- And waits for angels by the road -
```

2506. WORKS works on TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:49:47 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.745163387@neumann.une.edu.au>
Source record: 202681

Thanks to those who replied to my post about running Atari
Works on a 1040ST with TOS 1.0. Steve Wells posted the solution:
the scrap manager needs to be in drive C so a 50k ramdisk fixes
the problem. Perhaps this has been fixed in later versions of Works,
I only have 1.0.

Mark.

2507. Re: The falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:57:01 UTC
From: saj@chinet.chinet.com
Message-ID: <CBnG31.ILy@chinet.chinet.com>
Source record: 202693

In article <ghollard.2.745122995@gandalf.otago.ac.nz>,
Gregory Hollard <ghollard@gandalf.otago.ac.nz> wrote:
>Nice machines....
>
>
>.... Piss poor service.

A good dealer helps a lot (here's to ya, Don--CompuSeller West).

The Falcon makes some features of Pagestream usable that were intolerably
slow on a Mega ST. (And LJ4 output from Pagestream is incredible).

Steve

2508. Hp Deskjet & print spoolers/queues/buffers don't work

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:57:33 UTC
From: selick@csa.bu.edu
Message-ID: <24di8d$omh@news.bu.edu>
Source record: 202680

Thanks to all who helped me get my deskjet online. I vid finally modify my cable with a transistor on pin 1 & ground, and it works great. Now, the question is, how can I get it to work with a print buffer, spooler, or queue? I am mainly looking for something that will let the computer work on the next few lines while the printer is printing to speed up the output some. I have tried everything I could find at a.a, as well as the Neoqueue found with neodesk 3.1 (whatever the latest version is). Most of them just hang up, others print garbage & formfeeds. I tried them with Pagestream, Notator, Calamus, and Uniterm screen dumps to no avail. Has anybody on the net found a combination that works with the deskjet?

Thanks,
Steve
selick@csa.bu.edu

2509. where to buy STE motherboard?

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 13:58:11 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug12135811@rajeesh.WPI.EDU>
Source record: 202698

I'm thinking of selling my STf and getting an STE... However, if I did this, I'd want to mount the STE in a tower case with my own power supply... So where could I find just an STE motherboard? And how much can I expect to pay? And would it make more sense to get a Mega STE instead? And can someone tell me more about that thing that lets you use an IBM keyboard with an ST?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- Mr. Sandman makes a filthy bed for me but I shall not rest -
- And I will not rest as a man who has been blinded by the storm -
- And waits for angels by the road -

2510. Re: Nifty PD SW for 1040 with TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:02:31 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.745164151@neumann.une.edu.au>
Source record: 202682

djs@jet.uk (David J Stevenson) writes:

>In <24a45f$qig@netline-fddi.jpl.nasa.gov> vsnyder@math.jpl.nasa.gov (Van Snyder) writes:

>>My brother has come into a 1040 ST with 1 MB, TOS 1.0, and a hard drive.
>>...
>Oo-err, that must have made a bit of a mess :-) (Makes the name
>`TOS' a bit more appropriate, though).

Gives a whole new meaning to 'hard drive' as well...

>--
>+--+
>| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
>| (If mail to `djs@jet.uk' fails, try `djs%jet.uk@uknet.ac.uk') |
>+--+
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Mark.

mmartin@neumann.une.edu.au

2511. Re: TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:24:45 UTC
From: biot004@rzbox.uni-wuerzburg.de
Message-ID: <24djrd$2i2@winx03.informatik.uni-wuerzburg.de>
Source record: 202683

Barry McDuling (dmcdulin@cs.uct.ac.za) wrote:
: If anybody has any info on the TOS.IMG file format, please let me know,
: either by email, or by posting here.

The OS image ist still the complete file read out of the ROMs of your ST.
The only difference is, that the adresses, which point into ROM,
are substituted by them of the RAM, where the OS on Disk will be
reloaded to. There is an utility available, that will make an OS-File
of the ROM-Version. The Name is TOSPATCH (Filename: TPTCH206.???).

2512. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:35:34 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug12.143534.6033@apgea.army.mil>
Source record: 202695
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>slandrum@ntg.com (Stephen H. Landrum) writes:
>
>>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>>was 16K.
>
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
>
>Epyx made 400/800 carts with 16K long before this. My own game, Gateway
>to Apshai, was 16K.
>
>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

Nope, I have both Winter Games and Summer games for the 2600.
They really do exist. But I found them kinda lame. I perfered Activison's
Decathalon.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2513. Re: Frogger for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:41:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CBnI4u.6sr@mailer.cc.fsu.edu>
Source record: 202684

Steve W (wells_s@kosmos.wcc.govt.nz) wrote:
> I tried Frogger, got to the game screen, and then the game wouldn't
> respond to anything, although the animation+sound still went on. Pressing
> HELP causes it to crash.... (TOS 1.02 with no hope/chance/means or upgrade!)

I downloaded it last night, extracted it with lzh2.21, and ran it from
hard disk (nothing but fatspeed in the auto folder). It worked fine, and
my girlfriend loves it. I also have TOS 1.02 (Mega2ST), BTW.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2514. Re: backups

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:50:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CBnIJx.75p@mailer.cc.fsu.edu>
Source record: 202689

csullogg@cc4.crl.aecl.ca wrote:
> I used to use an ICD tape drive. Found it a real pain to retrieve
> individual files. Now I have an 88 meg SyQuest that I use to
> backup partitions on from my main drive. I use Cheetah (shareware)
> to backup to the SyQuest. It moves data between drives at
> 13-14 megs per minute!!! Absolutely blindingly fast.

The only problem is that Cheetah has some rather serious bugs. I personally use Diamond Edge with my Syquest 44. Partition to partition image copies are incredibly fast, and seem to be rock solid. The Syquest is definitely the cream of the crop with backups (a bit expensive to devote cartridges for this, but peace of mind is priceless :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2515. Re: Re: PB Diskmag.....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 14:52:10 UTC
From: an18359@anon.penet.fi
Message-ID: <145303Z12081993@anon.penet.fi>
Source record: 202685

> Interesting, but why the "anonymous" posting?

Very very simple reason, Bob! This account I'm using is complete rubbish! I can only send and recieve mail, and use a gopher system, but I don't have a netmail reader, so the only way I can send mail to USENET is through this convoluted route!!!!

<Genie!>

PB Diskmag.

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2516. Re: ST Format news (?)

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 15:02:06 UTC
From: an18359@anon.penet.fi
Message-ID: <150302Z12081993@anon.penet.fi>
Source record: 202688

Well the latest issue of ST Format says that the real reason that the Falcon hadn't appeared in big quantaties was because of the companies in Taiwan. It mentions that the first two batches of Falcons failed the quality control tests then says:

"Since Atari are so determined to produce quality products, unlike at least one of their competitors [I wonder who they could possibly be talking about!?!??!], they could not conceive of allowing these machines to go out. This was a bit of a mistake as it turned out, since it later transpired that it was actually the quality control equipment that was faulty."

ST Format do actually have the courage to be critical of Atari in a couple of other parts of this issue though. Perhaps for the first time for a couple of months?!?!

<Genie!>

PB Diskmag

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2517. Monitors for the 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 15:11:15 UTC
From: Chris_Clee@redact.uucp
Message-ID: <Chris_Clee-120893161315@89.32.34.5>
Source record: 202576

My problem: I want to connect a high-resolution, monochrome monitor to my Atari 1040 STFM that I've just bought second hand, but I don't want to pay the over-inflated prices being asked by the dealers.

Does anybody know whether you can connect a regular monochrome monitor (e.g. from a PC) to the Atari's monitor port ? If so, how ? Are there any pitfalls to watch out for ?

Any help/suggestions greatly appreciated.

Cheers,

Chris.

==
Christopher Clee, Applications Engineer
Racal-Redac Systems Limited, Documentation and Training Group
Green Lane, Tewkesbury, tel: (+44) (0)684 294161 ext. 440
Gloucestershire, GL20 8HE fax: (+44) (0)684 299754
England email: Chris_Clee@redact.uucp
==

2518. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 16:38:56 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug12.163856.1109@sofkin.ca>
Source record: 202694

In article <Aug.11.17.01.21.1993.1543@ece.rutgers.edu> tnewsome@ece.rutgers.edu (Tim Newsome) writes:
>mcookson@flute.calpoly.edu (Mark Cookson) writes:
>
>> I have my stuff very well organized, and it annoys the hell out of me
>>when programs leave stuff lying around. It is bad enough that you have
>>to have accessories on the root level!
>
>There are just programs that do that. If you like it or not.
>What I posted this message for was: there are certain program's which enable
>you to have accessories in a seperate directory. I've never used one but I'm
>100% sure they (well, at least one) exists. (Maybe a message in this
>newsgroup would work?)

Try Multidesk Deluxe from CodeHead Technologies. It lets you keep your
.ACC files in a separate directory. Has lots of other nice features, too.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

2519. BIG system for SALE

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 16:44:35 UTC
From: krakoverj@immunex.com
Message-ID: <1993Aug12.084436.100@immunex.com>
Source record: 202691

Thinking of selling my system, I really do like it, however I don't use
it much, since we have much better computers at work.

Anyhow, If I get an offer I like, off it goes....

What I have----

Mega ST4
30 Meg + 60 Meg drives enclosed in shoebox case w/ ICD adaptor
30 Megafile Drive
Multisync monitor (OMNI)
Spectre GCR w/roms and 3.0 software
LM804 Laser Printer
SX212 1200 Baud modem (atari)
16Mhz accelerator card w/FPU (not installed)
9-pin printer (Panasonic)
SyncoExpress (disk copier)

Software------
I have over 100 original disks consisting of mostly games
I have over 100 shareware disks mostly from Start

If you have any questions, please drop me an E-mail

Thanks,
Jonathan
krakoverj@immunex.com

2520. Atari TOS INFO request!

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 16:44:53 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug12.164453.109538@zeus.calpoly.edu>
Source record: 202692

Can someone reply (email pref, I will print the results if anyone cares):

What is the "best" version of TOS you can get on ROM for the ST?

I am using 1.4. However, on disk I have 2.0, which is much better. I also have "3.0" (although I have no way to tell if this is really 3.0: TOS 2.0 says so in the info, 3.0 does not). Anyhow 3.0 is in German, making it a little less convienient.

Are these versions available on ROM? I am also using NeoDesk, but I would like to have the improved Atari stuff.

Comments on Multi-Tos would also be appreciated (is Multi-TOS available as a ROM based product? Is it incorporated in TOS 2.0x?

One last comment: if you know, also let me know the best (newest) ROMS for the TT, STE, and Megas (if there are ROMS that work only on these).

Thanks. Email to : mcookson@flute.calpoly.edu. I will post a summary here!

- mike

2521. Atari ST or STe wanted

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 19:02:35 UTC
From: axc@po.CWRU.Edu
Message-ID: <24e44b$puc@usenet.INS.CWRU.Edu>
Source record: 202699

I am looking to buy either an st or ste whichever would be better with midi sequuencing and it must have a 3 1/2 inch drive (i am new to atari's so if it comes with one forgive me) and a mouse (if available) please mail all offers to axc@po.cwru.edu. Thanks.

2522. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 19:24:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745183459snz@falcon.demon.co.uk>
Source record: 202562

In article <24d49aINNsu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>One of these was in responce to problems with Works and TOS 1.2, but found
>to be a bug in using Lattic C, the other is the problems with the install
>program in SpeedoGDOS, could this also be this same Lattic C Bug..??

As the current maintainer of Lattice C I am not aware of *ANY* problems
which:

A) stop the product from being used on TOS 1.00 or 1.02
B) stop products built with it from being used on these OS's

>Also the Speedo ACC's don't work on the old TOSes, ie, the drivers.acc and
>outline.acc...

Because of a BUG in ATARI's code; they do a wind_update(END_UPDATE) first
time around the evnt_multi() loop in the install program & in the DAs, before
they own the semaphore (which hangs on 1.00/1.02).

Mad? Yes I'm mad, in fact livid that this slander is about...

--
Alex Kiernan
alex@falcon.demon.co.uk

2523. Re: TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 19:51:14 UTC
From: dmcdulin@lavender.cs.uct.ac.za
Message-ID: <dmcdulin.745185088@lavender>
Source record: 202551

In <24djrd$2i2@winx03.informatik.uni-wuerzburg.de> biot004@rzbox.uni-wuerzburg.de (Gerd Kloeck) writes:

>Barry McDuling (dmcdulin@cs.uct.ac.za) wrote:
>: If anybody has any info on the TOS.IMG file format, please let me know,
>: either by email, or by posting here.

>The OS image ist still the complete file read out of the ROMs of your ST.
>The only difference is, that the adresses, which point into ROM,
>are substituted by them of the RAM, where the OS on Disk will be
>reloaded to. There is an utility available, that will make an OS-File
>of the ROM-Version. The Name is TOSPATCH (Filename: TPTCH206.???).

Great! Now where can I find this file?
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2524. Re: TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 19:52:16 UTC
From: dmcdulin@lavender.cs.uct.ac.za
Message-ID: <dmcdulin.745185150@lavender>
Source record: 202552

In <24djrd$2i2@winx03.informatik.uni-wuerzburg.de> biot004@rzbox.uni-wuerzburg.de (Gerd Kloeck) writes:

>Barry McDuling (dmcdulin@cs.uct.ac.za) wrote:
>: If anybody has any info on the TOS.IMG file format, please let me know,
>: either by email, or by posting here.

>The OS image ist still the complete file read out of the ROMs of your ST.
>The only difference is, that the adresses, which point into ROM,
>are substituted by them of the RAM, where the OS on Disk will be
>reloaded to. There is an utility available, that will make an OS-File
>of the ROM-Version. The Name is TOSPATCH (Filename: TPTCH206.???).

Okay... where can I find this file?
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2525. Re: TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 19:55:02 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CBnwnr.8zu@cs.uct.ac.za>
Source record: 202553

In <24djrd$2i2@winx03.informatik.uni-wuerzburg.de> biot004@rzbox.uni-wuerzburg.de (Gerd Kloeck) writes:

>Barry McDuling (dmcdulin@cs.uct.ac.za) wrote:
>: If anybody has any info on the TOS.IMG file format, please let me know,
>: either by email, or by posting here.

>The OS image ist still the complete file read out of the ROMs of your ST.
>The only difference is, that the adresses, which point into ROM,
>are substituted by them of the RAM, where the OS on Disk will be
>reloaded to. There is an utility available, that will make an OS-File
>of the ROM-Version. The Name is TOSPATCH (Filename: TPTCH206.???).

Okay... where do I find this file?
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2526. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 20:30:23 UTC
From: mehlhaff@soda.berkeley.edu
Message-ID: <24e98v$9ol@agate.berkeley.edu>
Source record: 202700
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <CBMo28.4Az@genesis.nred.ma.us>,
Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
>
> Yeah, I seem to remember reading way back in '88 or so that Namco
>actually bought AtariGames...but I guess that was false.

Actually, it was incomplete. Namco bought Atari OPERATIONS, the
arcade-chain part of Atari. Namco is reasonably big as an operator in
japan, with some 60 odd percent of their business there being
operations.

--
ERic mehlhaff "The Borg have neither honor nor courage.
mehlhaff@ocf.berkeley.EDU _That_ is our greatest advantage." -Worf
@soda.berkeley.edu

2527. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 20:43:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A2625@MS.maus.de>
Source record: 202566

In article <etxansk.744988660@garbod26>, etxansk@garbo.ericsson.se
wrote:
>1982: The Atari 1200XL computer is introduced with specifications similar
> to the 800s, except that ???.

....it has only two joystick ports, no system bus, four additional
function keys, two controllable LEDs, a builtin self test, 64K of RAM.

>1983: The Atari 600XL and 800XL computers (the XL series) are introduced,
> with specifications similar to the 800's. XL replaces 400/800.

Compared to the 1200xl: builtin Basic, system bus, no additional function
keys, no LEDs.

> The Atari XE series, compatible with the 400/800/XL series, is
> introduced. (65XE, 130XE.)

In Germany, only the 130XE is introduced. Later, a 64K version called
800XE is available (to replace the 800XL).

>198X: ??? The 68030-based 16 MHz Atari TT computer is introduced.

1990: 32 MHz-based.

>198X: ??? A portable ST computer named Stacy is introduced. It's
> specifications are similar to the original 520ST computer. Stacy
> has a built-in monochrome LCD screen.

1989.

>198X: ??? A palmtop PC computer, the Atari Portfolio is released. The
> Portfolio was developed by XXX in the UK.

1988 or 89.

>198X: ??? The ST-Book (?) is introduced.

1991.

>1989: The Atari STE series is introduced. The 520STE offers better
> graphics hardware than the older ST computer, with hardware
> scrolling and a coprocessor for copying chunks of data in
> memory, a "blitter" chip. Audio is also enhanced with two-channel,
> stereo, 8-bit PCM-sound.

end of 1990: Mega STE.

>1993: The 68030-based 16 MHz Atari Falcon computer is made available ???
> to consumers.

Well, the first machines were sold in 1992 (here in Germany).

2528. Re: WORKS works on TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 21:49:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24edsjINN4gu@golem.wcc.govt.nz>
Source record: 202554

In article <mmartin.745163387@neumann.une.edu.au>, mmartin@neumann.une.edu.au (Mark Martin) writes:
>
> Thanks to those who replied to my post about running Atari
>Works on a 1040ST with TOS 1.0. Steve Wells posted the solution:
>the scrap manager needs to be in drive C so a 50k ramdisk fixes
>the problem. Perhaps this has been fixed in later versions of Works,
>I only have 1.0.
>
>Mark.

From what I have read on GEnie, Works version 1.0 is for Developers Only,
it was never releast to the Public, the current sold version is 1.2...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2529. Have you played Utopos already?

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 22:04:06 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug12.220406.19180@prime.mdata.fi>
Source record: 202555

A question to all STe-owners with 1MB or more memory: did you already run across this absolutely great game Utopos? And if you did, what did you think of it? I for one registered immediately, and got my registered version yesterday.

For those who don't know what Utopos is, it is a 2-player game where you and your friend control each space ship (like in Oids or thrust) and try to blow each other away. The screen is divided in two horizontally, and the play-area is quite big. And it has a great soundtracker tune playing in the background. IMO, everybody with a STe and 1MB memory should definitively own this game, it can be found at least at atari.archive.umich.edu in the Ste/ -directory, by the name utopos.lzh.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2530. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 22:28:46 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug12.222846.129087@zeus.calpoly.edu>
Source record: 202557

You would have to check on each individual board, but . . .

The Atari uses 8 bits in each memory chip (like the mac). The IBM uses 9 (one for parity). The boards I have seen you can use EITHER set of sims in, because the 9th bit is simply ignored if it is not needed.

But, as you have MAC sims, you should be fine regardless, since I cant imagine that they would build a board that REQUIRED 9 bits, unless they do their own parity checking, which seems very unlikely!

I am going to buy one today. If I find that you can not use both types of simms I will post again. But usually a sim slot that asks for an 8 bit sim can use an 8 or 9 bit sim.

- mike

2531. Re: AIX Crosscompiler to ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 22:43:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <24eh27$k2d@cville-srv.wam.umd.edu>
Source record: 202558

In article <S39FBG8H@minnie.zdv.uni-mainz.de>,
Volker Tries <tries@ockham.physik.uni-mainz.de> wrote:
>Hi folks,
>
>is there someone out who is experienced in how to install and configure
>a C-compiler (like gcc) on IBM RS6k AIX 3.2.3 to crosscompile to
>ATARI ST format (maybe with MiNTlibs)?
>

I recently installed GCC 2.4.2 as a cross compiler on a DECstation and
it has been working fine. I currently can only compile C code, and not
C++ or Objective-C code, but it does work and the binaries can be downloaded
to an ST and run.

The process I went through was something like this:

1) I found a copy of gcc-2.4.2.tar.gz (GNU zipped version of the GCC 2.4.2
distribution) on a site using archie.

2) I got that, along with the file gcc-242s.diff from atari.archive and
followed the instruction in the README.TOS file there. It is important to
use Bammi's makefile and not use the configure utility that comes with
the normal distribution.

3) After that was done, i had the compilers (gcc g++ cc1 cc1plus cc1obj cpp
cccp) done.

4) I then found gas-1.38.1.tar.gz from prep.ai.mit.edu in pub/gnu and
fixed that up using the patches found on atari.archive. I forget the
exact name of the file, but it contains some makefiles, a diff relative
to the gnu distribution, and (i think) some c source files.

On the DEC I had to fix a few things, such as a few syntax errors in the
.c code... so don't let any errors deter you from finishing it up! :)

5) The final step is to port gnu-ld and get a cross-nm (named cnm) and a
cross-ar (car) up and running. Just get utlsrc36.zoo from atari.archive
and literally follow the instructions for making versions for cross-compilers.

I nearly forgot.. you will need to get incl93.zoo from atari.archive in
Gnustuff/Tos/Include so you can finish steps 3-5. You'll have to install
that in your cross-compiler's include directory which $CROSSDIR/include in
the makefiles...

I hope this helps. :) And if it works, I'd love to hear about how it came
out!

2532. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 22:58:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9470@S2.maus.de>
Source record: 202633

M>Why does defore dawn create a "CLIPBRD" file in the root directory?

Because Arne Rudolph is using the great EnhancedGEM-library ;-)

Criss

2533. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 22:58:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9469@S2.maus.de>
Source record: 202635

J>Yes.. Iv'e noticed that to. But not always. Most of the times it
J>happens there is folders included in the file..

Probably you're using an older version. The newest version is 2.22
(28 july 1993).

Anyway the message 'Damaged file. Skipped' means that LHarc has found a
damaged file in the archive which was automatically skipped. Older versions
(<=2.01) stopped processing in that case. The message 'Garbage found at the
end of the archive' means that there are some/many senseless bytes. Sometimes
this is caused by destructed archives but in most cases you can ignore this
message as the problem is caused by stupid transfer utilities (Xmodem, Ymodem
etc)

Criss

2534. ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 23:50:27 UTC
From: gbennett@friendly.es.com
Message-ID: <24el03$27b@cnn.sim.es.com>
Source record: 202559

Hey everybody,

Last night I got a newsletter from Darek Mihoka. Apparently version 3.0 of the gemulator will now support sound for those with a sound-blaster or Adlib card. Also he now supports 800x600 resolution in both monochrome and color. And if that wasn't enough, he now has built in support for the magic sac (a footnote in the newsletter mentioned that spectre support was not included at the request of David Small, major bummer :( ).

BTW, his Atari 8-bit emulator is included and will now run with the Gemulator.

Now if we could just convince David Small.....

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2535. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-12 23:51:28 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <Hg278B2w165w@iowegia.dsm.ia.us>
Source record: 202565

I have the following for sale:

SC1224 Color Monitor
SM124 Monochrome Monitor
Citizen 180D Printer

What I need is a Multisync monitor and an Omniswitch or comparable
switch to hook it up with. Any offers or suggestions welcome.
Send e-mail please:

Lannie@Iowegia.dsm.ia.us

2536. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 00:44:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24eo5sINN57c@golem.wcc.govt.nz>
Source record: 202560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Also the Speedo ACC's don't work on the old TOSes, ie, the drivers.acc an
] outline.acc...

'sfunny, they work fine on my 1.02! Speedo works 100%, AW works 100%!
```

2537. Re: Frogger for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 00:46:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24eo98INN57c@golem.wcc.govt.nz>
Source record: 202561

] I downloaded it last night, extracted it with lzh2.21, and ran it from
] hard disk (nothing but fatspeed in the auto folder). It worked fine, and
] my girlfriend loves it. I also have TOS 1.02 (Mega2ST), BTW.

Oh well, I'll re-download it, it may have gotten corrupted somewhere
between BBS and PRG!

2538. WANTED: HD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 02:02:10 UTC
From: rjm@world.std.com
Message-ID: <CBoDnn.M7w@world.std.com>
Source record: 202563

I would like to have a hard disk for my Atari ST. I prefer to use SCSI,
but will bid on other types if they are already configured for the Atari.
At this point I can use my ST without a HD, so adding one will basically
be better than the occasional floppy when saving MIDI sequence data.

Rob

2539. 16.8 dual standard fax external

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 02:33:00 UTC
From: jsb@dswhq
Message-ID: <745209327.AA00121@dswhq.omahug.org>
Source record: 202567

For sale:

USR Courier External Dual Standard 16.8 w/fax

Brand new - taken out of the box once, used maybe one week...

This modem is in spectacular condition!

$450 COD cash - you pay the shipping if other than standard UPS ground.

This price includes all original manuals, diskettes, box, PS, phone cord, etc.
I also have the $99 trade-in certificate sent to me from USR.

It has not been used on a BBS, if that matters...

I need a Telebit Worldblazer - that's the ONLY reason why I'm selling it, as I
can't afford to buy the WB until I sell this modem...

Jason Buchanan
jsb@dswhq.omahug.org
1:286/1@fidonet.org too...

(417) 624-4998 voice, evenings CDT
no reasonable offer ignored

2540. Disk Based Tutorials?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 03:02:39 UTC
From: dchow@muskwa.ucs.ualberta.ca
Message-ID: <dchow.745210959@muskwa.ucs.ualberta.ca>
Source record: 202564

Does nayone know of any disk-based tutorials that are available at any
FTP site? Preferably in assembly. But C is okay too.

Thanks

--
| Donald Chow | dchow@muskwa.ucs.ualberta.ca |
| I'll get some sleep when I'm dead! |
\ De-Alcoholized Beer? What's up the point? /
|| "Tia mi aven Moridin isainde vadin!" ||

2541. 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 03:05:21 UTC
From: tim@rider.UUCP
Message-ID: <1310@rider.UUCP>
Source record: 202570

Hello,
I really really really want to buy a 1040 STE, so I am selling my 1040 STF, plusplenty of software (mostly games). I will accept the best offer (shipping and handling is included with your offer) so e-mail me at tim@rider.cactus.org.
I am also selling some games, just in case someone just wants games and not the computer. The games I am selling are:
Shadow of the Beast II
Pacific Islands
Buggy Boy
Ikari Warriors
Battleship
Bratacus
Stationfall
Space Quest (first one)
plus a few more. Again, I am selling these to the best offer. Thanks.

--
Tim Wilson
tim@rider.cactus.org

2542. FLASH II

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 03:50:18 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <745719033.AA00436@cheswicks.toadnet.org>
Source record: 202282

In a message of 10 Aug 93 21:24:13, Darin Wadel wrote:

DW> From: dw@realm.tdkcs.waterloo.on.ca (Darin Wadel)
DW> Organization: The Realm Of Twilight BBS * (519)748-9026
DW>
DW> >> So Please were can I get a real GOOD Terminal program, Connect
DW> >> is no good, no support for medium res, and Stalker is very slow and
has
DW> >some
DW> >> bugs from what I can make out...
DW>
DW> Have You Tried The Freeze Dried Terminal? The Support Board For It Is
DW> Sanctuary From The Law And The Number Is 619-377-3611. The Program Is
DW> Shareware But Well Worth The Download.
DW>
DW> Darin ...

EXCELLENT PROGRAM!

I like the AUTO making of auto log on scripts it makes!

```
+====================================+============================+
| * * * 777:777/1@lasvegas.ftn | FREQ "LASVEGAS" |
| * * * 1:209/777@fidonet.org |For Info on LasVegas NetWork|
| * * * 51:2/4@atarinet.ftn |============================|
| * * * 86:8685/1@toadnet.org | hard@toadnet.org |
| * * * 90:300/1016@nest.ftn | n.hard@genie.geis.com |
+====================================+============================+
```

2543. new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 03:53:18 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <745719033.AA00437@cheswicks.toadnet.org>
Source record: 202283

In a message of 11 Aug 93 07:16:01, Sheppard_r wrote:

S> From: sheppard_r@kosmos.wcc.govt.nz
S> Organization: Wellington City Council, Public Access
S>
S> In article <1993Aug10.184538.18724@donau.et.tudelft.nl>,
heineken@ddtc2.gmd.de
S> (Ralf Dolsma) writes:
S> >PLEASE open a new groop falcon030.
S> >I think there has to be no discussion about it.
S>
S>
S> Na I don't think so, the Falcon is a DEAD machine, even deader than the 8
S> bit
S> groups...
S>
S> or is it because you chaps like to talk about the nill support and
S> software for
S> it..
S>
S> and if you buy a none hard drive Falcon you can't add your own Drive, and
S> you
S> can't use your Atari Lazer with it or most of you soft ware or the second
S> disk drive you have or that Hard Drive..
S>
S> Call this a Computer, na just a Brick....a Dead one at that...
S>
S>
S>
S>
S> Roger.................. sheppard_r@kosmos.wcc.govt.nz
S>
S>
S> P.S. Just fed up with Atari Jokes.

ha! You dont know what the hell you are talking about! EVERYTHING you just
said is totally FALSE!

```
+====================================+============================+
| * * * 777:777/1@lasvegas.ftn | FREQ "LASVEGAS" |
| * * * 1:209/777@fidonet.org |For Info on LasVegas NetWork|
| * * * 51:2/4@atarinet.ftn |============================|
| * * * 86:8685/1@toadnet.org | hard@toadnet.org |
| * * * 90:300/1016@nest.ftn | n.hard@genie.geis.com |
+====================================+============================+
```

2544. Re: For Sale - Germany

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 04:47:30 UTC
From: bryanw@rahul.net
Message-ID: <CBoLB7.44r@rahul.net>
Source record: 202569

In <87266@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Whew... interesting subject line there...

>For a moment I thought... naw...

>(Still, wouldn't it be nice to own your own country..? :)

Hmm, not sure I'd want to run Germany now.. Reunification can be a problem! :(BTW the user would have been wise to set "Distribution:" to at least EUROPE.. No need for us Americans to see it!

2545. Re: Thanks and another Q:Flopticals

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 04:56:22 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745316464.0@mettav.royle>
Source record: 202475

On 10 Aug 93 the following was opinioned by a young Steven D......
SD> From: sourada@iastate.edu (Steven D Ourada)
SD> Organization: Iowa State University, Ames IA
SD> Message-ID: <sourada.745014192@vincent2.iastate.edu>
SD>
SD> So, my second choice, although expensive, would probably be a
SD> floptical drive.
SD> My main concern: if I get a SCSI floptical, will ICD's
SD> hardware/software be able to use it? If not, though, I have a
dim
SD> recollection that someone has a floptical made for the ST
series...
SD>
Steve,
I have got a Floptical running on my STFM and I am pretty
pleased
with it. It is running of my old ADSCSI Plus adapter (allthough I have had it
running off an ADSCSI Micro). The only problem I have found is that the normal
ICD utilities don't work with it (up to 6.08) but I bought the Pro set and I
it
works well with that software!

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.) (100:1011/0.2)

2546. Oops. Sorry.

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 06:48:08 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CBoqw8.36C@cs.uct.ac.za>
Source record: 202572

Lines 20

As the subject line says... sorry about the last 3 postings I made.
The newsreader here went a bit kookoo, and twice told me that I could not
post, and then on the third attempt posted fine.

Seems the reader was lying to me, 'Coz it posted the damn thing 3 times!
:(

Apologies to anyone who baybe (?) got offended. I don't particularly like
wasting bandwidth.

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2547. Re: New source-only version of my BSD-like init package for MiNT.

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 07:28:26 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Aug13.072826.22120@zaphod.earth.ox.ac.uk>
Source record: 202571

In article <wmtwen.745145632@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>steve@earth.ox.ac.uk (Stephen Usher) writes:
>
>> A version of Ash, I can't remember if this is the version I modified
>> to handle "for i do...done" loops.
>
>So I am not the only one who likes the Adventure shell? Or is this
>something different. The adventure shell is a shell where you can say
>look for ls
>up for cd ..
>go bin for cd bin
>and more funny stuff like clone and kill

Nope.. Ash is the new Bourne shell for BSD 4.4 which contains no AT&T code.
The original version of this shell didn't support the "for i do...done" loop
construct, my modified version does.

>Erlend.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2548. Where to get a Mega STe from ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 08:14:05 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CBouvI.Elr@bailgate.gpsemi.com>
Source record: 202538

HI to all in the UK,

From the responses to a recent post, I gather you can still get Mega STe's in the States and France at least. Anyone know of anywhere in the UK still selling these machines ?

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think of a witty comment - there are more important things in life ...

2549. Re: Re: PB Diskmag.....

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 08:50:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87816@cup.portal.com>
Source record: 202573

Ah.. I see..! It's like my sending mail to friends at the University of Michigan (which is about 5 miles from my house) by way of PC Pursuit to Cupertino, California.. then through Portal to UseNet, and through there back to the U of M...

Ain't this great fun stuff...? :)

BobR

2550. Re: TOS.IMG file format.

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 09:39:50 UTC
From: biot004@rzbox.uni-wuerzburg.de
Message-ID: <24fnh6$eig@winx03.informatik.uni-wuerzburg.de>
Source record: 202574

Barry McDuling (dmcdulin@lavender.cs.uct.ac.za) wrote:
: In <24djrd$2i2@winx03.informatik.uni-wuerzburg.de> biot004@rzbox.uni-wuerzburg.de (Gerd Kloeck) writes:

: >Barry McDuling (dmcdulin@cs.uct.ac.za) wrote:
: >: If anybody has any info on the TOS.IMG file format, please let me know,
: >: either by email, or by posting here.

: >The OS image ist still the complete file read out of the ROMs of your ST.
: >The only difference is, that the adresses, which point into ROM,
: >are substituted by them of the RAM, where the OS on Disk will be
: >reloaded to. There is an utility available, that will make an OS-File
: >of the ROM-Version. The Name is TOSPATCH (Filename: TPTCH206.???).

: Great! Now where can I find this file?

I will upload it to ftp.tu-clausthal.de (139.174.1.3) into the
/pub/atari/incoming/ (or something like this).
It might be, that the name of the file is a bit another.
Look also for TOSP?206.???.

Tschuess! Bye! Chiao!

2551. Mac disc readiong

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 10:20:55 UTC
From: C.Jesshope@ee.surrey.ac.uk
Message-ID: <1993Aug13.102055.14679@ee.surrey.ac.uk>
Source record: 202575

I would like to be able to read write Mac discs on the
Atari or visa versa. Anyone any ideas? Comments here
or to C.Jesshope@ee.surrey.ac.uk

Thanks

Chris Jesshope

2552. New group for Falcon---Should call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 11:39:12 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBp4DC.9tq@cs.ruu.nl>
Source record: 202577

Instead of opening new groups for TTs or Falcons, we should change

comp.sys.atari.st

to
comp.sys.atari.tos

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2553. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 12:06:23 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <24g03v$4sa@brasil.fr.mugnet.org>
Source record: 202595

Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:

: On my Falcon I have got a demo called Birdy.prg which plays this well-known
: sequence using the DSP. The demo is by Brainstorm, France (don't know their
: full adress). And FACT IS: IT DOES AT LEAST 15 FRAMES per second!

You should'nt have it :-)
Are you sure it's the MPEG one ? We released some demos of our FLI decoder
with the famous bird, but never any Mpeg demos, because this work was
intended to be sold, even if it isn't yet :-(
But you're right anyway: 15 frames in grey-scaled / 16 colors falcon screen
is the rate for the MPEG birdy sequence. It's a little slower (about 12) in
True color for example, mostly because the Falcon itself is a little slower
in such a resolution.

Btw:

Brainstorm, 19 bis rue de Cotte, 75012 PARIS FRANCE

--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

2554. MiNT version

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 12:40:28 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug13.124028.17862@praxis.co.uk>
Source record: 202587

What is the latest MiNT version? I've heard talk of versions above
1.04 but can't find them in a.a. anywhere. Are they not publically
released yet or have I just mis-read a few articles?

==
Ben Bell

Praxis plc,
Space available the software engineering company of Touche Ross,
for rent. 20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2555. GEM-View 2.4 (PCD & DSP-JPEG)

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 13:01:04 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <24g3ag$ijr@fbi-news.informatik.uni-dortmund.de>
Source record: 202580

Hi,

GEM-View 2.40 is avaiable!
New Features:
o loads Kodak Photo CD
o using the DSP-JPEG-Decoder (written by Brainstorm) if installed
o quick 90 degree rotation (90,270 up to 266666 Pixel/sec, mono, ST 8MHz)
(180 faster ;-)
o online rotation
o online brighten
o bug killed

A test between loading time using DSP-JPEG and MC68030/16 follows!

NO UPLOAD at the moment!

Dieter Fiebelkorn

2556. WANTED: Atari MEGA STe or STe in good working condition

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 13:10:54 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Aug13131054@ramanujan.WPI.EDU>
Source record: 202589
Cross-posted to: comp.sys.atari.st,ne.forsale,misc.forsale.computers.other,us.forsale.computers

I'm looking to buy an Atari STe or Mega STe. All I want is the
computer itself, since it will replace my late 1040 STf and I already
have extras like SIMMs, hard drives, monitors, etc...

Any pointers would be appreciated...

thanks!

.s.
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

2557. Internet Access From My STE (Britain), How?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 13:50:29 UTC
From: roymcp@garbo.uwasa.fi
Message-ID: <1993Aug13.135029.27587@uwasa.fi>
Source record: 202582

Hello All

I'd asppreciate it if those in the know could post 'phone numbers of BBS's
in the UK offrering Internet email facilities. Any numbers for boards that
offer limited telnetting would also be of great use. Thanks

All the best

Roy McPartland
--
^ /-/	roymcp@garbo.uwasa.fi	Roy McPartland - From Liverpool
<;\///	ag948@freenet.hsc.colorado.edu	+-----------------------------+
___\	roymcp@freenet.fsu.edu		Your Name Here 051 709 6010	
___/ ___	ag891@freenet.carleton.ca	+-----------------------------+

2558. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 14:12:40 UTC
From: kltensme@infonode.ingr.com
Message-ID: <1993Aug13.141240.5593@infonode.ingr.com>
Source record: 202583

In article <CBHz6u.MGA@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>I see constant references to MultiTOS in c.s.a.st. Is this all from Falcon
>folks, or is MultiTOS available for regular ST/STe machines? If so, from
>where?
>
>Sheesh, I can't believe I missed such an announcement in my measily one
>week of vacation. :-)
>

Two weeks ago, I attended the ST computer show in Indpls,
happenstance I won the first doorprize of MultiTOS.

The documenation _says_ that it runs on my STe (or ST)
and has the estimated value of $40.

I saw several copies of MultiTOS for sale at the show

and watched a very good demo of Geneva. WOW!

(and I picked up WordFlair II for $25. yipee!)

--
Kermit Tensmeyer | Intergraph Corporation
kltensme@kt8127.b23a.ingr.com | Deep in Dixie

2559. **** 520ST FOR SALE *****

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 14:16:49 UTC
From: sklar@tardis.mdcorp.ksc.nasa.gov
Message-ID: <1993Aug13.091649.1@tardis.mdcorp.ksc.nasa.gov>
Source record: 202581

***** ATARI 520ST FOR SALE ******

I am selling my 520ST with all manuals SW, old ST magaizines etc. The machine has TOS in ROM installed, 512K of memory, 1 low density floppy drive, keyboard/CPU, mouse and monitor and it still works.

It's great for a simple, cheap terminal, (I have ST Temp SW which works well) or a specialized stand alone system. If you're a Radio Control Model Airplane buff you can get a great RC trainer/simulator which will run on the machine.

If you're interested, I'm selling it real cheap. You can reach me at:

sklar@meglos.mdcorp.ksc.nasa.gov

or call me at home in Orlando, 407-384-7062 for info.

Mike Sklar

2560. PD Soundtracker module player

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 14:36:37 UTC
From: BAAS@stpc.wi.LeidenUniv.nl
Message-ID: <BAAS.18.745252597@stpc.wi.LeidenUniv.nl>
Source record: 202584

Hello,

I post this for a friend who is looking for a PD soundtracker module
player for an Atari ST. Does such a beast exist? Please mail, because
I do not read this newsgroup regularly...

Regards,
Simon.

2561. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 15:58:50 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug13.155850.194367@zeus.calpoly.edu>
Source record: 202585

In article <24a3e1INNneb@golem.wcc.govt.nz>,
<sheppard_r@kosmos.wcc.govt.nz> wrote:
>>Also, places in England are selling _new_ 520STFMs for L149! This
>
>What is the Point they are ONLY 1/2 meg machines and they can't be upgraded,
>and were is there support for Atari these days...
>

Well thats not very true. Since the 1040STE (1MB) is only US$420, I
would have to question spending too much trying to upgrade a 520STFM.
BUt to say that it cant be done is a very bad interpretation of reality.

Just last night I put 4 MB of memory in my 520STFM.. (I had already
put 1 MB in, which will go right on the motherboard - no expansion card
needed). I had to put a card in to get to 4MB, but it gave me SIM
slots, which is a alot nicer, as I can use my spare MAC and IBM simms on
the board. I bought the JRI expansion, so I also got a 4096 colour
palette (I am not sure if anything can use it -> probably not, but it
was only a few bucks extra for a shifter chip)_.

In any case, i bout by 520stfm about 5 years ago for $399 or
somenthing. Il not sure how much UKL149 is, but presumeable thats about
$200 to $250 ?? If it is over $200 you would be getter advised to just
grap a 1040STE, as the expansion (and TOS expansion) will end up costing
more than the STE ($90 for memory expansion board, maybe $140 for TOS
2.06 and bridge board for that).

2562. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 16:00:52 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745257652@vincent2.iastate.edu>
Source record: 202586

In <CBp4DC.9tq@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>Instead of opening new groups for TTs or Falcons, we should change
> comp.sys.atari.st
>to
> comp.sys.atari.tos

While that makes the group inclusive to the various hardware models, it makes it exclusive to one operating system. Then people would want to form new groups for Minix, OS/9, Geneva, etc.

With the small amount of traffic that these groups recieve, I don't see much reason to split them further (it would just mean I'd have to subscribe to a larger number of groups with a smaller number of topics: I'm interested in things related to the Falcon even though I don't own one. I suspect Falcon owners also still have interest in ST issues...)

Whatever,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

2563. Re: ScreenBlaster

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 17:16:38 UTC
From: ken@isgtec.com
Message-ID: <5427@isgtec.isgtec.com>
Source record: 202456

In article <24c9ck$bvv@c3po.jvnc.net> bill@main.morris.org writes:
> >> Right now I am running at 1024*768 in 16 colour mode :-) (and
> >
> >What is the vertical refresh rate at that res?

> vertical is 84.9 interlaced and horiz. is 34.1. This
^^^^^^^^^^
> is straight out of the manual.

Figures. What can it do non-interlaced?

--
God is real, unless declared integer.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2564. Re: Info on Zmodem 90

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 17:32:04 UTC
From: vpm3q@poe.acc.Virginia.EDU
Message-ID: <CBpKpH.Dv5@murdoch.acc.Virginia.EDU>
Source record: 202590

I believe that Zmodem90 is a reference to Omen Technology's proprietary updates to the Zmodem protocol that they originally created and put into the public domain. If you want to support it (I have no idea what these new features are!), then you have to pay them money. If anyone has a Mac and uses Zterm, then this is explained better and in more detail in some of the documentation. I have had no problems using Alan Hamilton's Zmodem ttp with Uniterm on Delphi and here at UVA (other than tweaking), though, so maybe the extra features aren't vital, just nice to have?

2565. Geneva - when?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 18:27:33 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Aug13.182733.13410@src.honeywell.com>
Source record: 202588

Does anyone know when Gribniff is planning to release their GENEVA multitasking software?

Cheers, Scott

--
Scott Dunham| | Internet:
| Honeywell Technology Center |dunham@ssdc.honeywell.com
| 10701 Lyndale Ave South | -- or --
| Bloomington, Minnesota 55420 |dunham@homer.src.honeywell.com

2566. TCP/IP on standard TOS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 18:28:43 UTC
From: da188@cs.city.ac.uk
Message-ID: <24gmgrINNdi7@fred.cs.city.ac.uk>
Source record: 202591

Ive recently acquired an old Atari ST and have a great idea for a project.
But before I can have a go at that, I want to know if anybody has implemented
a TCP/IP stack under TOS on an ST? Preferably PD, in C or assembly language,
I dont really care. (If this exists it save me a hell of a lot of coding!)

Can anyone help me?

Aj.

p.s. This is under TOS - not MiNT/Minix/MultiTOS.
--
.-------------------------------[The Eno]-------------------------------.
| "I used to be a romantic - then I discovered reality" - me (cynically) |
`-------------------------[eno@cs.city.ac.uk]-------------------------'

2567. MiNT version 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 18:46:36 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug13.184636.26191@ibr.cs.tu-bs.de>
Source record: 202593

```
|> What is the latest MiNT version? I've heard talk of versions above
|> 1.04 but can't find them in a.a. anywhere. Are they not publically
|> released yet or have I just mis-read a few articles?
|>
MiNT 1.08 is released on the 12. Aug. 93, without big anouncement
and only a small notice by Eric. It is available in Germany since
last night, i got it 2 hours ago and will compile it tonight.

The copying conditions are still the same.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de
```

2568. Re: Have you played Utopos already?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 19:01:51 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CBpov3.1vF@freenet.carleton.ca>
Source record: 202592

In a previous article, paetau@mits.mdata.fi (Rasmus Paetau) says:

>
>A question to all STe-owners with 1MB or more memory: did you already
>run across this absolutely great game Utopos? And if you did, what did
>you think of it? I for one registered immediately, and got my
>registered version yesterday.
>

Does it work on a Falcon?

--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

2569. Re: MiNT version

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 20:10:11 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug13.201011.28950@rhrk.uni-kl.de>
Source record: 202594

bjb@praxis.co.uk (Ben Bell) writes:

>What is the latest MiNT version? I've heard talk of versions above

1.08. You find the sources on atari.archive or ftp.uni-muenster.de.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2570. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 20:28:25 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBpsvE.DJ4@genesis.nred.ma.us>
Source record: 202601
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

```
Jason Drisko (drisko@ics.com) wrote:
:
: You forgot about the Atari 5200!
:
: What a great old system that was...
:
:
: Thanks for the memories,
:
: Jason
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[ Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800, ]
[ Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[ TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]
```

2571. Looking for high-speed modem...

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:30:09 UTC
From: den@abacus.hgs.se
Message-ID: <DEN.93Aug13233009@abacus.hgs.se>
Source record: 202596

Since my current modem didn't survive the last thunderstorm I'm now looking for a high speed modem (preferrably a USR DS 16k8 or a ZyXEL U-1496EPlus). Can someone please give me some hints on where to get these as cheap as possible (doesn't really matter from what country I have to buy it as long as the company accept VISA-cards :-).

Anyone got a cheap source of high speed modems? Drop me a note at den@hgs.se, or call me at +46 26 72905.

Thanks in advance,
Daniel Eriksson.

2572. Re: Falcon news (?) from ST Fo

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40576@M4.maus.de>
Source record: 202634

>etc. but not all of us have large amounts of money. By the way the
>megafile 60 rates an average access time of 53 ms and a data rate of 552
>K/S. Is that normal or what?

Maybe - Atari used at least three types of drives in there:

A 61 MB Miniscribe drive in the early units - about 60 ms. No label.
A 65 MB Microscience drive in a few units - about 24 ms. Labelled MCSxxxx.
A 63 MB Seagate drive in most of them - about 28 ms. Labelled SEAxxxx.

The Seagate drive tends to become slower with age.

bye, Peter

2573. Re: Geneva - when?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:40:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24h1o3INNa9p@golem.wcc.govt.nz>
Source record: 202597

```
] Does anyone know when Gribniff is planning to release their GENEVA
] multitasking software?

September
```

2574. Hard disk crash; why can't I re-format?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:42:16 UTC
From: root@hacktic.nl
Message-ID: <24h1s6INN1s4@xs4all.hacktic.nl>
Source record: 202611

Hi, My Megafile 30 wouldn't start up twice, and the second time
I banged it so hard that I think I did some damage:
the drive WOULD start up, but only a few files were still readable.

So I tried a reformat. Something went wrong there, so I thought the
crash was real bad.

The strange thing is that from that moment on, HDX and the other
AHDI utils could not find the unit anymore. I have two drives,
and the 2nd (Unit 1) used to be selectable, but it isn't anymore.

Now I'm thinking of replacing the drive. So I swapped my OK drive
from the Megafile 20 into the Megafile 30 to see if that would work,
but the problem remained: the drive is not visible to the AHDI utilities.

The broken drive didn't work in the Megafile 20 case, either.

So, do you think that something's wrong with the RLL controller or
the power supply?
Can a crashed disk theoretically damage the controller?
Do you have any hints to make the drive visible again?
Might other formatting software (like the ICD stuff) help?

Thanks if you can help me.
Bye,

2575. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:42:38 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCBpwB3.3rD@netcom.com>
Source record: 202598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <24d49aINNsu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>One of these was in responce to problems with Works and TOS 1.2, but found
>to be a bug in using Lattic C, the other is the problems with the install
>program in SpeedoGDOS, could this also be this same Lattic C Bug..??

The problem was definitely not a bug in Lattice C, it was a bug in some
libraries that Atari was using internally. Perhaps someone confused those
(Atari produced) libraries with the Lattice library. The Lattice library
and compiler were definitely *not* at fault.

As for support of older TOSes; we probably will drop support for TOS 1.0
and TOS 1.2 at some time, but so far as I know that time has not yet
come. I would strongly urge people to upgrade to at least TOS 1.4 now,
though (TOS 2.06 would be even better, obviously).

--
Eric Smith
ersmith@netcom.com ersmith@atari.uucp

2576. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 21:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40774@M4.maus.de>
Source record: 202515

-A24583@K

>As the current maintainer of Lattice C I am not aware of *ANY* problems
>which:

Ah, the current maintainer!

I've got a (free) copy of Lattice C here, given to me by David Link on CeBit '92. I intended to implement my fine window library WinDial for it, but never got very far due to compiler problems. The version I have now is 5.52, is there a newer version, and where do I get serious support now (I used to contact a guy at CCD, Germany, he did his best, but my problems were just too sophisticated, I think :-)

Thanks for answering - Peter

2577. Re: TCP/IP on standard TOS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-13 23:00:06 UTC
From: bill@main.morris.org
Message-ID: <24h6dm$9oh@c3po.jvnc.net>
Source record: 202600

In article <24gmgrINNdi7@fred.cs.city.ac.uk>, da188@cs.city.ac.uk (A. Khattri) writes:
>Ive recently acquired an old Atari ST and have a great idea for a project.
>But before I can have a go at that, I want to know if anybody has implemented
>a TCP/IP stack under TOS on an ST? Preferably PD, in C or assembly language,
>I dont really care. (If this exists it save me a hell of a lot of coding!)
>
>Can anyone help me?
>
>Aj.
>

Try KA9Q, available somewhere in the a.a archives...

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2578. Help Wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 00:00:06 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c6bb84a@cindy.ct.se>
Source record: 202599

Hello Folks.

Can someone out there in the wide world of computing return this letter
to me via E-mail!!! I want to see if there is any problems with it!

Grtz (Jesper.Kock@kockens.ct.se)

2579. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 01:52:41 UTC
From: atario@cats.ucsc.edu
Message-ID: <24hgh9INNdvt@darkstar.UCSC.EDU>
Source record: 202602

In <sourada.745257652@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>With the small amount of traffic that these groups recieve\
^^^^^^^^^^^^^^^^^^^^^^^^

HUH?? Say again?? This group has a SMALL amount of traffic?!?

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

2580. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 02:15:49 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <24hhslINNell@tortoise.cis.ohio-state.edu>
Source record: 202603

In article <1993Aug13.141240.5593@infonode.ingr.com> kltensme@infonode.ingr.com (Kermit Tensmeyer) writes:

> Two weeks ago, I attended the ST computer show in Indpls,
> happenstance I won the first doorprize of MultiTOS.
>
> The documenation _says_ that it runs on my STe (or ST)
> and has the estimated value of $40.
>
> I saw several copies of MultiTOS for sale at the show
>

Hmmm. I've seen MultiTos running on an ST and an STE. In fact, the package lies. It says you need 2M to run MTOS when it can be run in 1M. You only have ~128K left...but it runs.

The speed is quite what I'd expect. I think it's more responsive than Sys 7 is on a 68000.

I shouldn't comment on Geneva. I didn't spend that much time watching it... but I wasn't to impressed with what I saw. If I spent more time with it maybe I'd change my mind. For now it's only a beta version, that only multitasks Gem programs, has no desktop (unless you get the beta NewDesk 4.0), and is more expensive than MTOS. Oh, I guess it multi-tasks TOS programs..but it needs MiNT (which is not included) to do so...and they claim great speed increases "due to not needing to load MiNT". I really couldn't tell any speed increases. But then, they were running it on a TT and at the time I'd only seen MTOS on a ST's. It looked faster...but I expected it to be so. I never did catch wether it was preemptive multi-tasking or if it was cooperative.

Like I said..if I spent more time with it I might have changed my mind...but all in all my opinon of it was "why bother?". Part of my low could be the market-droid guy demo-ing stuff. Blech!

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2581. Re: Mac disc readiong

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 03:45:05 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBqD35.CL7@netcom.com>
Source record: 202604

In article <1993Aug13.102055.14679@ee.surrey.ac.uk> C.Jesshope@ee.surrey.ac.uk (Chris R Jesshope) writes:
>I would like to be able to read write Mac discs on the
>Atari or visa versa. Anyone any ideas? Comments here
>or to C.Jesshope@ee.surrey.ac.uk

Get a Spectre GCR. Or there's a software product called MacSEE which
should do what you want.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2582. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 04:06:45 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <24hocl$a4u@terminator.rs.itd.umich.edu>
Source record: 202605

```
-rw-r--r-- entropy 1465 Aug 9 23:54 ./Editors/0index
-rw-r--r-- molin 20589 Aug 9 04:32 ./Editors/wp_demo.lzh
-rw-r--r-- molin 100138 Aug 7 18:45 ./Sound/Players/play31.arc
-rw-r--r-- weiner 3246 Aug 9 21:58 ./Sound/0index
-rw-rw-rw- lenn 14976 Aug 9 21:54 ./Sound/slupd111.lzh
-rw-r--r-- weiner 5623 Aug 9 21:56 ./Telecomm/0index
-rw-rw-rw- lenn 2816 Aug 9 21:54 ./Telecomm/ansi.lzh
-rw-r--r-- lenn 3466 Aug 10 01:20 ./8bit/Utilities/cr.arc
-rw-r--r-- lenn 210 Aug 10 01:20 ./8bit/Utilities/cr.txt
-rw-r--r-- lenn 39206 Aug 10 02:17 ./8bit/0index
-rw-r--r-- lenn 15180 Aug 10 20:02 ./Games/0index
-rw-rw-rw- lenn 38912 Aug 10 19:54 ./Games/invade.lzh
-rw-rw-rw- lenn 57984 Aug 10 19:53 ./Games/frogger.lzh
-rw-r--r-- lenn 15336 Aug 11 20:01 ./Games/0index
-rw-rw-rw- lenn 81792 Aug 11 19:58 ./Games/bugs.lzh
-rw-rw-rw- lenn 79360 Aug 11 19:58 ./Games/darkperl.lzh
-rw-r--r-- entropy 12590 Aug 12 15:29 ./Gnustuff/Tos/0index
-rw-r--r-- hyc 302949 Aug 11 00:07 ./Mint/mint108s.zoo
-rw-rw-r-- entropy 6718 Aug 12 15:34 ./Mint/0index
-rw-r--r-- hyc 65076 Aug 6 14:38 ./Mint/Lib/mlib34pc.zoo
-rw-r--r-- hyc 59994 Aug 6 14:39 ./Mint/Lib/mlib34tc.zoo
-rw-r--r-- hyc 435 Aug 10 04:09 ./Mint/Utilities/inisrc11.readme1st
-rw-r--r-- hyc 299475 Aug 10 04:04 ./Mint/Utilities/inisrc11.tgz
-rw-r--r-- lenn 67469 Aug 13 08:42 ./Magazines/Aeo/aeo_0214.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2583. Re: Problems with HPDJ3.1 and Spectre GCR (atari)

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 08:02:22 UTC
From: tpang@fraser.sfu.ca
Message-ID: <tpang.745315342@sfu.ca>
Source record: 202606
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
> I tried mailing ollie, the guy who wrote hpdj, but he hasn't contacted
>me... I am becoming very frustrated: I am running Spectre GCR on my atari
>(a mac plus hardware emulator) and everything is just fine except that I have
>a bloody Roland LP1100 (Panasonic 4450) non-PS laser printer. So, i turn to
>HPDJ for help (version 3.1). Its on the system and seems connected but when
>I print from MacWrite 5.0 or Word 4.00A all I get are random bitmap images on
>the paper in the format of the document. I have tried it with and without
>compression and at various baud rates. Please help! Strange thing is, a
>couple times I was able to print a document from Word (I think) but all other
>times have failed (I can't reproduce this). Any assistance would be very
>helpful. Thanks.

I don't know the ST or Spectre GCR that well, as I am an Amiga user and
also the AMaxII Mac emulator (similar to the GCR, except the Mac floppy
isn't emulated as exactly 800K drive). I have good luck with HPDJ 2.1 and
3.1 (3.0 is buggy) on my system, which I have a DeskJet Plus. I know
HPDJ can print to a HP LaserJet as well, but I don't know about other
LaserJet/PCL compatible printers such as yours. There are commercial
drivers for many laser printers on the market: JetLinkExpress (which
I have got recently, but not much experienced yet.) and PowerPrint,
(which was MacPrint.), you may want to try them. I am not aware of
any freeware drivers yet.

>brett maraldo
>ps. Email me and I will summarize later.
>--
> -------- Unit 36 Research ---------
> "Alien Technology Today"
> bmaraldo@watserv1.UWaterloo.ca
> {uunet!clyde!utai}!watserv1!bmaraldo

Good luck,

Regards,
David

| In real life: David Tse E-mail: tpang@sfu.ca (Internet) |
| In amateur radio: VE7MDT Packet: VE7MDT@VE7UBC.#VANC.BC.CAN.NA |
| Snail Mail: P.O. Box 26052, Richmond B.C., V6Y 2B0, Canada |
| Set-up: Amiga 3000/25, MAG MV-14S, AMaxII, ZyXEL 1496E, DeskJet+, HP48SX |
| Disclaimer: Anything here does not represent views of anyone except mine.|

" Mom, I want to have an Amiga!", little Jack yelled coming back from school.

" Honey, you are still too young, it is not PC, ya know." mom replied.
To PC or not to PC, that is the question. -me-

2584. Looking for CLI Command Shell...

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 08:49:04 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.bqKHZ6ikNCk@albemuth.equinox.gen.nz>
Source record: 202609

Hi There,

I'm on the look out for a PD/Shareware/Freeware CLI Command Shell.
Particularly I would like to find a UNIX like shell that will run well
on a 1 Meg, dual floppy only system (must have most commands builtin)
but that doesn't take up too much memory or disk space. Something which
understands the later developments in TOS would be useful also (i.e.
ARGV commandlines).

So far I have tried:
Gulam: Rather old and doesn't run so well with scripts. (Some commands
are rather buggy).
Mupfel: Works well except has no conditional commands for scripting.
Okami: Too large with large memory overhead. A bit complicated to
figure out without knowing german. Looks good though.
Master: Too large and not enough like Unix. (too much like Dos :-( )
Msh (MWC Micro Shell): Okay but too old, too slow, and not free.

Obviously the ports of tcsh, bash, ksh, ash etc. for MiNT are not really
suitable without a HD full of utilities.

Any suggestions or comments welcome. I've really been looking for
something on and off for over 6 Months, without much satisfaction.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2585. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 09:44:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24ic5rINNc62@golem.wcc.govt.nz>
Source record: 202608

In article <1993Aug13.155850.194367@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
>In article <24a3e1INNneb@golem.wcc.govt.nz>,
> <sheppard_r@kosmos.wcc.govt.nz> wrote:
>>>Also, places in England are selling _new_ 520STFMs for L149! This
>>
>>What is the Point they are ONLY 1/2 meg machines and they can't be upgraded,
>>and were is there support for Atari these days...
>>
>
> Well thats not very true. Since the 1040STE (1MB) is only US$420, I
>would have to question spending too much trying to upgrade a 520STFM.
>BUt to say that it cant be done is a very bad interpretation of reality.

I did here about these STFM way back, dealers did not wanted to touch them.

There is a very simple reason, they have surface mounted parts, RAM/MMU
and CPU from what I have been told, they might even have a MMU that only
supports 1/2 meg..

So none of those upgrade kits will work...

This was some years back, no wonder they are trying to sell them cheap,
no body wants them....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2586. Re: Geneva - when?

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 09:50:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24ich3INNc62@golem.wcc.govt.nz>
Source record: 202607

In article <1993Aug13.182733.13410@src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) writes:
>Does anyone know when Gribniff is planning to release their GENEVA
>multitasking software?
>
>Cheers, Scott
>
>Scott Dunham| | Internet:
> | Honeywell Technology Center |dunham@ssdc.honeywell.com

I tried to get the Beta version from them, they will not supply it
out side north America, but they did not tell me why..??

But I was told just the other day that GENEVA was a month away...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2587. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 10:48:06 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745325286snz@falcon.demon.co.uk>
Source record: 202626

In article <ersmithCBpwB3.3rD@netcom.com> ersmith@netcom.com writes:

>In article <24d49aINNsu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
> writes:
>>One of these was in responce to problems with Works and TOS 1.2, but found
>>to be a bug in using Lattic C, the other is the problems with the install
>>program in SpeedoGDOS, could this also be this same Lattic C Bug..??
>
>The problem was definitely not a bug in Lattice C, it was a bug in some
>libraries that Atari was using internally. Perhaps someone confused those
>(Atari produced) libraries with the Lattice library. The Lattice library
>and compiler were definitely *not* at fault.

Many thanks for clearing that up Eric.

>As for support of older TOSes; we probably will drop support for TOS 1.0
>and TOS 1.2 at some time, but so far as I know that time has not yet
>come. I would strongly urge people to upgrade to at least TOS 1.4 now,
>though (TOS 2.06 would be even better, obviously).

As would I, indeed in the UK if asked we will always recommend that users
upgrade to at least 1.4 and are always happy to try and help people to
upgrade to such a version.

>--
>Eric Smith
>ersmith@netcom.com ersmith@atari.uucp
>

--
Alex Kiernan
alex@falcon.demon.co.uk

2588. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 11:41:48 UTC
From: spacek@wixer.bga.com
Message-ID: <1993Aug14.114148.6389@wixer.bga.com>
Source record: 202487

sheppard_r@kosmos.wcc.govt.nz wrote:
: In article <1993Aug13.155850.194367@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
: >In article <24a3e1INNneb@golem.wcc.govt.nz>,
: > <sheppard_r@kosmos.wcc.govt.nz> wrote:
: >>>Also, places in England are selling _new_ 520STFMs for L149! This
: >>
: >>What is the Point they are ONLY 1/2 meg machines and they can't be upgraded,
: >>and were is there support for Atari these days...
: >>
: >
: > Well thats not very true. Since the 1040STE (1MB) is only US$420, I
: >would have to question spending too much trying to upgrade a 520STFM.
: >BUt to say that it cant be done is a very bad interpretation of reality.
:
: I did here about these STFM way back, dealers did not wanted to touch them.
:
: There is a very simple reason, they have surface mounted parts, RAM/MMU
: and CPU from what I have been told, they might even have a MMU that only
: supports 1/2 meg..
:
: So none of those upgrade kits will work...
:
: This was some years back, no wonder they are trying to sell them cheap,
: no body wants them....

How do you know this? Anyone else know anything about this? A friend of mine bought a 520STFM an it was just like a 1040STFM minus half the DRAM chips. The holes were drilled for the second row, they just hadn't been installed. All he had to so was add the missing chips and some resistors or capacitors that were also missing and he had a 1 meg machine. I think that he later added a 4 meg expansion to it. No problems with the MMU at all. Maybe not all of the 520STFMs were like this. I don't know. But I -saw- this, didn't just hear about it. I do seem to recall that there was a certain model number of MMU that didn't work right with RAM expansions. I saved some info about this but can't find it. So, I don't have the MMU model number in question or recall what its limitations were. I also recall a guy who had an Atari dealership who claimed that a technition who worked for him figured out what the problem with that MMU was and how to make them work OK. He wouldn't tell me what the trick was, but claimed that he knew. I never heard anything about surface mounted chips in any STs, but that doesn't mean that it wasn't done. But if it was, I never saw mention of it. Anyway, anyone know anything more about this? Gee, that was a lot of 'any' works for such a short sentence, don't you think. :-) Mark...

--
Mark Spacek
Internet: spacek@cactus.org or spacek@wixer.bga.com
Fidonet: Enterprise 1:382/81 (512)453-5079, V.32-V.32bis call (512)453-5717

2589. C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 11:46:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24ijaaINNcjo@golem.wcc.govt.nz>
Source record: 202610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I see that there is a update for C-KERMIT its now 5A 189, there is even a update for the Amiga...

So come on you Atari fanactics/Bigots were is the Atari version..??

Or is it more like there is no more support for Atari in the USA any more..??

I also read in the old version that they did not know how to read the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory you can with a call to Rsconf, with baud = -1..

May be some one should tell the person that did the last port of C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..

There is one thing that I would like Atari to do is to make available TOS 1.4 UK in 2 chip sets, from what I have read, they are almost impossible to get..

The reason could be that you can only get TOS 1.4 2 chip sets in ROMS and not EPROMS, any one can blow EPROMS but not ROMs...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2590. Need real time clock routine for midi sequencer

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 14:05:00 UTC
From: apolivka@x102a.ess.harris.com
Message-ID: <1993Aug14.140500.14909@mlb.semi.harris.com>
Source record: 202612

I want to write some software for my ST that somewhat resembles a midi sequencer. I've written other midi software, but never anything requiring a real time clock. Can anyone tell me how to do this or point me to some public domain source code containing such a routine?

Specifically, I just need to know how to generate a trigger of some sort every X milliseconds (where X is adjustable by the user prior to running the sequencer-like program). I know how to do the rest of the program. (I would use the trigger to wake up my routine that sends out a midi message.)

I will be writing in Personal Pascal (because I am most comfortable with that language package).

--

Al Polivka Internet: apolivka@x102a.ess.harris.com
Harris Corporation UUCP: uunet!x102a!apolivka
Electronic Systems Sector phone: 407-729-2983
Melbourne, FL 32902

2591. Re: AIX Crosscompiler to

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 14:44:50 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Aug14.144450.3006@ugle.unit.no>
Source record: 202613

Cmedley@wam.Umd.Edu,
In a message on 12 August, wrote :

(some stuff removed)

cR> I nearly forgot.. you will need to get incl93.zoo from atari.archive in
^^^^
cR> Gnustuff/Tos/Include so you can finish steps 3-5. You'll have to install
cR> that in your cross-compiler's include directory which $CROSSDIR/include i
cR> the makefiles...

Whoops, has the TOS include/lib gone up to PatchLevel 93 ???

I have been on bammi's mailing list for quite some time, but the last
patches I received was for getting up to PatchLevel 90. Has anybody else
received the newer diffs ?

(Please respond by email)

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

2592. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 15:10:12 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00136@dswhq.omahug.org>
Source record: 202418

In a message of <12 Aug 93 03:51:43>, Ralph Barbagallo (1:286/2) writes:

RB> Yeah, I seem to remember reading way back in '88 or so that Namco
RB> actually bought AtariGames...but I guess that was false.

Namco did. They subsequently sold Atari to another outfit about '91 or so, and
I can't remember who that outfit is right at the moment.

Later,
Gizmo

2593. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 15:12:12 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00137@dswhq.omahug.org>
Source record: 202420

In a message of <12 Aug 93 10:24:50>, Erlend Nagel (1:286/2) writes:

EN> Nice if you have a SCSI disk, but if you have an original Atari
EN> Megafile 60 like me you will still have to wait for the not yet

I believe there were a few megafiles that used Adaptec controllers for MFM or RLL drives, but for the most part they were SCSI drives with ATari's screwed up host adapter on them. You should be able to just bypass the host adapter in the Megafile and got with it like that.

Later,
Gizmo

2594. Re: TCP/IP on standard TOS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 16:31:02 UTC
From: bwwl@sun.rz.tu-clausthal.de.de
Message-ID: <2c6d0bb4ebb96@sun.rz.tu-clausthal.de.de>
Source record: 202614

In <24gmgrINNdi7@fred.cs.city.ac.uk>,
A. Khattri (da188@cs.city.ac.uk) wrote:

>Ive recently acquired an old Atari ST and have a great idea for a project.
>But before I can have a go at that, I want to know if anybody has implemented
>a TCP/IP stack under TOS on an ST? Preferably PD, in C or assembly language,
>I dont really care. (If this exists it save me a hell of a lot of coding!)
>
>Can anyone help me?
>
>Aj.
>
>p.s. This is under TOS - not MiNT/Minix/MultiTOS.

Try FTP to ftp.tu-clausthal.de (139.174.2.10) /pub/atari/telecomm/tcpip/*

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

2595. Re: Hard disk crash; why can't I re-format?

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 16:50:18 UTC
From: gijs@hacktic.nl
Message-ID: <24j54oINNn91@xs4all.hacktic.nl>
Source record: 202621

The following article was written by gijs@hacktic.nl and
not root@hacktic.nl, so please reply to gijs@hacktic.nl.
Thanks.

>Hi, My Megafile 30 wouldn't start up twice, and the second time
>I banged it so hard that I think I did some damage:
>the drive WOULD start up, but only a few files were still readable.

>So I tried a reformat. Something went wrong there, so I thought the
>crash was real bad.

>The strange thing is that from that moment on, HDX and the other
>AHDI utils could not find the unit anymore. I have two drives,
>and the 2nd (Unit 1) used to be selectable, but it isn't anymore.

>Now I'm thinking of replacing the drive. So I swapped my OK drive
>from the Megafile 20 into the Megafile 30 to see if that would work,
>but the problem remained: the drive is not visible to the AHDI utilities.

>The broken drive didn't work in the Megafile 20 case, either.

>So, do you think that something's wrong with the RLL controller or
>the power supply?
>Can a crashed disk theoretically damage the controller?
>Do you have any hints to make the drive visible again?
>Might other formatting software (like the ICD stuff) help?

>Thanks if you can help me.
>Bye,
gijs@hacktic.nl
--
Gijs Bok
gijs@mbase97.hacktic.nl
gijs@hacktic.nl

2596. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 17:15:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <87897@cup.portal.com>
Source record: 202618

I agree... FTL should just write an ST version of Dungeon Master II out of loyalty to Atari... why should they expect to make enough money to cover their expenses to convert the program for the dozen or so sales they could expect to make..?

BobR

2597. Jaguar info

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 17:50:00 UTC
From: tim@rider.UUCP
Message-ID: <1311@rider.UUCP>
Source record: 202624

Hello,
I was just wondering if anybody has hrd the specs for the Jaguar as in screen rez processor speed. Also, exactly when will Atari release it to the rest of the country?

--
Tim Wilson
tim@rider.cactus.org

2598. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:11:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <24j9s0$95f@cville-srv.wam.umd.edu>
Source record: 202619

In article <87897@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>I agree... FTL should just write an ST version of Dungeon Master II out
>of loyalty to Atari... why should they expect to make enough money to
>cover their expenses to convert the program for the dozen or so sales
>they could expect to make..?
>
>BobR

Ok, granted you're kind of stating this all tongue-in-cheek, i think they really should be able to port DM 2 to the ST/Falcon and expect to sell pretty good. If you look at the most widely purchased software on the ST it undoubtedly is DM.

Part of the reason may be that it had a killer copy protection scheme... you didn't hear about cracked versions floating around for about a year after its release, though.

But I personally think that a port could be done without too much trouble and they'd probably sell a copy to every ST user in North America.

(admit it, you'd probably buy it, too. :))

2599. GNU C vs. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:17:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <24ja8j$9al@cville-srv.wam.umd.edu>
Source record: 202620

I've been using GNU C pretty seriously now for a few months and I've even gone so far as to try to fix the layout of my hard drive so that it is optimized for maximum speed... the problem is, even on a 16mhz 68000 (Fast Technology) it is slow. Now, I can't afford a Falcon at the moment, nor a TT.... and I'm wondering if Lattice C does a faster compile than GNU? Will the executables wind up any more or less optimized? I don't want to start a compiler-war or anything but I'd really like to hear from other users about their preferences. If I do choose to go with Lattice, i'll be spending about $180... and so i'm hoping it will be well spent....

2600. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:31:19 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6c93ac@cindy.ct.se>
Source record: 202615

In a message of 14 Aug 93 00:28:37, Mark Cookson wrote:

MC> the board. I bought the JRI expansion, so I also got a 4096 colour
MC> palette (I am not sure if anything can use it -> probably not, but it
MC> was only a few bucks extra for a shifter chip)_.

Aren't those totally compatible with the STe? (And isn't their palette
32768???)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2601. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:31:19 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6ca814@cindy.ct.se>
Source record: 202616

In a message of 14 Aug 93 00:27:44, Steven D Ourada wrote:

> With the small amount of traffic that these groups recieve, I don't see >
reason to split them further (it would just mean I'd have to subscribe to
> larger number of groups with a smaller number of topics: I'm interested in
> things related to the Falcon even though I don't own one. I suspect Falcon
> owners also still have interest in ST issues...)

You forget that people that hasn't had an Atari before, but just bought their Falcon, don't want to read a newsgroup full of discussions they don't understand .... they want a comp.sys.atari.falcon, and since it WILL be an active group (the traffic here about the Falcon is quite good) my opinion is that we should try to get it created.

Also, in a few weeks someone ought to start a newsgroup for the Jaguar .. ;)

The Falcon is NOT a sequel to the STE, but a NEW computer that is TOS compatible. It should have it's own newsgroup.

(Flames in Email pleeze)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2602. Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:31:19 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6cb054@cindy.ct.se>
Source record: 202617

Ahh ... Page 234 on Sky-TexTV .. finally something good about Atari ...

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

2603. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 18:39:21 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug14.183921.19832@nrtpa038.bnr.ca>
Source record: 202622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
|> update for the Amiga...
|>
|>
|> So come on you Atari fanactics/Bigots were is the Atari version..??
|>
|>
|> Or is it more like there is no more support for Atari in the USA any more..??
|>
|>
|> I also read in the old version that they did not know how to read
|> the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory
|> you can with a call to Rsconf, with baud = -1..
|>
|> May be some one should tell the person that did the last port of
|> C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..
|>
|>
|> There is one thing that I would like Atari to do is to make available
|> TOS 1.4 UK in 2 chip sets, from what I have read, they are almost
|> impossible to get..
|>
|> The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
|> and not EPROMS, any one can blow EPROMS but not ROMs...
|>
|>
|>
|> Roger.............. sheppard_r@kosmos.wcc.govt.nz
|>

Does this answer your question
Archive cker5a.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
13900 63% 5188 7 Jan 93 21:43:50-3 91dc ckaaaa.hlp
278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
-------- --- -------- --------- --------
626625 60% 248684 5 files

Available at better Atari ftp sites near you!
```

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

2604. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 20:15:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <745449128.0@mettav.royle>
Source record: 202474

On 12 Aug 93 at 12:09:19 (Brian Grier) wrote the following:

|>> (I still think they just found a dusty warehouse with a bunch of old,
|>> obsolete STs in it...)
>
> I hate to agree with Bob...
>
> But my guess would be they are selling all the units they exchanged
> in their repair program. (you know you send them your broken machine
> and six months later they send you a replacement :)

Well AIUI they are new units, being manufactured now, but cheapo made ones, using surface mount technology, which is what makes them cheap.

Unfortunatly upgrading memory etc is a soldering job.

-Paul-

--
~=~=~=

2605. Bug in BeforeDawn?

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 20:18:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.3Vw3eSOd5tw@semprini.tdkcs.waterloo.on.ca>
Source record: 202623

Has anyone had any problems with the BeforeDawn screen saver?

On my system, it locks up as soon as you touch the mouse/keyboard after
BeforeDawn has started to display its screen saving stuff...

This is a 4M 1040STf with TOS 1.04, ICD host adapter, nothing too exotic
in C:\AUTO (pinhead, poolfix, serialfix, vdifix, nvdi, lgselect) or in
ACCs (Before Dawn's ACC, Maxifile, XControl).
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

2606. Re: Jaguar info

Newsgroup: comp.sys.atari.st
Date: 1993-08-14 23:30:10 UTC
From: rjung@netcom.com
Message-ID: <rjungCBrvyB.GM1@netcom.com>
Source record: 202625
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <1311@rider.UUCP> tim@rider.UUCP (Tim Wilson) writes:
>Hello,
>I was just wondering if anybody has hrd the specs for the Jaguar as in screen
>rez processor speed.

Net.gossip says it will be shown to the video-gaming press next Wednesday
(August 18th). If that's true, specs will probably be widely available before
the day's out.

>Also, exactly when will Atari release it to the rest
>of the country?

Last words are New York city and San Francisco around November/December,
followed by nationwide release early 1994.

(Other, jucier tidbits not revealed due to promises and NDAs, sorry. B-)

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2607. Adding a new drive to a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 00:40:03 UTC
From: bill@main.morris.org
Message-ID: <24k0l3$d5i@c3po.jvnc.net>
Source record: 202627

Ive got a 350mb 3.5" IDE drive just laying about, for general
reasons, and am wondering what it would take to put it in my Falcon
in place of the 80mb?
Excluding such niceities as opening the case and voiding the
warrenty, is there any software I need to setup? I guess I would need
to install all the software from the supplied diskettes, and format
the drive via the Atari HD utility?
But I also seem to recall that there is NV-RAM in the Falcon,
altho Ive never come across a utility to show me whats store there,
would I need to fondle this, or would the AHDI program take care of
that?

Thanx

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2608. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 01:11:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24k2ghlNNfka@golem.wcc.govt.nz>
Source record: 202629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug14.183921.19832@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
>|> update for the Amiga...

Bits removed do to mailer restrictions..

>Does this answer your question
>Archive cker5a.zoo:
>Length CF Size Now Date Time
>-------- --- -------- --------- --------
> 13900 63% 5188 7 Jan 93 21:43:50-3 91dc ckaaaa.hlp
> 278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
> 1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
> 81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
> 251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
>-------- --- -------- --------- --------
> 626625 60% 248684 5 files
>
>Brian

Brian please get some NEW Glasses and read again what I posted...

The Files that you have just listed are from VERSION 5A 188, my request was
for VERSION 5A 189, if you had suscribed to comp.protocols.kermit
then you would indeed know all this....

So come on all you Atari addicts were is the Atari version...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

2609. Re: Falcon sector editor??

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 01:33:13 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <24k3op$a04@cxc1.cl.msu.edu>
Source record: 202628

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> I would imagine that EDHAK 3.0 would probably suit your needs best.
>It is an editor in general: it is a text editor, sector editor, memory
>editor, etc. I haven't tried it on a Falcon, but maybe someone out
>there has and can comment. It is an ACCessory, but if you're running
>under MultiTOS, then you can probably run it as an application as well?
>And it makes a great type-ahead buffer to boot :-)

EdHak v3.x works JUST FINE on a Falcon. I use it nearly every day for
one reason or another...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2610. Problems with zoo21.ttp?

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 01:36:46 UTC
From: swhatley@blkbox.COM
Message-ID: <CBs1tD.2I3@NeoSoft.com>
Source record: 202632

I have recently downloaded zoo21.ttp from a.a to make sure that I had the latest version. Now, whenever I try to un-zoo a file I get two bombs. The files I have tried to un-zoo were zoo21bin.zoo, zooshl06.zoo and nh313gem.zoo.

I even tried puting zoo21.ttp and zoo21bin.zoo on a blank floppy, turming off the hard-drives and my ST and running zoo from the floppy with just my ST turned on. Nothing seems to work.

I have a Mega 4 ST running TOS 1.2. Any help will be appreciated.

Thanks,
Steven Whatley
e-mail: swhatley@blkbox.COM

2611. big minixfs partitions

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 02:27:14 UTC
From: llunch@backus.cba.csuohio.edu
Message-ID: <1993Aug15.022714.7946@news.csuohio.edu>
Source record: 202630

Well, I decided to try a 105 meg partition and got the
following results:
Logical lrecno error
XHDI not supported
Physical lrecno OK

Hard disk access information:
Access mode: Physical mode
Partition start: 1
Unit number 1
ACSI bus: device 1.(Non-removable)
Non lrecno access

102536 Blocks, 34192 Inodes.

How can minixfs access all of this partition in physical mode without
using lrecno? After less than a day, I ran into problems. A file
used a block belonging to another file. After fixing this fsck still
complains:
Pass 1 Checking All Inodes
Pass 2 Reading Directories
Pass 3 Checking Connectivity
Checking Zone Bitmap
Zone Bitmap : 2989 Errors
Install A New Map?
Checking Inode Bitmap
Inode Bitmap : 145 Errors
Install A New Map?

I think someone on the net mentioned fiddling with root sectors in
order to use large minix parts. I don't know how this works. The
physical root doesn't seem to contain any information that would need
to be changed. In the partitions root, I could decrease the sector
size, but could not increase the number of sectors accordingly, since
this is a short. Also, the docs don't mention the need for any such
weirdness. I'm hoping that I have this set up wrong somehow, and that
once everything is as it should be, I can use this partion without
worry. I moved stuff onto it with gemini, and I'm not sure wether
nohog.acc was loaded or not. Perhaps I didn't give the cache time to
do its thing, but 3000 errors!?

In answer to someone's reply to a previous post I made on this
subject, my mint.cnf looks something like this (a reply which I cannot
,at the moment, find):
sln c:\rootbin u:\bin
ren u:\e u:\etc

```
#a twenty meg minix part on the same drive as c:
ren u:\f u:\usr
#the huge partition in question
ren u:\r u:\tmp
#ramfs
#and of course /usr/tmp is a symbolic link to r:\\
```

It would be nice if I could mount a part on /usr/local rather than have my root directory filled up with useless junk. This is hardly a

2612. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 03:08:17 UTC
From: bill@main.morris.org
Message-ID: <24k9b1$ddq@c3po.jvnc.net>
Source record: 202631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <24k2ghINNfka@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>The Files that you have just listed are from VERSION 5A 188, my request was
>for VERSION 5A 189, if you had suscribed to comp.protocols.kermit
>then you would indeed know all this....
>
>
>So come on all you Atari addicts were is the Atari version...???
>

So I am in a nit-picking mood today :-)

Dont see whats the big brouhaha over a minor version
change?

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2613. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 04:13:31 UTC
From: ritz@ritz.mordor.com
Message-ID: <930815645@ritz.mordor.com>
Source record: 202519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brian Grier Perpk (bjgrier@bnr.ca) wrote:
: In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
: |> I see that there is a update for C-KERMIT its now 5A 189, there is even a
: |> update for the Amiga...
: |>
: |>
: |> So come on you Atari fanactics/Bigots were is the Atari version..??
: |>
: |>
: |> Or is it more like there is no more support for Atari in the USA any more..??
: |>
: |>
: |> I also read in the old version that they did not know how to read
: |> the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory
: |> you can with a call to Rsconf, with baud = -1..
: |>
: |> May be some one should tell the person that did the last port of
: |> C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..
: |>
: |>
: |> There is one thing that I would like Atari to do is to make available
: |> TOS 1.4 UK in 2 chip sets, from what I have read, they are almost
: |> impossible to get..
: |>
: |> The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
: |> and not EPROMS, any one can blow EPROMS but not ROMs...

: Does this answer your question
: Archive cker5a.zoo:
: Length CF Size Now Date Time
: -------- --- -------- --------- --------
: 13900 63% 5188 7 Jan 93 21:43:50-3 91dc ckaaaa.hlp
: 278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
: 1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
: 81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
: 251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
: -------- --- -------- --------- --------
: 626625 60% 248684 5 files

This is definitely not Ckermit 5A(189). 189 only came out a few
weeks ago. Note the January 7, 1993 date. I would hazard a
guess that this is (185).

Cheers,

Chris

--
"Now about the numbers. People like you always complain about the
numbers. Why is the black score so low. The reason - they are more
intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)

2614. Re: big minixfs partitions

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 05:31:56 UTC
From: llunch@aho.cba.csuohio.edu
Message-ID: <1993Aug15.053156.11120@news.csuohio.edu>
Source record: 202636

In article <1993Aug15.022714.7946@news.csuohio.edu> llunch@backus.cba.csuohio.edu (Jason Baker) writes:
> Well, I decided to try a 105 meg partition and got the
>following results:
>Logical lrecno error
>XHDI not supported
>Physical lrecno OK
>
>Hard disk access information:
>Access mode: Physical mode
>Partition start: 1
>Unit number 1
>ACSI bus: device 1.(Non-removable)
>Non lrecno access
>
>102536 Blocks, 34192 Inodes.
>
>How can minixfs access all of this partition in physical mode without
>using lrecno? After less than a day, I ran into problems. A file
>used a block belonging to another file. After fixing this fsck still
>complains:
Please ignore this middle part. I did not have nohog.acc
loaded, and I used gem based programs. rn won't let me cancel my
last article.
>Pass 1 Checking All Inodes
>Pass 2 Reading Directories
>Pass 3 Checking Connectivity
>Checking Zone Bitmap
>Zone Bitmap : 2989 Errors
>Install A New Map?
>Checking Inode Bitmap
>Inode Bitmap : 145 Errors
>Install A New Map?
>
>I think someone on the net mentioned fiddling with root sectors in
>order to use large minix parts. I don't know how this works. The
>physical root doesn't seem to contain any information that would need
>to be changed. In the partitions root, I could decrease the sector
>size, but could not increase the number of sectors accordingly, since
>this is a short. Also, the docs don't mention the need for any such
>weirdness. I'm hoping that I have this set up wrong somehow, and that
>once everything is as it should be, I can use this partion without
>worry. I moved stuff onto it with gemini, and I'm not sure wether
>nohog.acc was loaded or not. Perhaps I didn't give the cache time to

>do its thing, but 3000 errors!?
>
> In answer to someone's reply to a previous post I made on this
>subject, my mint.cnf looks something like this (a reply which I cannot
>,at the moment, find):
>sln c:\rootbin u:\bin
>ren u:\e u:\etc
>#a twenty meg minix part on the same drive as c:
>ren u:\f u:\usr
>#the huge partition in question
>ren u:\r u:\tmp
>#ramfs
>#and of course /usr/tmp is a symbolic link to r:\\
>
>It would be nice if I could mount a part on /usr/local rather than
>have my root directory filled up with useless junk. This is hardly a

2615. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 06:38:14 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00138@dswhq.omahug.org>
Source record: 202419

In a message of <14 Aug 93 11:46:18>, sheppard_r (1:286/2) writes:

sr> The reason could be that you can only get TOS 1.4 2 chip sets in
sr> ROMS and not EPROMS, any one can blow EPROMS but not ROMs...

The reason that you can't get 1.4 TOS in 2 chip set Eproms is due to the fact that 1.4 came in a 1 megabit chip. They don't make 1 megabit chips in the Eprom variety in 28 pin packages; there just ain't enough room on the package for all the pins you need. If you drop the Vpp and programming pins though, you can gain enough room on the package to make a 1 megabit mask programmed ROM, and still put it in a 28 pin package.

Later,
Gizmo

2616. Help with Police Quest

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 07:02:55 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <kZ8a9B4w165w@sys6626.bison.mb.ca>
Source record: 202638

How do I get evidence out of lock-up?
PLEASE reply via e-mail so as not to clutter up c.s.a.st

2617. Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 07:04:08 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <k28a9B5w165w@sys6626.bison.mb.ca>
Source record: 202639

The PC i'm using half the time can't read Atari disks even
though it's been made pc compatible with the VKILLER option to turn it
pc compatible. Anyone else had this problem?

2618. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 07:11:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24knjoINNgs0@golem.wcc.govt.nz>
Source record: 202637

Where is Lharc v2.22 available from? Atari-archive and ftp.cs-tu.berlin.de
both only had 2.21 last time I looked!

What actually has been changed from v2.01?

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

2619. Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 08:03:08 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XJDB9B2w165w@cyberden.sf.ca.us>
Source record: 202646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

```
------------------------------------------------------------------------
| G E M U L A T O R 3 . 0 |
| The Atari Emulation Card for PC Compatibles |
------------------------------------------------------------------------

[Windows 3.1 ] Last year we released Gemulator, the world's only Atari
[screen dump ] ST emulation card for DOS based PCs. With the freedom
[shows Gemul-] to run Atari ST software on a PC just about anywhere,
[ator running] over 500 Atari users just like you are already using
[Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
[2.5 and Cal-] when they travel.
[amus SL. ]

Gemulator turns a PC into an AWESOME ST clone:
- TOS 2.06 ROMs included,
- 640x480 and 800x600 color graphics,
- 1.44 meg floppy disk support,
- modem, printer, and sound support,
- emulates up to 8 meg of RAM,
- Atari 800 emulation,
are all standard features of Gemulator. No need to buy a Falcon or spend
$$$ upgrading your ST!
------------------------------------------------------------------------
| Gemulator 3.0 will be on sale at the Glandale show, Sept.18-19, '93.|
------------------------------------------------------------------------
|Gemulator is fully compatible with: Pagestream, Calmus /
Highly |Calmus SL, MultiTOS, Geneva, Silhouette, Pha$ar,
Compatible |Word, Hotwire, Multidesk, Maxifile, GDOS/G+PLUS, Quick ST,
Emulation |Warp 9, Word Flair, EZ Calc, Sudden View, Laser C,
|ST Xformer, Magic Sac, Interlink, Avante Vector, Thunder,
|UIS III, Data Master, Turbo ST, NVDI, Extended Control
|Panel, Word Flair II, and hundreds of other Atari ST
|programs, utilities, and desk accessories.
|
|Gemulator requires only a basic 386 or 486SX PC. A new
Inexpensive|486SX system including VGA monitor and hard disk now costs
To Install |under $1200. So for under $1500 you have a 486 computer
|that's also an Atari ST clone with double the memory limit,
|double the screen resolution, and double the disk storage
|of a real ST! Just price yourself what it would cost to
|either upgrade your existing ST to TOS 2.06, VGA graphics,
|1.44 meg floppy, and 8 meg of RAM, or what it would cost
|you to buy the Falcon (if you can find one) and you'll see
|that Gemulator is a very sensible alternative to using an
```

Reviewed |ST. Product reviews in Current Notes (April 1993) and ST
|Informer (June 1993) agree.
|
|On fast 486 machines, Gemulator runs 2 to 3 times faster
Fast And |than the ST. That's as fast as the Falcon, and because
Powerful |Gemulator emulates the 68000 chip, not the TT's 68030 chip,
|Gemulator can run software that won't run on the TT or
|Falcon. For compatibility with ST software that does not
All TOSes |run on TOS 2.06, the Gemulator card allows you to plug in
|any earlier version of TOS. How easily can your ST switch
|between TOS 1.0, TOS 1.4, and TOS 2.06?
|
|Gemulator eliminates the need for having two monitors,
Graphics |since your PC's monitor can display all ST screen modes.
|The screen dump above shows Gemulator using a 640x480
|graphics mode, running Calamus SL under Windows. Gemulator
Sound |now supports sound by using your PC's Sound Blaster, Sound
|Blaster Pro, or AdLib sound cards.
|
|Gemulator gives your ST software access to the PC's hard
Hard Disk |disk. Use Atari's HDX utilities to autoboot from the hard
|disk. Create up to 4 32-megabyte ST partitions, or share
|files with PC programs on existing DOS partitions.
|
|Gemulator runs on laptop PCs, even color laptops, allowing
Laptop |you to use your favorite Atari ST software almost anywhere,
Ready |on smaller and lighter machines than the Atari STacy. All
|you need is a laptop with an 8-bit card slot.

The complete Gemulator 3.0 package lists for only $299 U.S. at an Atari
dealer near you, or contact Toad Computers, Rising Star, Floppy Wizard,
Xanth Computers, or PMC to order by
phone.
For a demo video, upgrade information, or more product information,
write or fax to:

Branch Always Software, 14150 NE 20th St, Ste.302, Bellevue, WA 98007
Phone (before 2pm Eastern time) or FAX: 206-885-5893
CompuServe: 73657,2714
GEnie: BRASOFT
Delphi: DAREKM

2620. Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 08:05:32 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XNDB9B3w165w@cyberden.sf.ca.us>
Source record: 202647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

From:
B R A S O F T N E W S
The official newsletter of Branch Always Software. August 1993 issue.

Introducing Gemulator 3.0

If you have never seen Gemulator, picture this: You plug a small card into your PC. The card is the Gemulator ROM reader card which allows your PC to use the Atari ST's TOS ROM chips (TOS is the operating system which gives your ST the GEM interface). You then install the Gemulator emulation software into your PC's hard disk and run the emulator. In a few seconds, the familiar Atai ST desktop is up on the screen. Insert a disk, click on the A drive icon, and a window opens. You click on a program icon and in a few seconds you are running Atari ST software on your PC!

The whole Gemulator package, including the ROM reader card, a set of TOS 2.06 ROMs, and the emulation software (version 2.1) currently sells for $229 U.S. Without the ROMs, if you wish to use your own TOS ROMs, the package costs $179 U.S.

Gemulator 3.0, when introduced in September, will continue to sell for $229 with many new features added. If you are now a Gemulator user you can look forward to such new features as:

+ 800x600 16 color graphics and faster screen redraws
+ multiple ROM card and cartridge ROM support
+ sound (requires Sound Blaster or AdLib card)
+ hard disk autobooting and support for the HDX driver
+ modem support (using either COM1 or COM2)
+ Atari 800 emulation
+ numeric keypad support
+ more automated emulator configuration
+ improved compatibility
+ a new easy to read printed manual

And because Gemulator emulates the standard 68000 chip, the same microprocessor that's inside the ST, STE, and Mega ST computers, it can run Atari ST software that doesn't always run on 68030 based machines like the TT and Falcon and 68030 upgraded STs.

Gemulator 3.0 goes on sale in September.

How To Order The Demo Video and Upgrade To Gemulator 3.0

The Demo Video (on VHS tape) will be available in late September.
The cost is $20 and may be ordered by anybody.

Until September 3, 1993, all registered Gemulator users can upgrade to version 3.0 for only $30. We must have your registration card on file, so please send it in if you haven't
already. The upgrades will be sent out in early September prior to the Glendale show.

If you recently purchased or upgraded to Gemulator 2.1, i.e. after July 1, 1993, you are entitled to upgrade for only $10. Simply enclose a copy of the sales receipt from your dealer to show the date the product was purchased. After September 3, 1993, all upgrades will be $60.

Registered Gemulator users who require addition Gemulator ROM reader cards for use with the Gemulator 3.0 upgrade (to use with additional TOS ROMs or cartridge ROMs) may be ordered for $129 per card in addition to your upgrade fee.

All orders must be payable to Branch Always Software in U.S. funds by personal check or money order. Send payment to:

Brach Always Software, 14150 NE 20th St, Ste.302, Bellvue, WA 98007 USA

Shipping is free within Canada and the United States. Add $5 U.S per order for shipping anywhere else.

A U T H O R I Z E D G E M U L A T O R D E A L E R S

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fax: 12478

2621. Re: GEM-View 2.4 (PCD & DSP-JPEG)

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 08:08:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49354@SL.maus.de>
Source record: 202513

Hi Dieter!

F>NO UPLOAD at the moment!
Hurgl!
But I can wait for it :-)

Another question to it:
What's about the 'PRINT'-Feature? Is it aobut to be installed?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2622. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 11:30:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug15.113014.4293@jonh.wimsey.bc.ca>
Source record: 202640

winnipg@sys6626.bison.mb.ca (Winnipg) writes:

>The PC i'm using half the time can't read Atari disks even
>though it's been made pc compatible with the VKILLER option to turn it
>pc compatible. Anyone else had this problem?

I haven't had the problem, but I've heard of it. Did it used to work
before DOS 6? There's a program called fdread that can help a lot. It's
a tiny little tsr and it will let the computer read all kinds of
different formats.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2623. Re: Problems with zoo21.ttp?

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 12:01:11 UTC
From: hoosier@rider.cactus.org
Message-ID: <1318@rider.UUCP>
Source record: 202641

swhatley@blkbox.COM (Steven Whatley) writes:
]
]I have recently downloaded zoo21.ttp from a.a to make sure that I had the
]latest version. Now, whenever I try to un-zoo a file I get two bombs.
]The files I have tried to un-zoo were zoo21bin.zoo, zooshl06.zoo and
]nh313gem.zoo.

I have recently downloaded zoo21.ttp from a.a to make sure that I had the
latest version. Now, whenever I try to un-zoo a file I get two bombs.
The files I have tried to un-zoo were elv16beta.zoo and uniterm.zoo.

]I even tried puting zoo21.ttp and zoo21bin.zoo on a blank floppy, turming
]off the hard-drives and my ST and running zoo from the floppy with just my
]ST turned on. Nothing seems to work.

I gave up before I got that far (this was just last night and I got tired
and went to bed).

]I have a 520ST with 1 MB running TOS 1.0. Any help will be appreciated.
]
]Steven Whatley
]e-mail: swhatley@blkbox.COM

Thanks.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

REPORTER: "As a pitcher, what do you consider your greatest asset?"
LEFTY GOMEZ: "Fast outfielders."

2624. Re: big minixfs partitions

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 15:14:55 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Aug15.151455.25321@mnemosyne.cs.du.edu>
Source record: 202642

Since I'm ignoring the previous post you'll have to ignore this too :-)
If minit creates a partition then it should mean that minixfs should be
able to access it OK. All this business about boot sector editing applied to
previous versions, its all automatic now (or most of the time).
Without nohog.acc running Minixfs will almost never get a chance to
flush its cache with pre-MultiTOS (a test I ran showed 'never' is a good
approximation). Whereas the main caches get parts of them written out when
new data needs the slots the bitmap caches only get written out (in Turbo mode)
when the update daemon does a sync(). 3000 errors is thus quite possible. In
any case you should never be afraid to let fsck fix the bitmaps, this will never
lose any data. Using a filesystem with bad bitmaps will almost always result in
far more serious errors later which *will* lose data.
All of this willl eventually be described in the revised docs I'm in
the process of preparing.
Steve.

2625. Everest Text Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 15:57:30 UTC
From: staylor@cix.compulink.co.uk
Message-ID: <memo.559397@cix.compulink.co.uk>
Source record: 202505

Everest is a shareware text editor written by Oliver Schmidt in Germany.

Everest offers the following features:

- runs with all Atari 680x0 computers and with all known graphic cards
(apart from ST low resolution (320*200))
- fast scrolling on all models, with or without the blitter
- no cursor overrun (or similar annoying glitches)
- standard GEM interface
- Turbo C Editor compatible keyboard shortcuts
- capable of loading large (>300Kb) files without problems
- almost every command can be controlled via the keyboard, drop down
menus or dialogs (even block marking!)
- enables the use of GDOS (mono-spaced) fonts, provided GDOS is installed
(The fonts supplied with Gemini are particularly recommended)
- no external RSC file, so Everest is well suited to residing outside
folders on the root directory
- Everest employs dynamic memory allocation to leave the maximum possible
memory for other applications. Ideal for multitasking environments and
accessories
- Hard tabs
- GEM Clipboard support
- Turbo-C Help Accessory support
- up to 10 active files. Although most TOS versions only support 7 windows
various utilities are available to increase this limit.
(WINX is recommended, with support for up to 120 Windows!)

I started using Everest because it was fully MultiTOS compatible, unlike
Tempus 2 which had been my previous favourite.

So far all official releases have been in German but some time ago I
converted an old 1.5 release to English and released it in the UK. This
release appeared on the ST User cover disk, July 1993.

Version 2.3 is the current version and although I have performed an English
conversion on this I have only released it to registered users. Oliver is
now working with the person who did the translation for me to provide
official English releases starting with version 2.4 which I have a beta
of. That's one other good thing about Everest, it's still getting better.

In the UK registrations are now handled by jconnor@cix.compulink.co.uk as
are suggestions for improvements from (hopefully registered) users.

I shall soon be uploading my unnofficial English 1.5 release to a.a.u.e
under the name EVER15_B.ZIP, just a soon as my internet link is working OK
anyway :-(

Steve.

2626. Re: Adding a new drive to a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 16:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40929@M4.maus.de>
Source record: 202470

> Ive got a 350mb 3.5" IDE drive just laying about, for general
>reasons, and am wondering what it would take to put it in my Falcon
>in place of the 80mb?
> Excluding such niceities as opening the case and voiding the
>warrenty, is there any software I need to setup? I guess I would need
>to install all the software from the supplied diskettes, and format
>the drive via the Atari HD utility?
> But I also seem to recall that there is NV-RAM in the Falcon,
>altho Ive never come across a utility to show me whats store there,
>would I need to fondle this, or would the AHDI program take care of
>that?

Assumed that the drive actually WORKS in the Falcon, it won't fit in there
since the F030 requires a 2,5" drive.

But anyway, you'd need an adaptor cable and a new F030 case. Then HDX should
recognize and format the drive, HINSTALL.PRG will make it bootable.

bye, Peter

2627. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 17:19:58 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.15.13.19.58.1993.21734@ece.rutgers.edu>
Source record: 202645

sheppard_r@kosmos.wcc.govt.nz writes:

>I did here about these STFM way back, dealers did not wanted to touch them.

>There is a very simple reason, they have surface mounted parts, RAM/MMU
>and CPU from what I have been told, they might even have a MMU that only
>supports 1/2 meg..

The normal STfm has a 68000 in it, which doesn't contain a MMU. That's one of
the reasons why MultiTOS doesn't run that well on normal ST's

Greetings, Tim

2628. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 18:08:27 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug15.180827.28185@prime.mdata.fi>
Source record: 202648

In article <A9469@S2.maus.de> Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:

>Probably you're using an older version. The newest version is 2.22
>(28 july 1993).

I have looked at a lot of different places and only seen version 2.21, which is dated 28th *june*, maybe you mean this version? If not, where can version 2.22 be found?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2629. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 18:29:34 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6e08be@cindy.ct.se>
Source record: 202643

In a message of 15 Aug 93 00:08:12, Bob_bobr_retelle wrote:

B> I agree... FTL should just write an ST version of Dungeon Master II out
B> of loyalty to Atari... why should they expect to make enough money to
B> cover their expenses to convert the program for the dozen or so sales
B> they could expect to make..?

A Dungeon Master II that works on *ALL* Atari machines up to date (except for
512K RAM and SS) would sell quite a few copies .... enough for converting it
...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2630. Jaguar info

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 18:29:34 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6e0958@cindy.ct.se>
Source record: 202644

In a message of 15 Aug 93 00:08:53, Tim Wilson wrote:

TW> I was just wondering if anybody has hrd the specs for the Jaguar as in
TW> screen rez processor speed. Also, exactly when will Atari release it TW>
to the rest of the country?

Make that "to the rest of the world" .. early '94 'til middle '94 ....

Resolution: 640*480 in 24 bit colour ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2631. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 18:31:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <24lve1$b6@cville-srv.wam.umd.edu>
Source record: 202649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <XJDB9B2w165w@cyberden.sf.ca.us>, <phbill@cyberden.sf.ca.us> wrote:
>--
>Gemulator turns a PC into an AWESOME ST clone:
> - TOS 2.06 ROMs included,
> - 640x480 and 800x600 color graphics,
> - 1.44 meg floppy disk support,
> - modem, printer, and sound support,
> - emulates up to 8 meg of RAM,
> - Atari 800 emulation,

The only reason I wouldn't buy one is that it can't do MIDI. If it did
MIDI, I'd be happy. :)

(Add MIDI and you'd get a lot more sales)

Also, does it have HD support? Later in the post it says it does i think
for using PC HDs, but I'm not clear as to the difference....

2632. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 18:58:36 UTC
From: wilsont@rahul.net
Message-ID: <CBtE1o.B0o@rahul.net>
Source record: 202650

In <2c6e08be@cindy.ct.se> rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:

>In a message of 15 Aug 93 00:08:12, Bob_bobr_retelle wrote:

>B> I agree... FTL should just write an ST version of Dungeon Master II out
>B> of loyalty to Atari... why should they expect to make enough money to
>B> cover their expenses to convert the program for the dozen or so sales
>B> they could expect to make..?
>A Dungeon Master II that works on *ALL* Atari machines up to date (except for
>512K RAM and SS) would sell quite a few copies .... enough for converting it
>...

Agreed, But to nitpick, FTL isn't the one doing DM2, its Interplay. I think
the last game they made for the ST was Another World. (but was reallly
made by delphine)

isn't FTL dead?
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2633. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 20:01:27 UTC
From: system@cyberden.sf.ca.us
Message-ID: <4sac9B2w165w@cyberden.sf.ca.us>
Source record: 202504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

phbill@cyberden.sf.ca.us writes:

> --
> | G E M U L A T O R 3 . 0 |
> | The Atari Emulation Card for PC Compatibles |
> --
>
> [Windows 3.1] Last year we released Gemulator, the world's only Atari
> [screen dump] ST emulation card for DOS based PCs. With the freedom
> [shows Gemul-] to run Atari ST software on a PC just about anywhere,
> [ator running] over 500 Atari users just like you are already using
> [Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
> [2.5 and Cal-] when they travel.
> [amus SL.]
>
> Gemulator turns a PC into an AWESOME ST clone:
> - TOS 2.06 ROMs included,
> - 640x480 and 800x600 color graphics,
> - 1.44 meg floppy disk support,
> - modem, printer, and sound support,
> - emulates up to 8 meg of RAM,
> - Atari 800 emulation,

Well... where's the MIDI support... didn't they realize that without supporting the accuracy of a normal ST's MIDI port structure that this GEMULATOR is doomed a quick death? No... trust me... it will die. MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also play games and the such, but no MIDI? no way... it's a LOT cheaper to buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices no doubt) max will get you a killer ST system.

2634. Help with Ishar II

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 20:05:37 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCBtH5D.HEu@netcom.com>
Source record: 202501

Help. I've been playing Ishar II and am totally stumped. I in the dungeon on Akeer Island. I have two doors in the area with the fire pots that I can't get open. I also wonder if I missed something in the Amphibian area. I put gold in all three baskets opening all the gates for the amphibians but didn't seem to accomplish anything except releasing more amphibians to fight. I also have four skulls which I've placed in the baskets in the sorcerers secret room. Unfortunately there are 6 baskets available. Presumably if I fill all 6 the door at the end of the hall will open. Hopefully this will give me something useful. NOT more Gold! Gads each character in my party now has 150,000 gold and nothing to use it for...

If anyone can suggest help please email me or post a hint.

Thanks,
John

--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

2635. Compile MiNT - Help

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 20:33:19 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.745446799@elektra>
Source record: 202502

Hello,

I'm triing to compile MiNT 1.08, but that's not too easy for me,
since I've never compiled ANY MiNT version before :-).

Could anyone who has done this before tell me, if my assumptions are
wrong?

I'm using the Gnu Compiler V2.4.1 and the MintLibs34.
Is the makefile in the distribution intended for the use with
Gnu C?

I'm getting a lot of 'unrecognized options'! Also there are
problems to compile a header file (mint.h).

Here is the output I get 1) with "make mint.prg" 2) typing the first
command by hand (without using the make utility):

```
--- cut ----------------------------------------------------------------------
F:\FIDO\ARCHIV\MINT108S> make mint.prg
gcc -d1 -Oloop -v -cfsb -cag -e -w -b0 -r0 -bn -aw -j30e86e100e104e135i154e159i
-DDEBUG_INFO -ph -omint.sym mint.h

D:\gnu\gnu\bin\make.ttp: *** [mint.sym] Error 127
F:\FIDO\ARCHIV\MINT108S> gcc -d1 -Oloop -v -cfsb -cag -e -w -b0 -r0 -bn -aw -j30
e86e100e104e135i154e159i -DDEBUG_INFO -ph -omint.sym mint.h
gcc: unrecognized option `-cfsb'
gcc: unrecognized option `-cag'
gcc: unrecognized option `-r0'
gcc: unrecognized option `-aw'
gcc: unrecognized option `-j30e86e100e104e135i154e159i'
gcc: unrecognized option `-ph'
gcc-atariST version 2.4.1 Patchlevel 1
gcc: Compilation of header file requested
--- cut ----------------------------------------------------------------------
```

Any help would be appreciated!

Yours
Bjoern

2636. MiNT 108?

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 21:39:56 UTC
From: bill@main.morris.org
Message-ID: <24mafc$g2n@c3po.jvnc.net>
Source record: 202503

I grabbed whatever the latest version of MiNT which was
recently released on a.a: 1.07 or 1.08?
Anyways, before I put it on my disk and try to build it,
I have a Falcon. Is there anything special I should know first?
Like: will it build for 030 code? Can I simply replace the existing
\AUTO\MINT.PRG with the new one?

Thanx

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2637. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-15 23:39:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <24mhfl$c2d@cville-srv.wam.umd.edu>
Source record: 202506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us>, <system@cyberden.sf.ca.us> wrote:
>phbill@cyberden.sf.ca.us writes:
>
>> --
>> | G E M U L A T O R 3 . 0 |
>> | The Atari Emulation Card for PC Compatibles |
>> --
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such, but no MIDI? no way... it's a LOT cheaper to
>buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>no doubt) max will get you a killer ST system.

Well, I never heard of STe's going to 8MB, but a 4MB STe can do a fair job
of MIDI sequencing provided you have a good program.

I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
pay a little more to switch over to Cubase for Windows as well rather than
buy GEMulator for MIDI because I don't think it'd be as stable as running
a sequencer under its native environment.

2638. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 00:08:29 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBtsE7.1t6@genesis.nred.ma.us>
Source record: 202507
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

ERic MeHlHaFf (mehlhaff@soda.berkeley.edu) wrote:
: In article <CBMo28.4Az@genesis.nred.ma.us>,
: Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
: >
: > Yeah, I seem to remember reading way back in '88 or so that Namco
: >actually bought AtariGames...but I guess that was false.
:
: Actually, it was incomplete. Namco bought Atari OPERATIONS, the
: arcade-chain part of Atari. Namco is reasonably big as an operator in
: japan, with some 60 odd percent of their business there being
: operations.
:

Yeah, the arcade part...AtariGames. So Namco still owns AtariGames?

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2639. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 02:05:05 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <7mRc9B3w165w@cyberden.sf.ca.us>
Source record: 202509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

system@cyberden.sf.ca.us writes:

>
> Well... where's the MIDI support... didn't they realize that without
> supporting the accuracy of a normal ST's MIDI port structure that
> this GEMULATOR is doomed a quick death? No... trust me... it will die.
> MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> play games and the such, but no MIDI? no way... it's a LOT cheaper to
> buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> no doubt) max will get you a killer ST system.

Well... again, you must realize that this thing is still more or less in
an infan<y stage... at least I hope. I mean, hell.. plenty of times they
pointed out in the bro<hures that "su<h&su<h isn't supported... yet"
well, not "yet" but "in this version"

Let me see if I <an find out what it says about MIDI....

ahh shoot.. where'd it go? well . anyways.. this is the first version
(or so they seem to say) that supports ANY sound... soo.... :)

Well, xor... just wait another year :) ... maybe (hopefully) less

ps - it mentions about using it under Windows, straight MSDOS, and Unix.
What DOS do you use on you ma<hine, anyways?
s/

2640. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 02:46:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88028@cup.portal.com>
Source record: 202508

Oh, I'd definately buy a copy of Dungeon Master II... and you're right, probably every ST owner on the North American continent would too.. but that still wouldn't amount to the kinds of sales needed to convince a company to invest in the Atari market... maybe IF the Falcon takes off and sells thousands of units companies like FTL and Spectrum Holobyte could be pursuade to return to converting their games for Atari machines...

BobR

2641. Anybody play Time Lords?

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 02:48:33 UTC
From: sling@io.org
Message-ID: <24msi1$nub@ionews.io.org>
Source record: 202511

Anybody out there play an incredibly addictive game for the ST called Time Lords? If so, please email me. I'd love to discuss strategy for some of the higher levels, and for that $%#! Excalibur which I can get past 1A.

sling

--

THE AMAZING SLING | "The fact that an opinion has been widely held is
sling@io.org | no evidence whatever that it is not entirely absurd;
Toronto, Ont, Canada | indeed in view of the silliness of the majority of
The Great White North | mankind, a widespread belief is more likely to be
(416) 271-WILD | foolish than sensible." - Betrand Russell

2642. MIDI market share

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 03:09:58 UTC
From: seitz@netcom.com
Message-ID: <seitzCBu0sM.LMu@netcom.com>
Source record: 202510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST.

MIDI makes up 90%+ of the Atari market? That sounds high to me, based
on the share of MIDI articles and software I see in the magazines and on
on-line services. What leads you to think that MIDI is such a dominant
influnce?

--
Matthew Seitz
seitz@netcom.com

2643. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 04:01:22 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <24n0qi$c36@cxc1.cl.msu.edu>
Source record: 202512

winnipg@sys6626.bison.mb.ca (Winnipg) writes:

>The PC i'm using half the time can't read Atari disks even
>though it's been made pc compatible with the VKILLER option to turn it
>pc compatible. Anyone else had this problem?

Try formatting the disks you want to use on the PC instead of on the
ST. It shouldn't matter if your ST has TOS v1.04 or higher (with the
exception of v2.05, which mungs the format of 1.44 disks...)

If VKILLER can't get it straight, you could try Double Click's DC-Formatter
(should be available on a.a) which works fine for me.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2644. Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 04:35:24 UTC
From: tim@rider.UUCP
Message-ID: <1320@rider.UUCP>
Source record: 202518

Hello,
Does anybody know how to get in touch with Interplay? I for one would like to write to them and tell them how much we want the game on our system! Now, if we could get everybody to do that, it'd probably show them that there would be a market for them on our platform. Anyway, I'm guessing that they'd sell about twice as many ST versions than PC versions. After all, DM has had a LARGE following for an awful long time (at least on the ST).

--
Tim Wilson
tim@rider.cactus.org

2645. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 04:55:13 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CBu5o1.Byu@cunews.carleton.ca>
Source record: 202514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>phbill@cyberden.sf.ca.us writes:

>> - Atari 800 emulation,
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
....

In my opinion, mihocka has a real good thing going here. People
who need midi will pay to get it anyway. People who don't but who
admire the ease of use of GEM and the power of software like CAlamus
will gladly go for this. Let's face it... the 486 is more certain to
last than the the Atari, and is more easily available and serviceable.
Unless the falcon really takes off big, my way of upgrading from the
STs I own would not be to the Falcon. It might well be to a 486 and a
Gemulator so that my investment in files and software I love is
preserved.
The atari has always been able to do things no MessyDoss system can
do, and do it faster, smoother and more pleasantly. If I could now
get a cheap 486 and an emulator, I would have the best of both worlds.
The only thing I would miss would be the Spectre/GCR emulation. If I
were Small, I would join Mihocka on this one.

2646. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 06:32:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <24n9m1$r9o@cville-srv.wam.umd.edu>
Source record: 202516
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBu5o1.Byu@cunews.carleton.ca>,
George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>>phbill@cyberden.sf.ca.us writes:
>
>>> - Atari 800 emulation,
>>
>>Well... where's the MIDI support... didn't they realize that without
>>supporting the accuracy of a normal ST's MIDI port structure that
>>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>....
>
> In my opinion, mihocka has a real good thing going here. People
>who need midi will pay to get it anyway. People who don't but who
>admire the ease of use of GEM and the power of software like CAlamus
>will gladly go for this. Let's face it... the 486 is more certain to
>last than the the Atari, and is more easily available and serviceable.

A 486 may be more serviceable, but what about the GEMulator board itself?
I'm looking at this in terms of a system purchase... will Mihocka be able
to support GEMulator for as long as ST/Falcon systems ship?

Will he continually provide upgrades? What type of upgrades does he offer
now?

And as small as Atari is, a 3rd party company like his is even smaller, so
getting support may be even more difficult.

>Unless the falcon really takes off big, my way of upgrading from the
>STs I own would not be to the Falcon. It might well be to a 486 and a
>Gemulator so that my investment in files and software I love is
>preserved.

Well, my own personal attitude is that when (not if!) i get a 486, I'm
going to buy all new software, and convert as much as I can to run under
whatever native OS I'm using on it. There may be a Falcon in my future, too,
simply for Direct-to-Disk recording... <it's cheaper than anything else i've
seen for the job>

2647. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 06:35:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <24n9rf$rc2@cville-srv.wam.umd.edu>
Source record: 202517

In article <88028@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>Oh, I'd definately buy a copy of Dungeon Master II... and you're right,
>probably every ST owner on the North American continent would too.. but that
>still wouldn't amount to the kinds of sales needed to convince a company to
>invest in the Atari market... maybe IF the Falcon takes off and sells
>thousands of units companies like FTL and Spectrum Holobyte could be pursuade
>to return to converting their games for Atari machines...

Well, all that remains is to find out how many N. American ST machines are
out there. :) I mean, if there are about 200,000 in use, I'd say that
was a large enough market to make the port worth it (although i'd put it
at a lower priority than the 386/486 port).

Of course, one thing to consider is that even if they did do DM 2 for the ST,
it will be running in 320x200x16 colors whereas a PC version may be doing
VGA graphics with SoundBlaster Audio.

<Funny thing to consider.. in the time since the original DM was made, PCs
have become better game machines than STs...>

2648. Re: Before Dawn / NetFS search

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 07:53:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24nedu$4g3@cismsun.univ-lyon1.fr>
Source record: 202520

In article <Aug.11.17.01.21.1993.1543@ece.rutgers.edu> tnewsome@ece.rutgers.edu (Tim Newsome) writes:
>mcookson@flute.calpoly.edu (Mark Cookson) writes:
>
>> I have my stuff very well organized, and it annoys the hell out of me
>>when programs leave stuff lying around. It is bad enough that you have
>>to have accessories on the root level!
>
>There are just programs that do that. If you like it or not.
>What I posted this message for was: there are certain program's which enable
>you to have accessories in a seperate directory. I've never used one but I'm
>100% sure they (well, at least one) exists. (Maybe a message in this
>newsgroup would work?)
>
> Greetings, Tim

At a.a.u.e you'll find acc13, by Murray Levine (excuse me for the spelling of your name), that worked well on both my 1040 STF and my Mega STE 4 / TOS 2.05..

Install it in your Auto folder, and place your accs in the ACCS folder...
Really nice... Used it for a year now, and I didin't have any problem since...

Patrice LACOUTURE

2649. Re: MultiTOS availability

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 08:02:38 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug16.080238.16498@praxis.co.uk>
Source record: 202546

tbrown@cis.ohio-state.edu (ted croft brown) writes:

> Hmmm. I've seen MultiTos running on an ST and an STE. In fact, the
>package lies. It says you need 2M to run MTOS when it can be run in
>1M. You only have ~128K left...but it runs.

It also doesn't need a Hard Disk. Since my HD broke I've been running
it off floppy with no trouble. (It helps to put a few things on
RAMdisk though :-)

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2650. Re: where to buy STE motherboard?

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 08:19:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24nfum$51n@cismsun.univ-lyon1.fr>
Source record: 202521

In article <LANCER.93Aug12135811@rajeesh.wpi.edu> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>
>I'm thinking of selling my STf and getting an STE... However, if I
>did this, I'd want to mount the STE in a tower case with my own power
>supply... So where could I find just an STE motherboard? And how
>much can I expect to pay? And would it make more sense to get a Mega
>STE instead? And can someone tell me more about that thing that lets
>you use an IBM keyboard with an ST?
>
>thanks,
>.s.
>--
>- lancer@wpi.wpi.edu - - Diamanda Galas: -
>- Mr. Sandman makes a filthy bed for me but I shall not rest -
>- And I will not rest as a man who has been blinded by the storm -
>- And waits for angels by the road -

I'd buy an Mega STE instead...
They become much cheaper now, they have a very good case and keyboard, an
internal SCSI host adapter, a real-time clock, THE NEWER tos 2.06 (with NEWDESK
that is really better than Desktop), 3 RS232 lines, 16 MHz+cache CPU
(nive even with VROOM , EPIC and Formula One) and a VME Bus (mainly for
graph. cards), a LocalTalk port, is easy to open and upgrade, ...
why bothering putting a STE card in a tower case ?
It's a little more expensive first, but you won't regret it after, I'm sure...

Patrice LACOUTURE

2651. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 08:20:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49447@SL.maus.de>
Source record: 202468

Hi Rickard!

R>Page 234 on Sky-TexTV .. finally something good about Atari ..
What is it???

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2652. Re: Bug in BeforeDawn?

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 08:23:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49448@SL.maus.de>
Source record: 202469

In article H.eg.3Vw3eSOd5tw@semprini.tdkcs.waterloo.on.ca Chris Herborth
wites:

C>Has anyone had any problems with the BeforeDawn screen saver?
Me not ;-)

C>This is a 4M 1040STf with TOS 1.04, ICD host adapter, nothing too
C>exotic in C:\AUTO (pinhead, poolfix, serialfix, vdifix, nvdi, lgselect)
C>or in ACCs (Before Dawn's ACC, Maxifile, XControl).
Hmm, at first, You should copy the DAWNAUTO.PRG to C:\AUTO, but I guess You did
this.
To test Before dawn, disable all the other stuff (ACC and C:\AUTO*.PRG)
and let only DAWNAUTO and DAWN.ACC be startet.
If You STILL have problems, it's the saver (or Your computer).

But some further information would be quite helpful:

- which version of Dawn do You have?
- TOS 1.04 doesn't install a cookie jar. If one of the AUTO-programs does
this, let it be startet too (before DAWNAUTO.PRG this TSR only does install
a Cookie)

Tschï¿½ï¿½
Stefan

2653. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 08:53:39 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24nhuj$5k7@cismsun.univ-lyon1.fr>
Source record: 202522

In article <24n0qi$c36@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>
>Try formatting the disks you want to use on the PC instead of on the
>ST. It shouldn't matter if your ST has TOS v1.04 or higher (with the
>exception of v2.05, which mungs the format of 1.44 disks...)
>

What do you mean with "v2.05 mungs the format of 1.44 disks" ?

I have 2.05, and I have no problem reading a 1.44 Meg disk on a PC...
I don't really remember whether I formatted it on the desktop or with Pump up
the volume, though ...

What's the exact difference between 2.05 and 2.06 ?
I was told it's the same as between 3.05 and 3.06, i.e differences in AES, but
I don't know ANYTHING ELSE about it !!!

Thanx!

Patrice LACOUTURE

2654. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 09:02:03 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug16.090203.20067@dcs.warwick.ac.uk>
Source record: 202524

In article <24ic5rINNc62@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1993Aug13.155850.194367@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
>>In article <24a3e1INNneb@golem.wcc.govt.nz>,
>> <sheppard_r@kosmos.wcc.govt.nz> wrote:
>> Well thats not very true. Since the 1040STE (1MB) is only US$420, I
>>would have to question spending too much trying to upgrade a 520STFM.
>>BUt to say that it cant be done is a very bad interpretation of reality.
>
>I did here about these STFM way back, dealers did not wanted to touch them.
>
>There is a very simple reason, they have surface mounted parts, RAM/MMU
>and CPU from what I have been told, they might even have a MMU that only
>supports 1/2 meg..
>
>So none of those upgrade kits will work...
>
>This was some years back, no wonder they are trying to sell them cheap,
>no body wants them....

You seem to be getting up to your old tricks again Roger - most of this is rubbish.

Firstly there are many places in England who will upgrade STFMs - There are basically 3 ways of doing this:

1. Upgrade to 1Mb by soldering the chips into the spaces on the board (The only difference between 520STFMs and 1040STFMs was the number of memory chips soldered in, and on early ones the disk drive). There are however a few problems with doing this:
a) The 256kbit chips are hard to come by nowadays.
b) It is a time consuming job
c) It was rumoured that some 520STFMs were 1040s rejected because of pcb faults in th of the second bank of RAM, so they wouldn't be upgradable in _this_ way.

2. Solder or clip (eugh!) in a high density board containing either .5Mb, 2Mb or 4Mb of memory. These are generally not upgradable (an exception was Xtra-RAM).

3. Solder or clip in a SIMM board. These are sold by Marpet and another company I forget the name of.

(1) is not generally offered by companies who sell (2). (3) is becoming the most popular.

It is true that the existing RAM is surface mounted on STFMs, but this is irrelevant as you wouldn't want to touch it. Likewise the CPU.
The MMU (really a memory controler) is surface mounted on some machines, but it is still easy to solder to. Many clip on upgrades connect to the shifter chip which is socketed (at least in 90% of cases).
No MMUs were released that only supported 512K - all supported 512K, 1024K, 2Mb, 2.5Mb or 4Mb (and possibly 128K and 256K) until the STe some of which won't handle 2.5Mb.

Your "So none of those upgrades will work..." quote is the biggest load of crap I have heard since you ravings about Zoo.

HOWEVER

An Atari spokesperson was quoted as saying that the new 159 pound 520STFMs were NOT upgradable. This could mean one of four things:

1. The custom chips have been redesigned (probably combined) and now will only handle .5Mb of memory. It is completely impossible to upgrade the memory.

2. Changes to the motherboard mean that there it is no longer possible to solder in another bank of memory to give 1Mb. However, existing alternative methods will work.

3. The computers are just the same as the old STFMs, but in Atari's view they were not upgradable either, despite the facts given above.

4. ST Format mis-quoted him/her.

I don't even know if these new machines are actually available yet (or ever will be), but until someone buys one and looks inside we will never know.

My personal view is that there is no point in buying a machine with only .5Mb of memory and the 40 pounds minimum it's going to cost to upgrade one means you'd be better off with a new STE, or for even better value a 2nd hand one with loads of memory.

- Leo

2655. Re: For Sale - Germany

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 09:03:49 UTC
From: b_kirsch@mubo.saar.de
Message-ID: <1993Aug16.090349.12295@mubo.saar.de>
Source record: 202465

sorry, this is a rumor!
germany is NOT for sale!

bye bern

2656. Re: Compile MiNT - Help

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 10:09:01 UTC
From: djs@jet.uk
Message-ID: <1993Aug16.100901.7286@jet.uk>
Source record: 202527

In <tiemann.745446799@elektra> tiemann@stud.ee.ethz.ch (Bjoern Tiemann) writes:

>Hello,

>I'm triing to compile MiNT 1.08, but that's not too easy for me,
>since I've never compiled ANY MiNT version before :-).

>Could anyone who has done this before tell me, if my assumptions are
>wrong?

>...
>F:\FIDO\ARCHIV\MINT108S> make mint.prg
>gcc -d1 -Oloop -v -cfsb -cag -e -w -b0 -r0 -bn -aw -j30e86e100e104e135i154e159i
>-DDEBUG_INFO -ph -omint.sym mint.h

>D:\gnu\gnu\bin\make.ttp: *** [mint.sym] Error 127
>F:\FIDO\ARCHIV\MINT108S> gcc -d1 -Oloop -v -cfsb -cag -e -w -b0 -r0 -bn -aw -j30
>e86e100e104e135i154e159i -DDEBUG_INFO -ph -omint.sym mint.h
>gcc: unrecognized option `-cfsb'
>gcc: unrecognized option `-cag'
>gcc: unrecognized option `-r0'
>...
Looks like you're using a makefile which is set up for Lattice C (those
are all Lattice compiler options).
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2657. Re: MiNT version 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 10:24:02 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug16.102402.28847@ibr.cs.tu-bs.de>
Source record: 202525

In article <1993Aug13.184636.26191@ibr.cs.tu-bs.de i wrote:
|>
|> |> What is the latest MiNT version? I've heard talk of versions above
|> |> 1.04 but can't find them in a.a. anywhere. Are they not publically
|> |> released yet or have I just mis-read a few articles?
|> |>
|> MiNT 1.08 is released on the 12. Aug. 93, without big anouncement
|> and only a small notice by Eric. It is available in Germany since
|> last night, i got it 2 hours ago and will compile it tonight.
|>
|> The copying conditions are still the same.
|>
|> --
|> Axel Kielhorn
|>
|> The blue wizzard
|>
|> c0031098@ws.rz.tu-bs.de

Compiled it on a MegaSTe in 2.5 h (on Minixfs 0.60 pl6)

I had to repair the proto.h where some lines wraped aroung which
shouldn't.
GCC (2.4.5) gave an out of memory error when compiling
fasttext.c with 1.7 MB free before starting GCC. After removing
the ramdisk everything went fine.

The new version of MiNT, GCC, bison (?) need TEMP and TMPDIR set
to /tmp/ instead of /tmp, which i used to compile MiNT 1.04 with
GCC 2.4.2 on MiNT 0.95.

MiNT 1.08 works fine.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2658. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 10:30:35 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug16.103035.29002@ibr.cs.tu-bs.de>
Source record: 202526

In article <1993Aug15.113014.4293@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
|>
|> >The PC i'm using half the time can't read Atari disks even
|> >though it's been made pc compatible with the VKILLER option to turn it
|> >pc compatible. Anyone else had this problem?
|>
|> I haven't had the problem, but I've heard of it. Did it used to work
|> before DOS 6? There's a program called fdread that can help a lot. It's
|> a tiny little tsr and it will let the computer read all kinds of
|> different formats.
|> --
|> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

If this doesn't help:

Upgrade to MS-DOS 5.0 (no, that's no typo)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2659. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 10:32:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24nnoclNNlog@golem.wcc.govt.nz>
Source record: 202528

In article <1993Aug16.090203.20067@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <24ic5rINNc62@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <1993Aug13.155850.194367@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
>>>In article <24a3e1INNneb@golem.wcc.govt.nz>,
>>> <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>Your "So none of those upgrades will work..." quote is the biggest load of
>crap I have heard since you ravings about Zoo.
>
>HOWEVER
>-------
>
>An Atari spokesperson was quoted as saying that the new 159 pound 520STFMs
>were NOT upgradable. This could mean one of four things:
>
>- Leo

To me Leo you sound like most STUPID TEENAGERS that have no Gray matter
in between there ears at all, or any Manners.

I have been a Computer Engineer and Electronics Engineer for some 33 years,
and I do think I know what I am on about, but from your Reply, you don't.

I wish People like you would refrain from giving People False info here on
Internet...

The Info on the STFM not being upgraderbal, comes from UK dealers and
on machine that I have seen...

I stand by my statment on this and my past statements on ZOO, and so do all the
other users here that I have come accross...

Also there was never any Ram upgrades ever sold here in New Zealand at all,
they were deemed unreliable, I have had to remove some of the imported ones
myself, because of the damage to the MMU socket...

Roger..... sheppard_r@kosmos.wcc.govt.nz
Facts not Fiction..!!!

2660. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 10:52:49 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Aug16.105249.19394@ngala009.gal.nt.com>
Source record: 202523

In article <H.eg.WnHqfC0Arkw@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>In <24a4u0INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <LANCER.93Aug4192915@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

** Stuff Deleted **

>I would second this rating on the Xtra ram upgrade. I made the mistake
>of buying one and installing it. I was one of the lucky ones. my
>upgrade works (for now) but I know that when it fails, I be in for
>a expensive repair bill (replacing the mmu socket). I am half tempted
>to take my upgrade back and demand that they fix the dammage it caused.
>
>--- eric
>--
>HOME: esj@harvee.billerica.ma.us HAM ka1eec
>WORK: 617.630.4687 (w) esj@ruby.polaroid.com
>source of the public's fear of the unknown since 1956
>

I also bought an Xtra ram board a month ago, it did not work after installation. I checked & checked & double checked using their trouble shooting guide. I reseated the MMU connector several times, still no fix.

I eventually found three bad connections on the shifter board (Data lines D1,D2 & D3 were open circuit). After repair everything worked ok.

So much for an "easy upgrade", took a few hours to resolve.
The upshot is, I can never remove the board as the MMU socket is so badly damaged that the ST won't work without it!!

They should have mentioned this in their advertisements.
I would not buy a second one as I now question the reliability of this method of memory urgrades.

NOTE: For those who don't know, the MMU connection forces pins between the MMU socket pins & the socket walls. When you remove this connection, the socket pins often have poor contact with the MMU.

To be fair, they do offer a 10 day money back promise, two year guarantee, & advise purchasers to return boards which fail to work. It still leaves your ST in worse shape than before though.

I will "roll my own" next time.

Regards
Gerry O'Rourke

Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2661. FALCON HD Problems..!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 11:07:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24npptINNlog@golem.wcc.govt.nz>
Source record: 202530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I read about a mouth ago from a Bob Brodie RTC on GEnie,
that they had stoped shipping Falcon computers, because of
Hard Drive problems, they even called in the manufactures of the Hard Drives...

Well I have since read the reason in the latest GEnie Lamp Magazine (360)

there were problem with the Hard Disk RF sheild was causing
Electrical Interference to the Hard Drive, (spin-ups spin-downs)
there is mentioned a Dealer modification or Fix, but there were
no details given...

May be some one could give others here the Fix for this, the users that brought
there machines by mail order from overseas...

Could this be another reason that Atari droped the 60 meg drive
for a 80 meg one..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2662. gnu vs lattice

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 11:31:24 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBuo0C.GA4@ztivax.zfe.siemens.de>
Source record: 202529

hi!
>optimized? I don't want to start a compiler-war or anything but I'd
>really like to hear from other users about their preferences. If I
>do choose to go with Lattice, i'll be spending about $180... and so i'm
>hoping it will be well spent....
For programming only in C I use PureC from Application Systems Heidelberg (it is derived from
TurboC from Borland). It will cost $180 in germany.
It is speedy and comfortable.
For programming with C++ there is no alternative to gnu.
ok, gnu is slow for compiling (because for every step there has to be one run: preproc., compiler, linker, ...) but the compiled code is very fast.
I hope that ASH will come out with an c++ compiler this time. :-)
mike :-)

****
*** hierarchical systems are for files ***
********** and not for humans **********
****
******* mike@bsun11.zfe.siemens.de *******
****

2663. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 12:04:00 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug16.120400.24699@iplmail.orl.mmc.com>
Source record: 202535

In article <1320@rider.UUCP>, tim@rider.UUCP (Tim Wilson) writes:
|> Hello,
|> Does anybody know how to get in touch with Interplay? I for one would like to
|> write to them and tell them how much we want the game on our system! ...
|> --
|> Tim Wilson
|> tim@rider.cactus.org

This is from an old post... I mailed a letter to Interplay, but got no response
from them.

Dungeon Master II (yes,II) is planned for release this christmas by
some folx from FTL and the Interplay-crew.A good news,indeed.
And it will be a fantasy-RPG.
Bad news is that it'll only come out for PC.So if you want to see this
WONDERFUL,FABULUOS,GREAT,HYPER-GALACTIC game coming out for your favourite
computer - write to Interplay at:
Interplay Productions
17922 Fitch Avenue
Irvine CA 92714
Tel: 800-969-GAME
Email: 76702.1342@compuserve.com
interpla@orion.oac.uci.edu
BBS: 714-252-2822
FTP: none

(I took this info about Interplay from Sir Lancelot du Lac's e-mail list.)
Mail and/or e-mail them!!! We all would like to see this game for OUR
computer - not this PeeCee-crap.

Matthias

P.S.:Maybe we should start a mailing-list,like 'ALL non-pc's of all
countries unite.You have nothing to loose,but your personal copy of
Dungeon Master II !' *smile*

Larry Richardson
richards@foghorn.orl.mmc.com

2664. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 12:19:47 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug16.121947.24982@iplmail.orl.mmc.com>
Source record: 202536

In article <1993Aug16.105249.19394@ngala009.gal.nt.com>, Gerry O'Rourke writes:

[stuff deleted]
|>
|>
|> So much for an "easy upgrade", took a few hours to resolve.
|> The upshot is, I can never remove the board as the MMU socket is so badly
|> damaged that the ST won't work without it!!
|>
|> They should have mentioned this in their advertisements.
|> I would not buy a second one as I now question the reliability of this method
|> of memory urgrades.
|>
|> NOTE: For those who don't know, the MMU connection forces pins between the MMU
|> socket pins & the socket walls. When you remove this connection, the socket
|> pins often have poor contact with the MMU.
|>
|> To be fair, they do offer a 10 day money back promise, two year guarantee, &
|> advise purchasers to return boards which fail to work. It still leaves your ST
|> in worse shape than before though.
|>
|> I will "roll my own" next time.
|>
|> Regards
|> Gerry O'Rourke
|>
|> Northern Telecom (IRL) Ltd
|> E-mail gigxr01@nt.com
|>
|>
|>

I don't see what the problem is here. If the memory upgrade works, why would
you even be concerned about not being able to remove the board from the MMU
socket? Once the thing is in place and working, just leave it alone. I have
an X-tra RAM upgrade in my 520STfm and it works fine.

Larry Richardson
richards@foghorn.orl.mmc.com

2665. Re: gnu vs lattice

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 12:36:50 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24nv12$9mm@cismsun.univ-lyon1.fr>
Source record: 202533

In article <CBuo0C.GA4@ztivax.zfe.siemens.de> mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:
>I hope that ASH will come out with an c++ compiler this time. :-)
>mike :-)
>

I think in an interview of the Pure C developpers made by the French Magazine ST magazine, they said that since the Atari market is insufficient to amortize the development of a C++ compiler, there WON'T DE ANY C++ COMPILER FOR ATARI COMPUTERS FROM PURE SOFTWARE.

That's really a shame, Pure C 4.0 including C++ would be so great (With Pure Debugger++ :)

2666. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 12:45:42 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug16.124542.26077@dcs.warwick.ac.uk>
Source record: 202534

In article <24nnocINNlog@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>To me Leo you sound like most STUPID TEENAGERS that have no Gray matter
>in between there ears at all, or any Manners.

Well I'm not a teenager. Whether I am stupid is obviously a matter of
opinion, but I most people who know me think otherwise.

>I have been a Computer Engineer and Electronics Engineer for some 33 years,
>and I do think I know what I am on about, but from your Reply, you don't.
>
>I wish People like you would refrain from giving People False info here on
>Internet...

Ditto.

>The Info on the STFM not being upgraderbal, comes from UK dealers and
> on machine that I have seen...

Are we talking about the original machines, or the re-released ones? What
did you see in the machine that made it un-upgradable. I think other people
would be interested in this too.

the
>other users here that I have come accross...
>Also there was never any Ram upgrades ever sold here in New Zealand at all,
>they were deemed unreliable, I have had to remove some of the imported ones
>myself, because of the damage to the MMU socket...
^^^^^^^^^^
OK, so I'm haven't been an Engineer for 30 years, but you said the memory
controller in STFMs is surface mounted and I was rather under the impression
that this means NOT socketed.

And surely taking the upgrade out would make the problem worse?

I know one person who has soldered chips into their 520STFM to upgrade it to
1Mb, and somebody who sent their machine away to have a 4Mb board soldered in.
Neither of of them have had any problems.

As far as the clip on/stick over the MMU type are concerned, the ones I
have read detailed reviews of can be soldered as well, and it would seem a
good idea to do so (But then I'm no expert).

I stand by my remarks - I feel that what you said was incorrect and would lead
people to unnecessarily selling/scrapping their STFMs when they can be
upgraded. Once I get back to England I will be happy to provide addresses of
UK companies who will perform STFM upgrades to anyone interested.

- Leo

2667. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 12:56:25 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CBury4.9tL@cbnewsc.cb.att.com>
Source record: 202537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

From article <24n9m1$r9o@cville-srv.wam.umd.edu>, by ('Flip' Medley):

> In article <CBu5o1.Byu@cunews.carleton.ca>,
> George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>>
>> In my opinion, mihocka has a real good thing going here. People
>>who need midi will pay to get it anyway. People who don't but who
>>admire the ease of use of GEM and the power of software like CAlamus
>>will gladly go for this. Let's face it... the 486 is more certain to
>>last than the the Atari, and is more easily available and serviceable.
>
> A 486 may be more serviceable, but what about the GEMulator board itself?
> I'm looking at this in terms of a system purchase... will Mihocka be able
> to support GEMulator for as long as ST/Falcon systems ship?
>
> Will he continually provide upgrades? What type of upgrades does he offer
> now?
>
> And as small as Atari is, a 3rd party company like his is even smaller, so
> getting support may be even more difficult.

Fortunately, Derek has a day job. :-) He works for MicroSoft, so
I don't think he is doing this for the money. He has been good
about support for his work for Atari in the past and I see no
reason why this should change. His company, Branch Always Software,
has developed other Atari ST products that have met with success
and been well supported.

>
>>Unless the falcon really takes off big, my way of upgrading from the
>>STs I own would not be to the Falcon. It might well be to a 486 and a
>>Gemulator so that my investment in files and software I love is
>>preserved.
>
> Well, my own personal attitude is that when (not if!) i get a 486, I'm
> going to buy all new software, and convert as much as I can to run under
> whatever native OS I'm using on it. There may be a Falcon in my future, too,
> simply for Direct-to-Disk recording... <it's cheaper than anything else i've
> seen for the job>
>
This is fine for someone working full time in a high paying job. :-)
Not everyone is in that position yet, nor may they be for some time to
come. Those in college or with young families and a mortgage simply do
not have the resources to buy a $2000 computer plus that much or more in

software for it. Since we can't in good conscience recommend piracy, that leaves little choice for some.

Notice I am not directly recommending the GEMulator because I have not seen it run, but Dekek has a good track record and I think you would probably be happy with the product and the support including future upgrades.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

2668. Quantum

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 13:18:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <16AUG199308181878@pavo.concordia.ca>
Source record: 202532

Hi,

I recently purchased a Quantum LPS240S ProDrive. Unfortunately, the manuals that came with it are very bare. All they include is the installation guide for it and a table of ProDrive Type Specifications that does not cover the drive that I bought but instead it covers Quantum's 'main' line of products.

If there is, can anyone provide me with the telephone number of Quantum Corporation or if they have one, a support BBS?

Woj. (wojci_g@pavo.concordia.ca)

2669. Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 14:04:24 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug16.140424.3538@newshost.lanl.gov>
Source record: 202539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO, it looks like a real winner this time around. It's going to be demoed at the Glendale, California show (18-19 Sep). Definitely worth checking out.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

==========

GEMULATOR VERSION 3.0
The Atari ST Emulation Card For PC Compatibles

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007, U.S.A.

- NEW FEATURES AND ENHANCEMENTS

- SEE IT AT THE GLENDALE SHOW

- NEW DEMONSTRATION VIDEO

- LOW UPGRADE PRICE

- FREE NEWSLETTER

Branch Always Software announces Gemulator 3.0, the Atari ST emulator for PC compatibles. With standard features such as TOS 2.06, SuperVGA color graphics, 1.44 megabyte floppy disk support, and expandability up to 8 megabytes of RAM, Gemulator 3.0 turns a plain 386 or 486 PC into an awesome Atari ST clone. With PC prices at an all time low, there has never been a better time to "gemulate" your PC, especially when you consider the cost of upgrading an existing ST with TOS 2.06, high density floppy, extra memory, etc.

Gemulator 3.0 will be released on September 18th 1993, at the Glendale Atari Show in Glendale California. The price remains at $229 U.S. complete and will be available from various Atari dealers. Current Gemulator users can upgrade to version 3.0 for only $30 before September 3, and only $10 if the product was purchased after July 1.

Gemulator 3.0 consists of a plug-in card, TOS 2.06 ROMs, Atari ST emulation software, Atari 800 emulation software, a screen accelerator, benchmarking software, and some public domain and shareware Atari ST programs. Simply plug the card into any unused 8-bit or 16-bit card slot and run the emulation software. GO FROM DOS TO GEM IN SECONDS!

Any PC or laptop meeting the following requirements can run Gemulator 3.0:

- a 33 Mhz 386 processor (or faster)
- at least 4 megabytes of RAM
- DOS 5, DOS 6, Windows 3.1, or OS/2 2.1
- a VGA card and VGA monitor (SuperVGA is optional)
- one empty 8-bit or 16-bit ISA card slot
- a hard disk and at least a 720K 3.5" floppy disk
- an AdLib or Sound Blaster sound card is optional
- a mouse is optional but recommened for use with GEM based programs

The following features of the Atari ST / STE / Mega ST are emulated by Gemulator 3.0:

- 3 graphics modes (320x200, 640x200, and 640x400)
- a 4096 color palette
- one or two floppy disk drives
- support for up to 4 hard disk partitions
- one serial port and one parallel printer port
- 3 voices of sound
- mouse and keyboard (including numeric keypad)
- real time clock
- ROM based cartridges
- 512K to 8 megabytes of RAM

Gemulator 3.0 also adds these enhancements not found on your standard ST:

- 640x480 color graphics (with any VGA card)
- 800x600 color graphics (Video7, ATI, Tseng, or VESA SuperVGA card)
- maximum ST memory is 8 megabytes, double the limit of an ST
- 1.44 meg high density floppy disks are supported
- support for multiple TOS ROMs

Imagine running any of hundreds of Atari ST and Atari 800 programs on your PC, including (but not limited to) these:

ArcShell Multi Writer
Avante Vector Multidesk
Calamus MultiTOS (68000 compatible versions)
Calamus SL Neodesk
Codehead Utilities NVDI
Data Master Pagestream
DC Desktop Pha$ar
DC Utilties Prism Paint
Degas Publishing Partner
Degas Elite Quick Index
Deskcart Quick Manager
Diamond Back II Quick ST
Extended Control Panel Quick View
EZ Calc Silhouette
First Word ST Writer
First Word Plus ST Xformer II
Flash Sudden View

FontGDOS Supra hard disk utilities
G+Plus Tempus
GDOS Tempus II
GemBench Thunder
GEMvelope TOS 1.0
GFA Basic TOS 1.2
Gribnif Geneva TOS 1.4
HDX hard disk utilities TOS 1.6
Hotwire TOS 2.06
Interlink Turbo ST
Key Master UIS III
Laser C VT52 Emulator
LDW Power Warp 9
LHArc Word Flair
Madmac Word Flair II
Magic Sac Word Up
Maxifile Word Writer

About the only things that Gemulator 3.0 does NOT support are MIDI ports, copy protected disks (typically games), and very machine specific or timing dependent software such as Spectrum 512.

With 8 ROM sockets on each Gemulator card, there is plenty of room for you to plug in other versions of TOS and cartridge ROMs. If you have particular software that does not run with TOS 2.06, you can easily plug in TOS 1.0 or TOS 1.4 and use it instead. Or if you have cartridges like Deskcart, simply remove the ROMs from the cartridge and plug it into the Gemulator card. Gemulator 3.0 can automatically detect up to 4 cards, providing you with a total of 32 ROM sockets!

On fast 486 machines, Gemulator 3.0 runs 2 to 3 times faster than the ST. It scores a GemBench speed index of over 270% running on a 66 Mhz 486 based PC. That's without the use of accelerators such as Warp 9 or NVDI, which are supported on Gemulator and give similar speed improvements as on a real ST. If you don't have a copy of Warp 9 or NVDI, don't worry. Gemulator 3.0 comes with its own custom screen accelerator which runs even fast (it is similar to our Quick ST accelerator but optimized using 386 machine language).

In addition to the 3 standard Atari ST screen resolutions, Gemulator 3.0 also supports 4 VGA screen resolutions: 640x480 monochrome, 640x480 16 colors out of a 4096 color palette, 800x600 monochrome, and 800x600 16 colors out of a 4096 color palette. If you run your Atari ST software in the 800x600 mode you get almost double the screen resolution of a monochrome Atari ST monitor. Twice the pixels means twice as much text visible on the screen or twice as much area of a desktop publishing document.

Gemulator 3.0 now supports the serial port allowing you to run your favorite Atari ST terminal software with your modem. Take advantage of such features as auto redial, type ahead buffers, and editable capture buffers, features not found in most PC telecommunications software.

Gemulator 3.0 emulates the Atari ST's 3 voice sound by using your PC's Sound Blaster, Sound Blaster Pro, AdLib, or AdLib compatible sound card. Simply have a sound card installed and Gemulator 3.0 will use it.

Gemulator 3.0 reads your Atari ST floppy disks directly, and now gives your Atari ST software access to all of your PC's hard disk drives. Simply use your existing Supra or HDX hard disk driver to activate the hard disk support. And using the HINSTALL utility (which is part of the HDX utilities) you can even autoboot from the hard disk allowing you to put your AUTO folder programs and desk accessories on the hard disk.

And if you're a die hard Atari 800 user, you'll be glad to learn that Gemulator 3.0's improved compatibility now allows you to run the ST Xformer emulator on it. Run Atari BASIC, DOS 2.5, and any other program that is supported by ST Xformer. We include a free copy of ST Xformer 3.0, an upgrade from ST Xformer 2.55, which contains several bug fixes and speed improvements.

Interested in finding out even more about Gemulator 3.0? We now have a free 5 page newsletter which describes more of Gemulator 3.0's features in detail. To receive the newsletter, write to:

Gemulator 3.0, c/o Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007
United States of America

We are also updating our demo video to include Gemulator 3.0's latest features. The demo is available on VHS videotape for only $20 and may be ordered directly from Branch Always Software at the above address.

All current Gemulator users may upgrade to version 3.0 for only $30 before September 3, 1993. Users who purchased Gemulator after July 1, 1993 may upgrade for the even lower fee of only $10 with a copy of your receipt showing the date of purchase. After September 3, 1993 all upgrades are $60.

Gemulator 3.0 will be shown September 18th and 19th at the Glendale Atarifest at the Glendale Civic Auditorium. Drop by the Branch Always Software booth to say hi or to pick up your Gemulator. We'll even be taping part of our demo video at the show to get real life reactions from Atari users using Gemulator 3.0.

In North America, Gemulator 3.0 can be ordered from the following dealers:

Toad Computers
570-F Ritchie Highway
Severna Park, MD 21146
phone: 800-448-8623 fax: 410-544-1329

Rising Star Computers
P.O. Box 20038
Dayton, OH 45420
phone: 800-252-2787 fax: 513-254-7970

The Floppy Wizard
217 Memorial City Mall
Houston, TX 77024
phone: 800-798-0064 fax: 713-461-7751

Purple Mountain Computers
15600 N.E. 8th Street, Unit #A3-412
Bellevue, WA 98008, U.S.A.
phone: 206-399-8700

Xanth Computers
14100 NE 20th St. #105
Bellevue, WA 98007
phone: 206-643-9697

In the United Kingdom, Gemulator 3.0 is available from:

ST Club
2 Broadway
Nottingham NG1 1PS
phone: +44 0602 410241 fax: +44 0602 241515

In Europe Gemulator 3.0 is distributed by:

ACN
Postbus 5011
NL-2000 CA Haarlem
The Netherlands
phone: +31 023 351100 fax: +31 023 361444

ACN provides Gemulator packages for the U.K. as well as versions translated into French and German with appropriate TOS 2.06 ROMs.

Users of the GEnie online service can come ask questions about Gemulator 3.0 on August 18th at 10pm during a special RTC in the Atari ST roundtable.

If you wish to call Branch Always Software, we may be reached at 206-885-5893. This is a voice number before 2pm eastern time and a fax number at other times.

2670. FORSALE: Atari SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 14:26:45 UTC
From: ratlifc@ctron.com
Message-ID: <24o5f5INN2s7@ctron-news.ctron.com>
Source record: 202542
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have one Atari SC1224 Colour Monitor forsale with cover. The asking
price is 100$ US. I will split shipping and COD charges with the buyer.

thanks,
christian

Christian Ratliff Cabletron Systems, Inc.
EDGE System Developer Rochester, NH 03867
ratlifc@ctron.com <NeXTmail OK> Work: (603) 337-1209
"I'm a NeXTSTEP man; I'm an SGI guy." Home: (207) 780-NeXT
Nobody at Cabletron knows, approves of, or recalls my opinions.

2671. Gemulator :-)

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 15:12:25 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24o84p$d52@cismsun.univ-lyon1.fr>
Source record: 202540

Did anybody try to use PC-DITTO I under GEMulator ? :-))
What's the speed with a 486 DX 2 66 ? ;-)

2672. Anybody play Time Bandits?

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 15:27:30 UTC
From: sling@io.org
Message-ID: <24o912$77v@ionews.io.org>
Source record: 202541

My post asking if anybody played Time Lords should have been Time Bandits.
Amazing what sleep deprivation will do to a guy.

Anyhow, if you either currently play, or have played this incredibly addictive
game, please email me to discuss strategy.

Most of the levels have certain 'tricks' which make it possible to finish them
without losing tons of men. I've figured some of them out, but not nearly all
of them. Excalibur for one is driving me crazy, not to mention Darkside Dare.

sling

--

THE AMAZING SLING | "The fact that an opinion has been widely held is
sling@io.org | no evidence whatever that it is not entirely absurd;
Toronto, Ont, Canada | indeed in view of the silliness of the majority of
The Great White North | mankind, a widespread belief is more likely to be
(416) 271-WILD | foolish than sensible." - Betrand Russell

2673. Aggressive Party

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 16:35:53 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.745518953@vipunen.hut.fi>
Source record: 202544

```
Aggressive Party
----------------

This is an invitation "v. 0.9" to Aggressive Party. Since almost every
time parties don't have all the advertized facilities, we decided to
give you only the information which is 100% certain by this far.

Aggressive Party is an Atari (ST/TT/Falcon030) Party, but there are
also some Amiga- and PC-competitions. It is organized by Aggression
and Future Crew.

Falcon030 will be strongly visible at the party - Thanks to ION Finland.
They may also have some new exciting Atari hardware to demonstrate.

Note for Finns only: Suomalaisille on Falconista oma Party-tarjous.

Where and When?
---------------

The Party will be held in Europes biggest indoor amusement park called
Planet FunFun. It is located in Kerava, Finland, approximately 30 km
north of Helsinki. It starts on Friday, 8th of October at 16:00 and ends
on Sunday, 10th of October at 18:00. We can let foreign visitors to
enter as early as 12:00 on Friday, because usually ships from Sweden and
Germany arrive in Helsinki in the morning.

Planet FunFun is an excellent place for demo-parties. We have rented a
big hall for you and your computers and a smaller separate hall for
sleeping. There are also showers next to the smaller hall. And lots of
free parking space.

We have also an "amphitheather", in which we can show competitions and
movies on big screen. There is a couple of hundred seats, so this time
you don't have to stand to see anything.

The best thing though is: The whole amusement park is at your use. The
gadgets in it are in use only 10:00-18:00 Saturdays and Sundays, when it
is open for normal audience also, but we have some special arrangements
with its restaurants. (Which serve also alcohol...) There will be food
and soft drinks available 24h, and you can also buy proper meals at
19:00-21:00 from a restaurant called Harlin's Diner. Alcohol will also
be served at Harlin's diner at 21:00-24:00, but only for those who have
had their 18th birthday...

Also the arcade-games in it are at use 24h, as well as "Nintendo Land".

Restaurants are of course open also when the amusement park is open for
normal audience.
```

How to get there

It is very easy to get to Kerava. If you come by ferry to Helsinki and have a car with you, just follow the sings "Lahti" which leads you to the Lahti-highway (E75 or 4). Then turn off the highway at Kerava, and follow the signs "Planet FunFun". We will also put some Aggressive Party signs there.

If you come by ferry and don't have a car with you, you can come by train. Take train with label "K" and get off at Savio-station (the one before Kerava). You will stand right in front of Planet FunFun. We will arrange a transport service from Helsinki to Kerava for computers, so you don't have to carry your monitor with teeth when you walk to the station. More about that will be in the final invitation.

For those who come by plane it is also easy to get to the Kerava, since there is bus from airport to Kerava. To make your travelling even more easier we can come and fetch you from the airport if you just inform us beforehand. It will cost you only 10 FIM.

Entrance fee

Entrance fee is 100 FIM.
Lockers are available for you without any extra cost.

Competitions

There are competitions for Atari, PC and Amiga, and a music (module) competition for all computers, since protracker mod-format is so widely used accross the platforms. We didn't include information of PC- and Amiga-competitions in this text, since this goes to international Atari distribution.

In all competitions we will have a initial jury consisting of us and our sponsors, which selects the best 20 productions in every competition. Then the final jury consists of the authors of these productions.

DEADLINE for all competitions is at 14:00 on Saturday, 9th October, 1993.

Atari competitions

As our main interest is in Atari, the most of the competitions are for it.

Atari demo

Rules: Demo must work on an STe with 2 Mb of memory.

Autobooting is a must.

Demos must be previously unreleased. Released previews
do not bother us.

One group may attend with several demos.

We don't suggest you to attend with an unfinished demo, but:
The demo must be either released OR you have time to finish
it and you will get the possible prize after you have sent
us a finished version.

Prizes: 1. Falcon030 computer.
2. hardware or money (at least 3000 FIM)
3. hardware or money (at least 1000 FIM)

Atari demo competition is sponsored by Oy ION Finland, the official
Atari-importer in Finland.

Atari intro

Rules: The computer is Atari STe with 1 Mb.
The maximum lenght of the file is 40960 bytes.
The program MUST be an executable file, no autobooting allowed.

Prizes: 1. 1000 FIM
2. 500 FIM
3. 200 FIM

Atari graphics

Rules: We will not accept copied pictures. A person who tries to
attend with a copied picture will be disqualified from this
and any other competition arranged by us or our allies.
Nobody plays with Aggression.

If a copied picture gets thru our inquisition and wins
something, the author of it is obliged to return the prize
to us when we will notice the cheat.

Pictures must be previously unreleased material.

Everyone should leave min. 3 different stages of his work to
the jury, so they can make sure the picture is not a copy.
Only the last one will take part in to the competition.

Picture must be IFF, PI1 or executable.

Pictures will be shown on the STe.

We will make a slideshow of all qualified pictures.

You don't have to be an Atarist to take part - just remember,
Atari STe can show 16 of 4096 colors at 320*200 resolution.

Prizes: 1. 1500 FIM
2. 1000 FIM
3. 500 FIM

These prizes are due to change to hardware prizes. The value of
the whole prize will still not be less than this.

Falcon competitions

Falcon competitions will be held if there is enough interest.
Please contact us beforehand.

Music

As said before, music competition is for all computers.

Rules: Music must be in 4-channel protracker module format.

No executable files allowed.

Maximum length for the music is 3 minutes.

Prizes: 1. Midiman midi-to-tape recorder and synchronizer + 600 FIM
2. 800 FIM
3. 400 FIM

These prizes are due to change to hardware prizes. The value of
the whole prize will still not be less than this.

Music competition is sponsored by MS-Music Shop.

Happening at the party...

Rave! Friday 23:00-24:00, Teque-in-concert Friday 24:00->
Movies will be shown on big screen.
Various not-so-serious competitions, like hard-disk throwing etc.
We will sell party-socks and -shirts as usual.

Other rules

To give everyone a wrist-strap which indetifies you as a visitor at
Aggressive Party and also indicates whether you can buy alcohol or not,
we have to check your identify certificate. If you don't have any ID
with you, you will get "red" strap and you can't buy alcohol from
restaurants.

You can buy alcohol at our Party, but this doesn't mean you are allowed
to make trouble, neither you are allowed to drink your own liqueurs.
We do not hesitate to contact police. A little note to those who have
had a contact with police during Assembly '93... we know your names and
will not let you enter.

Also selling food, disks or hardware is forbidden. This doesn't mean
we have very high prices for these, in fact, we will sell disks on
non-profit basis, and the food in restaurants is very affordable.

More information

Write to either of these addresses:

Xenit of Aggression Qwerty of Aggression
Jan Achrenius Jussi Haapiainen
Liesitie 1 E 13 Abraham Wetterintie 11 D 40
04200 Kerava 00820 Helsinki
Finland Finland

(If the question is not about Aggresive Party, then write only to Qwerty)

Or call Xenit: 358-0-2944023
Or call our Necronomicon BBS (after 23rd of August): 358-0-3882710
Or send e-mail to Lancelot of Aggression: kkallio@vipunen.hut.fi

Invitation-demos and more information will be available soon...

2674. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 16:37:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <24od41$med@cville-srv.wam.umd.edu>
Source record: 202543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBury4.9tL@cbnewsc.cb.att.com>,
Kit Kimes@AT&T/NCR <kimes@cbnewsc.cb.att.com> wrote:
>From article <24n9m1$r9o@cville-srv.wam.umd.edu>, by ('Flip' Medley):
>
>> In article <CBu5o1.Byu@cunews.carleton.ca>,
>> George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>>>
>>> In my opinion, mihocka has a real good thing going here. People
>>>who need midi will pay to get it anyway. People who don't but who
>>>admire the ease of use of GEM and the power of software like CAlamus
>>>will gladly go for this. Let's face it... the 486 is more certain to
>>>last than the the Atari, and is more easily available and serviceable.
>>
>> A 486 may be more serviceable, but what about the GEMulator board itself?
>> I'm looking at this in terms of a system purchase... will Mihocka be able
>> to support GEMulator for as long as ST/Falcon systems ship?
>>
>> Will he continually provide upgrades? What type of upgrades does he offer
>> now?
>>
>> And as small as Atari is, a 3rd party company like his is even smaller, so
>> getting support may be even more difficult.
>
> Fortunately, Derek has a day job. :-) He works for MicroSoft, so
> I don't think he is doing this for the money. He has been good
> about support for his work for Atari in the past and I see no
> reason why this should change. His company, Branch Always Software,
> has developed other Atari ST products that have met with success
> and been well supported.
>

I'm not convinced of that yet... so far, Darek's main products in the ST
market (correct me if I'm wrong) were Quick ST and the Atari 8-bit emulator.
The only serious commercial success he had was with Quick ST, which as
I understood, he licensed to CodeHead so he could devote his time to
working on GEMulator.

I think it is probably a fascinating piece of hardware, but I guess I'm
wondering how he is going to maintain GEMulator and how secure this
investment will be for 4-5 years from now. If Darek stops right now, I
would be able to run MIDI on it, and anything that hits hardware directly
(i.e., games) probably won't work.

I'm also thinking back on how the accident w/ Dave Small's son forced him to take time off from Gadgets to take care of family matters. I noticed we did not see a lot of SST030 and GCR expansions during that time.... and I think he has been shown to have excellent support for his users (at least the ones i've met). But things happen...

(basically, i'm leery of paying $300 for an emulator that can't quite mimic the whole 9-yards... with PC emulators for the Atari, we usually can emulate their ports... with GCR we can read/write Mac disks and even use our HDs as if we were a Mac.. i'd like to see the GEMulator in person to see if it is really doing what it claims...)

2675. forsale: 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 17:02:39 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Aug16170239@wpi.WPI.EDU>
Source record: 202454

I am thinking of getting a new STE, so my trusty 1040 STf has to go...
How much will anyone offer for it? It's a revision C (1987ish) with
TOS 1.0...

Thanks,
.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I should have known better, not all God's evil varmints -
- Come wearing forked tongues and scaly leather garments -
- In fact, quite often they look a bit like me -

2676. ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 17:20:39 UTC
From: cwilliam@tigger.cs.colorado.edu
Message-ID: <1993Aug16.172039.3728@colorado.edu>
Source record: 202545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
-= Atari ST Hardware =-

ST HARD DISK Quantum 45MB SCSI w/new ICD Link for ST $149
ICD LINK Brand-new (in box) mini-adaptor SCSI->Atari ST $59
SPECTRE CART Spectre 128 w/ROMS v3.0 runs all Mac software $199
1040STFM no nicks or yellowing w/mouse $99
RGB MONITOR RGB Color monitor for Atari ST/8bit/Amiga/TV $79
STFM PARTS 1040STFM good drive but occassionally bombs $49
ST PARTS full set of chips incl. MMU and TOS 1.2 $19
BLASTER! Variable auto-firer for any joystick $4
ST CABLE 3' floppy drive cable for Atari ST $2
ST CABLE Atari monitor->audio/video RCA plugs for stereo $1

-= Atari ST Software (your choice $5) =-

DUNGEON MASTER Dungeon Master w/docs $5
BLACKJACK PLUS Complex blackjack for professionals $5
GFA PROGRAMMING Tutorial book on using GFA BASIC 3.0 $5
1ST WORD Atari's original word processor $1
SUPRA UTILS Supra's lated hard drive utils $1
SGATE HINTS Shadowgate hint disk $1

-= Atari 8-bit Hardware =-

ATARI 130XE In virgin-new condition $79
INDUS DRIVE Best DS/DD drive for Atari w/LED (in box) $49
COLOR MONITOR Composite for Atari/Apple/TV $39
ATARI 1050 Dual-density disk drives (new in box) $29
ATARI 800XL In virgin-new condition (2) $29
ATARI 850 Interface to use IBM modem/printer w/cable $29
HAPPY 810 Super-fast drive also copies protected software $29
PERCOM DRIVE Slave DD drive for Atari w/printer port $19

-= Atari 8bit accessories/software =-

8bit mon cable Monitor audio/video cable for 8bit (several) $4
SIO cable SIO cables for drives, printers, etc.. $2
BUSINESS PACK the best business titles for Atari NEW in box $19
PRINT SHOP THE disk/card sign maker for the Atari
PSHOP COMPANION Extra icons/fonts/borders/pictures
SYNCALC Best spreadsheet for Atari
TYPESETTER WYSIWIG desktop publishing for 8bit
GAMES PACK the best games ever written (all w/manuals) $19
ZORK 1 the original adventure game w/manual and hints
ZORK 2 the sequel w/manual and hints
```

ZORK 3 the final episode w/manual and hints
GUIDE Hitchhiker's Guide in box w/hints
ZOMBIES aka Realm of Impossibility, arcade-quality game
ARCHON Classic animated chess game (from Star Wars)
KARATEKA Classic karate game w/super graphics&sound

-= Misc. electronics =-

CAR SPEAKERS JVC Olifin Cone 4x6 80w 4ohm (paid $149 new) $29
PageMaker Mac Legal Version 4.2 disks ONLY for Mac $5
CAR SPEAKERS 6" square Realistic 20W 8Ohm raised-mount $1

-= IBM Hard Drives =-

213MB SCSI NEW Maxtor 12ms tiny external SCSI drive(8"x8") $249
45MB SCSI Quantum 15ms external SCSI drive $79
88MB SYQUEST NEW Syquest 88MB removable SCSI (never run out) $199
6 88MB CARTS NEW Syquest 88MB cartridges (6) $79

-= Motherboards and chips =-

386DX40 CPU 1 AMD 386DX 40Mhz CPU (new w/warranty) $29
2 1MB SIPPs 2 1MBx9 80ns SIPPS (pins not card-edge) $9
256K DRAM 23 256k DRAMs 120 & 150ns $9
386DX40 system 40Mhz DX in LED mid-tower (5bays) w/230 P.S. $179

-= IBM controller and other cards =-

5 tape drives 5 QIC-36 120MB tape backup units&card(10MB/min) $175
AT RLL w/floppy NEW Western Digital 1003 RLL1:1 w/cables&docs $29
AT MFM Western Digital 16bit MFM $9
AT MFM w/floppy National Computer 16bit MFM w/floppy $9
IBM AT MFM Original IBM 16bit MFM w/floppy $9
XT MFM Xebec 8-bit MFM controller $9
MONO cont. Hercules monochrome TTL controller w/parallel $5
3 Trident SVGA Trident 8900C 1MB SVGA w/accel Win/CAD drivers $79

-= Misc. other IBM components =-

Color Monitor Composite for Atari/Apple/IBM CGA/TV $39
CAD SVGA 19" SVGA 1024x768 NI CAD monitor (big&heavy) $39
Local, you come pick it up, too heavy to ship.
It is a SUN multiscan monitor which requires a special
PGA card to drive it. Want a cheap project monitor?
STEREO SWITCH Stereo expander for TV sound (supports 3 devs) $19
MODEM 1200-baud Hayes modem (runs off phone power) $9
CABLES 8' serial (9&25pin, either sex ends) $5 ea

-= IBM Software (all in box w/manuals) =-

Borland C 3.1 Complete Borland 3.1 C++ for Win w/all manuals $149
for Windows (Turbo Debugger/asm/profile, reference, etc 3")
Q-DOS Collect Q-DOS Backit, QDOS, Optimize, Menu, Virus 3" $39
Dark Savant Wizardry Dark Savant 5" $29

SimEarth Famous sequel to SimCity for Earth 3"/5" $19

2677. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 17:55:40 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CBv5su.L9q@cbnews.cb.att.com>
Source record: 202547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu (Christopher Williamson) writes:
>
> ZOMBIES aka Realm of Impossibility, arcade-quality game
>

Zombies was the original. Realm of Impossibility was the sequel.
Both were awesome. Up there with Ali Baba and the Forty Thieves and
Boulderdash as my all-time favorites.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

2678. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 18:20:43 UTC
From: system@cyberden.sf.ca.us
Message-ID: <9s1D9B2w165w@cyberden.sf.ca.us>
Source record: 202548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

anyone@cyberden.sf.ca.us writes:

> ps - it mentions about using it under Windows, straight MSDOS, and Unix.
> What DOS do you use on you ma<hine, anyways?

386/33, but not for music...

2679. Re: MIDI market share

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 18:21:58 UTC
From: system@cyberden.sf.ca.us
Message-ID: <BV1D9B3w165w@cyberden.sf.ca.us>
Source record: 202549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

seitz@netcom.com (Matthew Seitz) writes:

> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
> >
> >Well... where's the MIDI support... didn't they realize that without
> >supporting the accuracy of a normal ST's MIDI port structure that
> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
> >MIDI makes up 90-95% of the market of the ST.
>
> MIDI makes up 90%+ of the Atari market? That sounds high to me, based
> on the share of MIDI articles and software I see in the magazines and on
> on-line services. What leads you to think that MIDI is such a dominant
> influnce?

My experience in working with the ST for 5 years and seeing others in the
field. Games were popular in Europe, but in the states, aside from the
occasional pirate who had to have everything, I really never heard of
someone buying the ST for just playing games... The Amiga was better at
that... it starting coming down to music writing and playback. I mean,
the thing has built in MIDI ports... the only computer to do this as far
as I know... hense, there is a reason for that... Perhaps the 90% was
a bit high... but definately 80-85%... The ST just sucks for anything else.
The keyboard renders it useless for most business applications or word
processing. The mouse feels like shit, the graphics are so so, it's not
the fastest thing in the world... but for MIDI, it's perfect. I dunno...
it could be something I ate.

2680. Printer Help Needed!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 19:09:41 UTC
From: cris@sc8.csc.ti.com
Message-ID: <1993Aug16.190941.15296@mksol.dseg.ti.com>
Source record: 202550

My husband and I have a MegaSTe and a 386 DX40 that we want to hang a TI MicroLaser Turbo printer from. (Cuz I can get it at a discount :))
Anyway, the printer only supports HP II emulation unless we spend $300 for an Epson emulator cartridge. We're planning on using Atari Works with it.

The question is...is there any software out there that either 1) will force Atari files into an HP II format or 2) an Epson driver that we can use on the software side? (Or any info on how he can write a driver for either of these?)

Thanks in advance...

--
Cristine A. Webb

There is only one hope for this world...Jesus Christ!

2681. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 19:37:34 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Aug16.193734.7935@oucsace.cs.ohiou.edu>
Source record: 202451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Though this looks like a great product, its flaws (which are freely and openly advertised by Darek, to his credit) are:

1. No joystick support (scratch any idea of playing most atari games on your PC).

2. Can't read some copy protected disks (ditto).

3. No MIDI (though I don't think anyone would buy it for MIDI anyways).

4. Doesn't support Spectre GCR, "at the request of Dave Small". I take this to mean that it easily could support Spectre, but Dave said "don't do it or I'll sue you". I think Dave Small is missing the boat here -- a mac emulator for the PC at this price would sell big in the PC world.

Anyways, if Darek could fix the joystick support, I'd buy one of these things.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2682. Re: FALCON HD Problems..!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 20:10:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24opk6INNocj@golem.wcc.govt.nz>
Source record: 202452
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] May be some one could give others here the Fix for this, the users that b
] there machines by mail order from overseas...
]
] Could this be another reason that Atari droped the 60 meg drive
] for a 80 meg one..??

Apparently they could get the 85 Meg drives for the same cost, and so
decided to do something useful and stick them in instead of the 60's..

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

2683. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 20:15:32 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745532132snz@falcon.demon.co.uk>
Source record: 202471

In article <A40774@M4.maus.de> Peter_Missel@m4.maus.de writes:

>-A24583@K
>
>>As the current maintainer of Lattice C I am not aware of *ANY* problems
>>which:
>
>Ah, the current maintainer!
>
>I've got a (free) copy of Lattice C here, given to me by David Link on CeBit
>'92. I intended to implement my fine window library WinDial for it, but never
>got very far due to compiler problems. The version I have now is 5.52, is there
>a newer version, and where do I get serious support now (I used to contact a
>guy at CCD, Germany, he did his best, but my problems were just too
>sophisticated, I think :-)
>
>Thanks for answering - Peter
>

Yes, mail me, here at this address.

--
Alex Kiernan
alex@falcon.demon.co.uk

2684. Re: MIDI market share

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 20:43:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1429@usdtsg.DaytonOH.NCR.COM>
Source record: 202453

In article <BV1D9B3w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
[STuff deleted]

>My experience in working with the ST for 5 years and seeing others in the
>field. Games were popular in Europe, but in the states, aside from the
>occasional pirate who had to have everything, I really never heard of
>someone buying the ST for just playing games...

Not all us non-MIDI folks are pirates (or even game players). I'd
imagine half the people on the net are MiNT/GCC/unix kinda people.
On the 8-bit I used to have a lot of games. On the ST I haven't
really gone that way (maybe because my monitor doesn't seem to like
ST color res' too much :-(Besides, what are the SNES, Genesis, Jaguar, etc
for then? :-)

And since Atari does not like to give out sales figures, etc, who
knows who really owns an Atari? (hmm, maybe even "Bill the Gates" :-)

>I mean the thing has built in MIDI ports... the only computer to do this
>far as I know... hense, there is a reason for that... Perhaps the 90% was
>a bit high... but definately 80-85%... The ST just sucks for anything else.
>The keyboard renders it useless for most business applications or word
>processing. The mouse feels like sh*t, the graphics are so so, it's not
>the fastest thing in the world... but for MIDI, it's perfect. I dunno...
>it could be something I ate.

Sometimes tacos or other spicy foods do that to you :-) About the
only complaint I could make about my MSTE is the graphics - though I can
always add a CrazyDots or other board, but they're a bit expensive
at the moment. But the keyboard is fine (yes, I do remember the
1040ST keyboard, I used to have one), and I do use it mainly for
telecomm, MiNT stuff, word processing (for school mainly), etc.
I've gotten used to 16mhz, so that it my minimum speed anymore.
Besides, if a software package is really good, people will use
it regardless of the system (as I believe Syncalc was a big thing
on the old Apple II's, and their keyboard was no joy either :-)

Atari is a niche company - MIDI happens to be the main niche they've
seemed to concentrate on. Too bad the MegaSTe didn't get out in the
numbers that the ST/e's did, it's a really nice machine (and the
detachable keyboard is very nice)...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

Cat Training School: "no, no, Attila, you're NEVER supposed to come when
I call you - now go back and try it again..."
-Mother Goose & Grimm

2685. Atari Explorer Dead?

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 21:20:31 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <w59D9B2w165w@iowegia.dsm.ia.us>
Source record: 202461

Is Atari Explorer Dead?
I suscribed a year and two months ago and have yet to get an issue!
I have placed about $1 million dollars worth of long distance calls to them
and to Atari and zilcho!
Please E-mail me with any information on how to get my money back or get
a @#!% subscription. The editor of the magazine promised me an issue in
April, guess what? Ziltch!
Lannie@iowegia.dsm.ia.us

2686. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 21:22:46 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <24otr6INNm1e@anaconda.cis.ohio-state.edu>
Source record: 202455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug16.193734.7935@oucsace.cs.ohiou.edu> gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>Though this looks like a great product, its flaws (which are freely
>and openly advertised by Darek, to his credit) are:
>

>4. Doesn't support Spectre GCR, "at the request of Dave Small". I
>take this to mean that it easily could support Spectre, but Dave said
>"don't do it or I'll sue you". I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

I took that to mean that to. I talked to Dave Small at WAACE this year, and that was the distict impression I got. I think there's some bad blood between the two for some reason. Then again, Derek seemed to be all but promising Spectre support and I asked Dave Small about it and he hadn't heard ANYTHING about it at the time. Spectre will not run on Gemulator without patching the code...and Dave said he WOULD sue over that, and that he probably would NOT do it himself.

Doesn't Dave make all his money from selling the Spectre Hardware and not the software? If so, how would he make money off Gemulator sales?

And it wouuldn't be the only Mac emulator in the PC world. Executor (a program for NeXTSTEP which emulates a Mac) now has a NeXTSTEP Intel and a DOS version. But it is a little more expensive..last time I checked it was $800 but that's close to the price of Gemulator and Spectre (together) and think the price has dropped since then.

All in all, Dave might be making a big mistake....but I don't think he's in it for only the $$$. I seem to remember that Apple wanted to buy part of the Spectre code off him (it ran better than the Apple orginal) and he wouldn't sell to them.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2687. Reading & Writing stdin and stdout

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 22:06:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <24p0e1$bqb@cville-srv.wam.umd.edu>
Source record: 202458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm working on a program that will spawn another process, and I want to maintain a "capture" of all of the activity from that process in a buffer. The problem is, I'm not sure how I should go about doing this... I guess I need to Fforce() stdout and stderr to output to a new file first, but how can i also get everything the user is typing via stdin?

2688. Atari ST software (games) for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 22:34:52 UTC
From: griffin@techbook.techbook.com
Message-ID: <24p22c$1hs@techbook.techbook.com>
Source record: 202459
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,rec.games.misc,bit.listserv.games-l,pdx.forsale

I have a lot of Atari ST games I'd like to get rid of (I no longer have an ST). Make an offer for any amount of them, or offer a trade -- I am interested in trading for IBM games, IBM joysticks (looking for a Gravis in particular), and maybe some RPG stuff (pen-and-paper variety). All software is as-is (though I might be able to test them, given time).

Alternate Reality: The City - city based RPG, similar to Bard's Tale
Bard's Tale - city and dungeon based RPG, of the hack n'slash variety
Chessmaster 2000 - old but good computer chess game
Drakkhen - difficult but great RPG -- good graphics
Deep Space - space shoot-em-up
Dungeon Master - great dungeon hack n'slash 3-D RPG
Fiendish Freddy's Big Top'O Fun - circus games (Olympic-style)
The Final Battle - RPG
Golden Path - martial arts adventure type - pretty decent
Guild of Thieves - good text adventure with graphics, like The Pawn
Heroes of the Lance - AD&D arcade/RPG
Karate Kid Part II - martial arts fighting game
Lancelot - another text adventure with graphics, fun
A Mind Forever Voyaging - superb Infocom text adventure
Moebius - Origin RPG
Music Studio - not exactly a game, but fun to play around with
Ninja Mission - martial arts fighting game
Oriental Games - great martial arts game
Phantasie - old but fun RPG by SSI
Phantasie III: The Wrath of Nikademus - good RPG by SSI
Populous - the great world-building "god" game
Prime Time - fun game, you control the TV stations
Renegade - martial arts fighting game
Rings of Zilfin - RPG by SSI
Silicon Dreams - graphic/text adventures (3)
Sinbad and the Throne of the Falcon - Cinemaware movie-like game
Star Trek: The Rebel Universe - Star Trek game, not bad
Test Drive - drive in great fast cars, driving simulator
Ultima IV - my favorite Ultima, great RPG
War in Middle Earth - Tolkien-based medieval war game
World Games - Epyx Olympic-style multi-player game
World Karate Championship - martial arts fighting game

I think that's it. Let me know if you're interested. Thank you.

--
griffin@techbook.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-0636 (1200/2400, N81)

2689. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 22:58:00 UTC
From: rennleiter@tron.gun.de
Message-ID: <257.47695@tron.gun.de>
Source record: 202500

SHEPPARD_R%KOSMOS.WCC.GOVT.NZ@USENET write 11.08.93 at 6:26 in
USENET/COMP/SYS/ATARI/ST "Re: Falcon news (?) from ST Format":

>Also, places in England are selling _new_ 520STFMs for L149! This
>looks that, despite Mr. Brodie's assurances to the contrary, Atari is
>indeed manufacturing more 520s! Either that or they "found" a
>warehouse full of 'em...

> What is the Point they are ONLY 1/2 meg machines and they can't be upgraded,
> and were is there support for Atari these days...
Which TOS-Version is the version of this new maschines?

See you: /Ingo M./

--
// THE_DOT V2.11a Regist. //

2690. Re: ScreenBlaster

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 23:01:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <24p3ka$2na@elroy.jpl.nasa.gov>
Source record: 202460

In article <5427@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <24c9ck$bvv@c3po.jvnc.net> bill@main.morris.org writes:
>> >> Right now I am running at 1024*768 in 16 colour mode :-) (and

>> >What is the vertical refresh rate at that res?

>> vertical is 84.9 interlaced and horiz. is 34.1. This
> ^^^^^^^^^^
>> is straight out of the manual.

>Figures. What can it do non-interlaced?

I just picked up the demo version (which is now on atari.archive, in
Falcon/sblaster.zip), which will do 884x512 (or was it 864? don't remember)
noninterlaced, 59.4 hz refresh, 16 color. I haven't tried many of the other
modes yet; the demo is quite limited in the number of resolutions you can
achieve (since it lacks the hardware to provide the 32 MHz pixel clock).
In monochrome you can get 672x496, pretty much the same as the old Overscan
mod on an old ST. However, it looks quite nice, very easy to use.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2691. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 23:34:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9585@S2.maus.de>
Source record: 202423

WS>What actually has been changed from v2.01?

I'm sure you are interested in the difference between version 2.21 and version 2.22. So what has changed ? Many bugfixes, some routines optimized, 2.22 needs less memory (about 70k), *english documentation*, some new oppurtunities and switchs.... Since version 2.22 has been released (3 weeks ago) there has been no bug-report (!)...

Criss

2692. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-16 23:34:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9584@S2.maus.de>
Source record: 202424

P>I have looked at a lot of different places and only seen version 2.21,
P>which is dated 28th *june*, maybe you mean this version? If not, where
P>can version 2.22 be found?

I was talking about version 2.22 but as I have no access to FTP-servers
and no time I can't tell you where version 2.22 is available. Perhaps you
will find it at rusmv1.rus.uni-stuttgart.de (?)...

Criss ...

BTW: Version 3.00 will include a zip-like interface...

2693. Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 00:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6f35c4@cindy.ct.se>
Source record: 202457

In a message of 16 Aug 93 00:15:40, Phbill wrote:

P> are all standard features of Gemulator. No need to buy a Falcon or spend

After having read this I wil definitely NOT buy a GEMulator! No need to buy a Falcon? Does the GEMulator emulate the Falcon then? NO!

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

2694. Re: Quantum

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 01:08:30 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBvpu8.6I5@netcom.com>
Source record: 202462

In article <16AUG199308181878@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>
>I recently purchased a Quantum LPS240S ProDrive. Unfortunately, the manuals
>that came with it are very bare. All they include is the installation guide
>for it and a table of ProDrive Type Specifications that does not cover the
>drive that I bought but instead it covers Quantum's 'main' line of products.
>
>If there is, can anyone provide me with the telephone number of Quantum
>Corporation or if they have one, a support BBS?

Their tech support number is 900-740-4433. Yes, it's a 900 number. The call costs $5 total. You can talk as long as you want and it'll cost $5.

Their sales number is 800-624-5545.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2695. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 02:36:27 UTC
From: automan@stein.u.washington.edu
Message-ID: <24pg7b$i6t@news.u.washington.edu>
Source record: 202463

```
$15 each
=====================
War in Middle Earth (Role playing)
Alternate Reality, The City (Role Playing)
Universe II (Role Playing)
Hillsfar (Role playing)

$10 each
======================
Phantasie (Role playing)
Phantasie III (Role Playing)
Heroes of the Lance (Arcde/adventure)
The Pawn (Role playing)
Defender of the Crown (Strategy/Action)

$5 each
========================
Barbarian (Arcade)
Into the Eagle's Nest (Arcade)
Nine Princes in Amber (Adventure)
Marble Madness (Arcade)
Chemistry, Vol. I (Educational)

Total package, $135 but first caller with $85 takes it all.
Otherwise, prices are as posted.
All software comes with ORIGINAL packaging and instructions.
I ran all this stuff on a 1040STe with color monitor.
Please email if interested.

Roger Mcghee (automan@stein.u.washington.edu)

| Bulletin Board: Mechanism to allow the socially autistic (Computer Science |
| Majors) to masquerade as real people and communicate with on another by |
| posting clever near-random commentary on a remote computer. |
```

2696. Midi

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 03:31:46 UTC
From: axc@po.CWRU.Edu
Message-ID: <24pjf2$srk@usenet.INS.CWRU.Edu>
Source record: 202464

Forgive this stupid ? but would a 504st do well as a midi sequencer?
Kevin

2697. Re: MIDI software locks-up RS232...

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 04:16:51 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <24pm3jlNNrm2@uwm.edu>
Source record: 202466
Cross-posted to: comp.sys.atari.st,rec.music.makers,comp.music

From article <H.ea.LrE&TctDEQs@s0jxb.exnet.co.uk>, by jesa@s0jxb.exnet.co.uk (John Budden):

> In <2395meINN19k@uwm.edu>, Dan writes:

> ->I'm using C-Lab Creator (MIDI sequencer) and Miniterm 9.33 (terminal program
> ->in .ACC form) on the Atari ST.
> ->
> ->The problem is that after I run Creator and enter Miniterm, the modem wont
> ->respond and I am forced to reboot if I want to dial-up. Miniterm works fine
> ->if I use it before running Creator.

Actually, Ive decided to upgrade to Notator Logic. Anyone know if the
problem has been fixed? Do they know...
--

Daniel James Frederiksen modE@csd4.csd.uwm.edu

2698. Time Bandits ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 04:17:57 UTC
From: sling@io.org
Message-ID: <24pm5l$49a@ionews.io.org>
Source record: 202472

Any Time Bandits experts on the Net? If so, please email.

--

THE AMAZING SLING | "The fact that an opinion has been widely held is
sling@io.org | no evidence whatever that it is not entirely absurd;
Toronto, Ont, Canada | indeed in view of the silliness of the majority of
The Great White North | mankind, a widespread belief is more likely to be
(416) 271-WILD | foolish than sensible." - Betrand Russell

2699. What's wrong with my ST? Loose chips?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 04:29:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <24pmrb$31p@usenet.INS.CWRU.Edu>
Source record: 202467

Hi, I've been having problems with my ST.

For one, sometimes when I'm doing something, the screen blurs (color) and weak looking bombs spread across the screen. It is happening A LOT more often now then it ever did before.

When I turn it off, I wait about 5 minutes and then it gives me 20 bombs across the screen. Or it gives me 3 bombs across the screen. One time it gave me rainbow color lines across the screen.

I then decided to turn it off and shake the computer a little (nothing major) and turned it on. The software loaded right up. I didn't leave it on much this time so I don't know if it will give me a blurry screen again with bombs.

What I'm wondering is if loose chips could be the prpoblem? The computer has recently been placed where there is vibration. This is only temporary, but the problem now exists.

Please don't let me theory of loose chips shoot down your theory. Let me know what you think might be the problem or if it has ever happened to you.

Thanks.

Len

--

2700. Game: OXYD (help wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 05:38:27 UTC
From: bultman@dgw.rws.nl
Message-ID: <9308170538.AA13395@sun4nl.nluug.nl>
Source record: 202473

Hi, I've just gotten the game OXYD from the umich ftp-server, but cannot
figure out how to play it --- nothing (including the mouse) seems to
work. Can someone please help me?
If this is the wrong group for this question, please let me know.

RESPOND TO ME DIRECTLY, AS I CANNOT READ THIS NEWSGROUP
==========

--

o Gert Bultman <bultman@dgw.rws.nl> Phone (..31) 70 3744956 o
/ | \ SNAIL Rijkswaterstaat, Dienst Getijdewateren, Afd. AOCT / | \
o--o--o MAIL: POSTBUS 20907, 2500 EX The Hague, The Netherlands o--o--o
\ | / (--- Please mark all personal mail "PERSOONLIJK" ---) \ | /
o [2nd address: gwxx051@icim.nl (use only when needed)] o

2701. Re: What are these?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 06:59:16 UTC
From: tyjori@uta.fi
Message-ID: <24pvk4$eao@vuokko.uta.fi>
Source record: 202476

Warren Victorian (warren@cyberspace.com) wrote:
: I found these wierd international phone sex lines in a magazine the
: otherday and I was just wondering how these people can offer a service
: like this for free. It makes no sence to me. Anyways it is pretty hardcore
: and anyone into that type of stuff should give it a shout.

: 011-239-129-2618
: or
: 011-239-129-2620

What a hell. Why this stupid mail is found everywhere ??
What does this make common with COMP.SYS.ATARI.ST & other tech areas ??

-drop dead !

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

2702. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 08:04:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14938@uqcspe.cs.uq.oz.au>
Source record: 202477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

system@cyberden.sf.ca.us writes:

>phbill@cyberden.sf.ca.us writes:

>> --
>> | G E M U L A T O R 3 . 0 |

>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such ...
^^^^^^^^^^
^^^^^^^^^^
^^^^^^^^^^

You odds of a game working on GEMulator are infinitesimally small.

How can you expect a game to work on an emulator when 90% of them
don't even work on a TT, and heaps not on the MSTe!

GEMulator is for GEM applications only. Take a look at the list
of compatible software in the original posting.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2703. Re: What's wrong with my ST? Loose chips?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 08:07:10 UTC
From: jamesl@cie-2.uoregon.edu
Message-ID: <24q3je$9hs@pith.uoregon.edu>
Source record: 202479

In a previous article, Len Stys (aa399@cleveland.Freenet.Edu) wrote:

> I then decided to turn it off and shake the computer a little (nothing major)
> and turned it on. The software loaded right up. I didn't leave it
> on much this time so I don't know if it will give me a blurry screen again
> with bombs.

> What I'm wondering is if loose chips could be the prpoblem? The computer
> has recently been placed where there is vibration. This is only temporary,
> but the problem now exists.

> Please don't let me theory of loose chips shoot down your theory. Let me know
> what you think might be the problem or if it has ever happened to you.

Loose chips is a problem that's plagued my ST for years. If I've recently moved the computer from one location to another, or if the temperature gets too extreme (either too hot or cold) I find that my ST sometimes forgets that there's a disk drive attached. Gem boots up okay, but refuses to recognize that it has a disk. When that happens I take some advice a technician friend once gave me and open up the computer and push down on every chip inside the thing. I push carefully but firmly, making sure every chip is securely seated, then put it back together. Sometimes it takes two or three treatments of this (if the computer has been running a while it helps to let it cool off first) to work, but thus far I've brought my computer back from the edge of oblivion more than a dozen times this way. Quite fortunate, since professional service or replacement is beyond my means right now.

I don't know if loose chips is what your problem really is (shaking a computer is not something I would do, personally) but you could try this the next time the system messes up and see what happens there.

--James

```
_____________________________________________________________________
/ James Charles Lynn -o- jamesl@cie-2.uoregon.edu \
|_____________________________________________________________________|
| Arissa sighed wistfully. "Do you have any idea how long it's been |
| since I've seen a body like that attached to a functioning brain?" |
\_____________________________________________________________________/
```

2704. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 08:09:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14939@uqcspe.cs.uq.oz.au>
Source record: 202478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phbill@cyberden.sf.ca.us writes:

>And because Gemulator emulates the standard 68000 chip, the same
>microprocessor that's inside the ST, STE, and Mega ST computers,
>it can run Atari ST software that doesn't always run on 68030 based
>machines like the TT and Falcon and 68030 upgraded STs.

Bollocks. Show me one program that will run on GEMulator but
not on a TT or Falcon. Only the most WELL BEHAVED programs
(which fortunately, are usually the good ones anyway) will
run on GEMulator.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2705. What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 08:30:53 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <7D2e9B8w165w@sys6626.bison.mb.ca>
Source record: 202481

I know they're pictures and they seem to be smaller, a lot smaller than gifs, but are they as good in quality?

2706. GEM-View 2.42 (DSP vs. MC68030)

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 09:08:48 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <24q770$lv5@fbi-news.informatik.uni-dortmund.de>
Source record: 202480

```
NOTE: The DSP-JPEG-Decoder (written by BrainStorm) is a commercial product
and must be licenced by ATARI.
The DSP-JPEG-Decoder is not a part of the GEM-View software, but if
enough users are interest in this software i can buy this licence and
sell this software to any, who are interest in! (At the moment only 4
people have send me a mail, THIS IS NOT ENOUGH!)

- [2.42]:
o loads XGA images

- [2.41]:
o small changes
o Test between DSP-JPEG (Brainstorm) and MC68030 (Falcon030/16MHz)
NOTE: The followed times are combinations of load and decode.
For pure decoding the DSP is 10 to 14 times faster!
Loading and decompression time (no processing by GEM-View):
DSP-JPG MC68030
BV17.JPG : 588 x 800 ( 84910 Bytes) 0'06.3" vs. 0'48.5" (7.7)
PLAY2.JPG : 800 x 600 ( 87645 Bytes) 0'06.5" vs. 0'44.3" (6.8)
PLAY1.JPG : 800 x 600 (106525 Bytes) 0'07.0" vs. 0'46.9" (6.7)
BLACKTIP.JPG: 1219 x 838 (124990 Bytes) 0'11.2" vs. 1'23.9" (7.5)
QUEENXBI.JPG: 1270 x 420 (170776 Bytes) 0'09.2" vs. 1'05.2" (7.1)
- NOTE: (min)'(sec).(msec)"

- [2.40]:
o loads now PCD (Kodak Photo-CD images) with format BASE/4 or BASE
o uses the DSP-JPEG-Decompressor written by Brainstrom, if installed.
o Quick 90, 180, 270 degree rotation.
In Monochrome(ST/Mhz): up to 266666 Pixel/sec (90, 270 Grad)
up to 948148 Pixel/sec (180 Grad)
o Online Rotate : | Options | |
(in Window-menu) | Rotate +90 <ALT>M |
| Rotate -90 <ALT>N |
--------------------
o Online Brighten: | Options | |
(in Window-menu) | Brighten +5% <ALT>( |
| Brighten -5% <ALT>) |
---------------------
o Bug fixed in loading True-Color-XIMG's
```

2707. what are jpeg's

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 11:30:23 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBwIMn.J14@ztivax.zfe.siemens.de>
Source record: 202482

>I know they're pictures and they seem to be smaller, a lot smaller than
>gifs, but are they as good in quality?
The quality of the jpeg-pictures is still good but it is a loosy algorithm because some information will be dropped.
Normally nobody will recognize the difference, because the information dropped are high frequent details (look for fast-fourier-transformation)of the picture a human can't see.
It depends on the grade of compressing if you can see errors in the picture.
mike :-)

****
*** hierarchical systems are for files ***
********** and not for humans **********
****
******* mike@bsun11.zfe.siemens.de *******
****

2708. WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 11:51:19 UTC
From: sblagdon@axion.bt.co.uk
Message-ID: <24qgnn$8io@zaphod.axion.bt.co.uk>
Source record: 202483

All,

Does anybody know of a Wordprocessor (PD hopefully) for the Atari ST that
is compatible or at least partly compatible with Word for Windows.

Any help appreciated,

Shaun

2709. Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 12:07:55 UTC
From: winters@access.digex.net
Message-ID: <24qhmr$q69@access.digex.net>
Source record: 202484

Well, I finally got to get my hands on an ATARI ST after all these years,
seeing a few friends have lots of fun with these machines. A kind soul
who had a 1040 ST sitting in his closet with lots of software wanted to
get back to Atari's roots and get his hands on an 8-bit machine, so I
traded him most of my 8-bit gear for his ST, color monitor & DEVPAC ST
assembler (version 2) from HISOFT, HISOFT FORTH, OSS Personal PASCAL,
and lots of other stuff. The FORTH and DEVPAC assembler are fantastic, but
I need to acquire a decent C compiler to use in my current floppy-disk
environment. Eventually, I will purchase a hard-drive for it, but for
now, it's a floppy-only (ugghhhh!! :-)) I just sent away for
a public domain C (5 bucks!), but would like to purchase a C, if this
turns out to be a dog. Does anyone know of a good, small C either in
public domain or commercial that does not cost an arm or leg? I am
considering canning using C and just stick with the FORTH and assembler,
since the C compilers I have seen on the Atari so far, don't even come
close to the ease of use, I have seen in these two packages. I have
tried, unsuccessfully so far, to get LASER C working on my machine.
It has 1 MB memory. I got the disks and manual with my machine, but
I am getting "Not enough memory" errors when trying to boot the sucker
up and other weirdness, but I might be doing something screwy....
In any event, I REALLY like the idea of only having to worry about using
one disk in a language development environment, until I get a hard disk.
I am quite surprised that you can actually get by with 1 floppy drive on
an ST - I have heard the old stories where people say that this is the only
machine where you can get by with this kind of cheesy setup!! Even 2
floppy drives on a PC would be impossible.... And of course, with Windows,
you need to purchase tons of memory and disk space.... The Atari ST
Gem implementation of Windows is fantastic and holds up against any other
machine I have used. My Mac at work is slick, but costs a hell of a lot
more than a Atari ST, where even a few years ago, if you got one of the
last ones "new" at a store, it would still only cost half the price of
a Mac!!! I know this is a silly wish, but I really wish Atari would
revive the old ST line, since I personally, don't want to spend a
thousand bucks to purchase a Falcon for a home machine to just hack around
on.... Whatever happened to the home user? I am hanging on to my
last Atari 800 machine (and an 850 drive) forever!! They are the last of
a dying breed - cheap machines you can experiment on at home, without having
to buy a PC clone and all the headaches related to it, simply to be able
to run some games and program in. I heard PCs are getting much simpler
to be able to configure (and watching some friends do this, seems to
make this seem true), but I got a real kick out of plugging my newly
acquired ST in, spending 2 minutes looking at the Atari manual and
running a program. My only complaints with this machine are the
sucky joystick/mouse ports (who in the world designed these????) and

the junky keyboard (my 800 keyboard blows this away!!!). Any advice on C compilers for the Atari ST would be appreciated. Also I would be interested in hearing from you about what you think of DEVPAC ST assembler and the HiSoft Forth interpreter.

Long live Atari!!!! ----- Mike Winters winters@access.digex.com

2710. Re: TCP/IP on standard TOS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 12:12:30 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.93Aug17141228@heute.cs.tu-berlin.de>
Source record: 202485

In article <2c6d0bb4ebb96@sun.rz.tu-clausthal.de.de> bwwl@sun.rz.tu-clausthal.de.de (Wolfgang Ley) writes:

Try FTP to ftp.tu-clausthal.de (139.174.2.10) /pub/atari/telecomm/tcpip/*

You could even try the following:

cd pub/atari/telecomm
get tcpip.tar.Z

But be careful ! You will get a *LOT* at once.

Greetings,
Ripley
--
Greetings from Ripley (ripley@cs.tu-berlin.de)
Hans-Christian Eckert, Regensburger Str. 2, 10777 Berlin
ripley@nostromo.in-berlin.de (home)
For NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de

2711. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 12:21:38 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.Qw5iWGRu&ZI@harvee.billerica.ma.us>
Source record: 202488

In <1993Aug16.121947.24982@iplmail.orl.mmc.com>, Larry Richardson writes:
>In article <1993Aug16.105249.19394@ngala009.gal.nt.com>, Gerry O'Rourke writes:
>
>[stuff deleted]
>|>
[more stuff deleted]

>I don't see what the problem is here. If the memory upgrade works, why would
>you even be concerned about not being able to remove the board from the MMU
>socket? Once the thing is in place and working, just leave it alone. I have
>an X-tra RAM upgrade in my 520STfm and it works fine.
>
>Larry Richardson
>richards@foghorn.orl.mmc.com

destructive upgrades are not nice. I expect that any upgrade should let me
back out gracefully and have my "old" machine back.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

2712. Re: Where to get a Mega STe from ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:03:55 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CBwK8p.35G@ryn.mro4.dec.com>
Source record: 202486

In article <CBouvI.EIr@bailgate.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite) writes...
>From the responses to a recent post, I gather you can still get Mega STe's
>in the States and France at least. Anyone know of anywhere in the UK still
>selling these machines ?

I don't know about France, but Mega STEs (new ones, that is) have been unavailable in the US for quite a while, since about last Christmas when the last few units were shipped out to dealers.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2713. Re: What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:20:03 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Aug17.142003.1@gst-soft.demon.co.uk>
Source record: 202266

> I know they're pictures and they seem to be smaller, a lot smaller than
> gifs, but are they as good in quality?

They definately are. In fact far better than GIFS most of the
time. It depends on what the picture is. If it is a True
colour picture such as that from a photo JPEG works extremely
well. However if it contains large blocks of one colour then
the quality will probably deteriate. Hence never take a GIF
and convert it to JPEG, it will look worse.

Chris Wood. G|S|T
cwood@gst-soft.demon.co.uk
==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

2714. Re: MiNT 108?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:42:11 UTC
From: plewe@dl.mpi-dortmund.mpg.de
Message-ID: <VREGBEIN@gwdu03.gwdg.de>
Source record: 202495

Billy D'Augustine (bill@main.morris.org) wrote:

: I grabbed whatever the latest version of MiNT which was
: recently released on a.a: 1.07 or 1.08?
: Anyways, before I put it on my disk and try to build it,
: I have a Falcon. Is there anything special I should know first?
: Like: will it build for 030 code? Can I simply replace the existing
: \AUTO\MINT.PRG with the new one?

Yes!

- Joerg

2715. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:49:15 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBwp24.Ant@cs.ruu.nl>
Source record: 202490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In <24mhfl$c2d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

>I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
>pay a little more to switch over to Cubase for Windows as well rather than
>buy GEMulator for MIDI because I don't think it'd be as stable as running
>a sequencer under its native environment.

As far as I've heard there is little that is less cumbersome than Cubase
for Windows. I wouldn't be surprised if it was faster and more reliable
when run through the GEM emulator. GEM is not that bad---it is fast
because it's simple. And, doesn't the GEMulator run without windows as
well?

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2716. Re: Anybody play Time Bandits?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:49:44 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Aug17.134944.7924@oucsace.cs.ohiou.edu>
Source record: 202492

In article <24o912$77v@ionews.io.org> sling@io.org (Sling) writes:
>My post asking if anybody played Time Lords should have been Time Bandits.
>Amazing what sleep deprivation will do to a guy.
>
>Anyhow, if you either currently play, or have played this incredibly addictive
>game, please email me to discuss strategy.
>
>Most of the levels have certain 'tricks' which make it possible to finish them
>without losing tons of men. I've figured some of them out, but not nearly all
>of them. Excalibur for one is driving me crazy, not to mention Darkside Dare.

I've got a little program that makes your time bandit character invincible
(that is, bad guys hit you, you don't lose a life). I've also got a text
file describing how to solve most the puzzles. So far as I know, both are
public domain. If anyone is interested, e-mail me and I'll mail you
copies (or upload them to a.a.u.e. if there are enough requests).

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2717. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 13:53:16 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBwp8t.Apz@cs.ruu.nl>
Source record: 202491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In <CBu5o1.Byu@cunews.carleton.ca> gfrajkor@superior.carleton.ca (George Frajkor) writes:

>Let's face it... the 486 is more certain to
>last than the the Atari, and is more easily available and serviceable.

I don't agree. As someone has stressed on this group before, people are
still happily using Ataris from 1985 but PCs from 1985 have all gone through
the shredder.

>Unless the falcon really takes off big, my way of upgrading from the
>STs I own would not be to the Falcon. It might well be to a 486 and a
>Gemulator so that my investment in files and software I love is
>preserved.

Guys, guys, what about the TT? If you'd buy a 486 and a TT now, I want
to bet you'll want to replace the 486 sooner than the TT. Same story for
Macintoshes. If there is any type computer that lasts *short* then it is
a DOS machine. (Note: MACHINE not SYSTEM).
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2718. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 14:09:53 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBwq0J.Azv@cs.ruu.nl>
Source record: 202494

```
>|> >The PC i'm using half the time can't read Atari disks even
>|> >though it's been made pc compatible with the VKILLER option to turn it
>|> >pc compatible. Anyone else had this problem?
>
>Upgrade to MS-DOS 5.0 (no, that's no typo)

I suppose that if people stick atari disks into a PC they usually don't
own the PC so they'll have to work with the OS installed on that machine.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)
```

2719. Re: Printer Help Needed!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 14:11:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug17.141141.6384@newshost.lanl.gov>
Source record: 202493

In article 15296@mksol.dseg.ti.com, cris@sc8.csc.ti.com (Cristine Webb) writes:
>My husband and I have a MegaSTe and a 386 DX40 that we want to hang a TI
>MicroLaser Turbo printer from. (Cuz I can get it at a discount :))
>Anyway, the printer only supports HP II emulation unless we spend $300 for an
>Epson emulator cartridge. We're planning on using Atari Works with it.
>
>The question is...is there any software out there that either 1) will force
>Atari files into an HP II format or 2) an Epson driver that we can use on the
>software side? (Or any info on how he can write a driver for either of these?)

Christine, I cannot vouch for Atari Works since I don't own a copy, but most
any recent word processor or drawing package will surely have a HP printer
driver included. Don't sweat too much about the HP "II" version as from my
experience a standard HP driver works with most anything that is HP compatible.

I also know from experience that 'Crossword Creator II' includes a printer
driver for both draft and final quality printing on HP compatible printers.
Really a mahvelous program from Fair Dinkum Tech. <Blatant plug> :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2720. Software for sale -last post

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 14:31:57 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Aug17.073157.1182@batman.bmd.trw.com>
Source record: 202489

MAKE ANY REASONABLE (not free) OFFER. LAST POST BEFORE THEY GET CHUCKED

GFA Draft
Disk Doctor

Games:

Shanghai
Leather Goddess of Phobos
Winnie the Pooh

Jim Harres
email jharres@batman.bmd.trw.com

2721. Re: Reading Atari disks with DOS 6

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 14:41:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CBwrGJ.3uI@mailer.cc.fsu.edu>
Source record: 202496

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
> The PC i'm using half the time can't read Atari disks even
> though it's been made pc compatible with the VKILLER option to turn it
> pc compatible. Anyone else had this problem?

I use ps2form.tos to format disks for use with PCs. I have never had any problems with the disks working, even on PS/2's and NEC PCs (which are known to sometimes be unable to read disks formatted on clones!). It is available from atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2722. ST FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 15:32:00 UTC
From: sderochemont@v44e1.orl.mmc.com
Message-ID: <17AUG199310323927@v44e1.orl.mmc.com>
Source record: 202497

Does anyone know of some FTP sites with ST files on it?
I am particularly looking for the ST version on Oxyd or other
small interesting games.

Thanks!
Steve deRochemont
SDEROCHEMONT@v44e1.orl.mmc.com

2723. Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 16:02:51 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.745603371@garbod26>
Source record: 202498
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

I've updated the the Atari corporate history list. As I've stated before, my intention is to write a dictionary (in Swedish) that covers important events in the history of video gaming and home computers. While I was doing this, I made a separate document describing Atari's history.

Btw, the emacs editor was about to destroy this revision of the list, I hit the keyboard by mistake and I may have damaged something. I can't find any error caused by this accident, but if there is something wrong with the list, I'll start using vi instead.

I've removed the arcade game list, and I haven't decided yet how to handle the description of the company after it was split. There may be a need for separate lists.

If you can complete the information, the times of certain events are still not accurate, I'll appreciate that. Reply on the net or via email.

1972: -Atari Inc, was founded by Nolan Bushnell. Originally, there was a company named "Syzygy" that both manufactured and operated games. This company was split, and a new manufacturing company was formed by Bushnell. Ted Dabney kept Syzygy's operations side and the name, Bushnell's new company was called "Atari".
1972: ???-The Pong game was released.
1974: ???-Pong was released as a home system.
1976: ??? -Nolan Bushnell sold Atari Inc to Warner Communications this year, but continued his work for the company.
1977: -The Atari 2600 was released. It was based on MOS Technologies' 6507 CPU running at 1.19 MHz. The 2600 offered a resolution of approximately 160 * 200 pixels and a 128 colour palette. It had 128 bytes of RAM, the ROM address space allowed cartridges up to 4 KB. Game sizes were typically 2 KB or 4 KB. Some cartridges used bank-switching for access to more than 4 KB ROM space, the biggest known games are 8 KB.
1978 ??? -Atari released there first pinball machine.
1979: -The Atari 400 and Atari 800 computers were released. They were 6502-based 1.74 MHz machines with several ANTIC (chip) graphics modes from a 40 * 25 text mode up to 320 * 192 pixel in monochrome. Using lower resolutions, it was possible to have 128 colours, or even 256, in a special CTIA (chip) mode. Audio was four-channel, based on analog synthesis in the POKEY chip. The computers had inofficial names "Colleen" and "Candy".
-Nolan Bushnell left Atari Inc.
???-The production of Atari pinball games was discontinued.
1982: -The Atari 1200XL computer was introduced with specifications similar

to the 800s, except that XXX.
-The Atari 1450XLD ??? was introduced with specifications similar to
the 800s. The 1450XLD had a built-in disk drive and XXX.
1983: -The Atari 600XL and 800XL computers (the XL series) are introduced,
with specifications similar to the 800's. XL replaces 400/800. The
800XL had 64 KB of RAM, the 600XL had 16 KB. The GTIA (graphics)
chip replaced CTIA, and among other things it offered better timing
for player/missile ("sprite") graphics.
-The Atari 7800, developed by GCC Corp, was shown at the Winter CES
in Chicago.
1984: -Jack Tramiel was forced to leave Commodore. He bought Atari from
Warner Communications. Atari Inc was split into Atari Corp (consumer
products) and Atari Games (arcade division). Amiga (a company) had a
deal with Atari, but it was inhibited at this time, and the Lorraine
(later Commodore Amiga) computer was bought by Commodore. The
AtariTel division was sold to a Japanese company, ??? Matsushita.
1984: ??? Atari announced their SARA chip at the CES, the new chip allowed
for 2600 titles with 16 KB of ROM memory.
1985: -The Atari 520ST computer was introduced. It's a 68000-based 8 MHz
computer with 512 KB RAM, graphics modes from 320 * 200 pixels
in 16 colours from a 512-colour palette, up to 640 * 400 on a
monochrome monitor. Audio is created by a three channel sound
chip using fairly simple analog synthesis. Digital Research's
graphical user interface/operating system GEM is included. The
ST computer has a built-in MIDI interface.
-The Atari XE series, 65XE and 130XE, compatible with the 400/800/XL
series, was introduced.
1985: ??? - The Atari 5200 video game was released. The 5200 was based on
existing XL (computer) technology.
1986: ??? -The Atari 7800 video game was released. It was 6502-based and
could run 2600 games, but it was also a vast improvement over the
2600, with impressive video capabilities in ??? colours and
??? * ??? pixel graphics. Sound was, however, the same as in the
2600.
1987: ??? -The Atari XE/GS video game, based on the Atari XE computer
series, was released. It could run old Atari 8-bit computer
cartridges, a few new games were also released. A lightgun with
some shooting games was released for the XE/GS.
1988: ??? -Atari bought the Lynx from Epyx, the company that also developed
it. The Lynx is a 6502-based (4 MHz) portable colour video game with
a built-in 3.5" colour LCD screen. Graphics resolution is
160 * 108 ??? pixels in 16 colours out of 4096. The graphics engine
supports scaling of objects. Sound is four-channel mono. Lynx
cartridges can hold up to 256 KB ??? of code, and the machine's
internal RAM size is 64 KB.
198X: ??? -The Mega ST series was introduced. It was based on ST
technology, but graphics handling was improved with a blitter chip.
198X: ??? -A palmtop PC computer, the Atari Portfolio is released. The
Portfolio was developed by XXX in the UK.
198X: ??? -The 68030-based 32 MHz Atari TT computer is introduced. Sound

and graphics are similar to the STE's, but there are also certain
improvements done in the graphics area. The TT's highest resolution
is 1280 * 960 pixels in monochrome.
198X: ??? -A portable ST computer named STacy is introduced. It's
specifications are similar to the original 520ST computer's. STacy
has a built-in monochrome LCD screen.
198X: ??? -A new version of the Lynx, "Lynx II", is released. The only
improvement (with regard to internal technology) over the old Lynx,
the "Lynx Classic", is that the headphone jack now features stereo
sound.
1984: -Jack Tramiel was forced to leave Commodore. He bought Atari from
Warner Communications. Atari Inc was split into Atari Corp (consumer
products) and Atari Games (arcade division). Amiga (a company) had a
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(later Commodore Amiga) computer was bought by Commodore. The
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198X: ??? -A new version of the Lynx, "Lynx II", is released. The only improvement (with regard to internal technology) over the old Lynx, the "Lynx Classic", is that the headphone jack now features stereo sound.

2724. Re: Gemulator :-)

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 17:33:11 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.17.13.33.11.1993.1657@ece.rutgers.edu>
Source record: 202499

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>Did anybody try to use PC-DITTO I under GEMulator ? :-))
>What's the speed with a 486 DX 2 66 ? ;-)

And does Spectre work? That's far more interesting than
PC Ditto. =B-)

Greetings, Tim

2725. Re: Gemulator : -)

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 18:02:25 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.93Aug17180225@sfi.santafe.edu>
Source record: 202414

In article <1993Aug17.194816.26891@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
> Hey, that's great!
> Now i can use SoftPC on my WS (HP9000/425) (68040, 25 Mhz)
> and run Gemulator on this SoftPC.

I'd love to run gemulator under SunPC/SoftPC, but I think there's a catridge/ROM problem here (I'm sure some people are doing it (or wil be doing it, though)).

Scott

2726. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 18:27:14 UTC
From: takem_b@pyramid.unr.edu
Message-ID: <1993Aug17.182714.25934@unlv.edu>
Source record: 202402

In article <1993Aug16.121947.24982@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry Richardson) writes:
>In article <1993Aug16.105249.19394@ngala009.gal.nt.com>, Gerry O'Rourke writes:
>
>[stuff deleted]
>|>
>|>
>|> So much for an "easy upgrade", took a few hours to resolve.
>|> The upshot is, I can never remove the board as the MMU socket is so badly
>|> damaged that the ST won't work without it!!
>|>

[lotsa stuff deleted]
>
>I don't see what the problem is here. If the memory upgrade works, why would
>you even be concerned about not being able to remove the board from the MMU
>socket? Once the thing is in place and working, just leave it alone. I have
>an X-tra RAM upgrade in my 520STfm and it works fine.
>
>
>Larry Richardson
>richards@foghorn.orl.mmc.com

I am currently using a JRI Simm board in my 1040ST and so far haven't had any problems in it for several years now. With the revision board I had though, it did require that I solder all the lines into my motherboard (other opt is to solder a logic cable with a "chip like" connector piggy back onto another chip with a couple lines still). I didn't like the idea of pressing anything onto the MMU socket as anything pressed in usually has the problem of falling out, hence I went JRI. If you want to add an "easy SIMM uprade", I don't think there's such a thing. Consider what it is you're really doing here.

In either case, I can still get my old ST config back with a bit of un-soldering wires and re-soldering a few caps back into place. Unfortunately, I can't/won't use my ST with 1 meg anymore since I've become hopelessly spoiled rotten! The ICD AdSpeed CPU (16mhz) is definately another yippee (and another solder monster). Cruizin!

TOS 1.04 / NeoDesk / Cubase 3.01 / Warp 9 (mouse f/x off) / UIS III!

PS. I actually do have a 1 meg STe, but it runs my bbs off-site.
---
takem_b@pyramid.cs.unr.edu or ucbvax.berkley.edu!pyramid.cs.unr.edu!takem_b
#include <sig.h> /* unfriendly control codes with ascii self-portrait */
Anything that can go wronx3%se Pnews: segmentation violation. core dumped.

2727. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 18:32:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <24r88i$6tn@cville-srv.wam.umd.edu>
Source record: 202401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBwp24.Ant@cs.ruu.nl>,
Annius Groenink <avgroeni@cs.ruu.nl, groenink@math.ruu.nl> wrote:
>In <24mhfl$c2d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>>I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
>>pay a little more to switch over to Cubase for Windows as well rather than
>>buy GEMulator for MIDI because I don't think it'd be as stable as running
>>a sequencer under its native environment.
>
>As far as I've heard there is little that is less cumbersome than Cubase
>for Windows. I wouldn't be surprised if it was faster and more reliable
>when run through the GEM emulator. GEM is not that bad---it is fast
>because it's simple. And, doesn't the GEMulator run without windows as
>well?

GEMulator does not (currently) support MIDI... therein lies the problem...

So the only options for MIDI sequencing if you buy one is/:

1) By a PC sequencer and port all your old files over
2) Continue to use your current ST in conjunction with the PC

So it seems (from my MIDIot point of view) to be a bad move for me... i can
see where a DTP user might want to migrate, as DTP is:

1) heavily GEM based
2) not timing critical
3) and usually can take advantage of new screen modes

2728. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 19:42:16 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug17.194216.26727@ibr.cs.tu-bs.de>
Source record: 202406

In article <24qgnn$8io@zaphod.axion.bt.co.uk>, sblagdon@axion.bt.co.uk (Shaun Blagdon) writes:
|> All,
|>
|> Does anybody know of a Wordprocessor (PD hopefully) for the Atari ST that
|> is compatible or at least partly compatible with Word for Windows.
|>
|> Any help appreciated,
|>
|> Shaun
Honestly i hope there is no such beast...

If you need something with the same look and feel as W4W you
might try Tempus Word (junior, student, pro, 300 to 600 DM?) by
CCD Eltville, Germany

It realy feels like W4W, comes with some fonts has a spelling
corrector (at least german), online help and is easy to use.

Of course the shortcuts are different but you can even
configure the stupid windoze shortcuts if you like.

The performance on a MEGA ST is better than W4W on
an 386 DX 33 Mhz.

Tempus Word is able to import and export RTF (Rich Text Format)
which is supposed to be understood by W4W, not tested.

The problem is: It doesn't like MiNT
(At least my Version doesn't and it is from Dec 92 v. 2.05
if i remember right)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

I have no connection to CCD, i don't even use their software.

2729. Gemulator : -)

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 19:48:16 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug17.194816.26891@ibr.cs.tu-bs.de>
Source record: 202407

Hey, that's great!

Now i can use SoftPC on my WS (HP9000/425) (68040, 25 Mhz)
and run Gemulator on this SoftPC.

Thus i don't need to port MiNT to this machine, which is
a really hard job!

I will get the performance of a 2 Mhz ST, but 8 MB RAM!

Well, maybe i'm going to buy a FALCON instead.

Sorry, couldn't resist

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2730. Looking for Email routes to Tom Hudson, please help

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 19:52:21 UTC
From: lchiu@OCF.Berkeley.EDU
Message-ID: <24rctl$t2@agate.berkeley.edu>
Source record: 202403

Tom Hudson created many unique and highly acclaimed software on the Atari ST, including Degas, Degas Elite, CAD-3D, Cyber Studio, etc..

If you know how I can reach him by Email through Internet, CompuServe, GEnie, etc., please email me. I really appreciate it.

Thanks!
Lawrence Chiu

2731. Re: Anybody play Time Bandits?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 19:58:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24rd9dINN1ah@golem.wcc.govt.nz>
Source record: 202405

```
Try using the cursor keys to skip between levels and time-zones in
the game!

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]
```

2732. using C...

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 20:00:36 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <24rdd4INNa4o@uwm.edu>
Source record: 202404

Ok. The sources are available for a program written using standard C and compiled with Microsoft C ver 6.0. It has been compiled for use on a PC, but I would like to use on an ST platform. How can I do this? Is it possible? The program is used to read/write disks for the E-mu Emax II Sampler. Any help appreciated...

Thanks. Below is the source file...

```
/* -*-C-*-
********************************************************************************
*
* File: emaxutil.c
* RCS: $Header: emaxutil.c,v 1.1 93/03/19 14:24:28 mjp Exp $
* Description: Emax Disc Utility Program
* Author: Mike Prudence, (mjp@hplb.hpl.hp.com)
* Created: Wed Mar 17 14:44:13 1993
* Modified: Fri Mar 19 14:17:25 1993 (Mike Prudence) mjp@prudence
* Language: C
*
* (c) Copyright 1993, Mike Prudence.
*
********************************************************************************
*/

/*
* This code is based pretty losely, although significantly, on code
* written by Michael Chen for the Ensoniq EPS series of samplers.
*/

#include <stdio.h>
#include "emaxio.h"
#include "rwdisk.h"
#include "frmtdsk.h"
#include "screenio.h"

#define VERSION "1.1"
#define DATE "Fri Mar 19 13:57:57 1993"

int GetDrive(void)
{
int drive;
char s[2];

s[1] = 0;

write_text(25, 5, 3, "Enter floppy drive letter: ");
```

```
do
drive = toupper(getch());
while (((drive < 'A') || (drive > 'F')) && (drive != 27));

s[0] = drive;
write_text(53, 5, 7, s);;

return(drive-'A');
}

char* GetFilename(char* cp)
{
char newval[80];
char s[100];

sprintf (s, "Enter DOS filename [%s]: ",cp);

write_text(25, 7, 3, s);

gets(newval);
if (newval[0])
strcpy(cp,newval);
return cp;
}

void main()
{
int cmd,
drive,
result,
quit;

char fn[80];
char s[160];

cmd = 0;
drive = -1;
fn[0]=0;
quit=0;
result=0;

do
{
while (!cmd)
{
sprintf (s, "Emax Disc Utilities v%s (%s)", VERSION, DATE);

new_screen(s);

write_text (17, 2, 2, "by Mike Prudence (mjp@hplb.hpl.hp.com)");

write_text (20, 5, 5, "[R] Read an Emax disc bank");
write_text (20, 7, 5, "[W] Write an Emax disc bank");
write_text (20, 9, 5, "[V] Verify an Emax disc");
write_text (20, 11, 5,"[F] Format an Emax disc");
```

```
write_text (20, 13, 5,"[G] Read Emax OS from disc");
write_text (20, 15, 5,"[P] Write Emax OS to disc");
write_text (20, 18, 5,"[Q] Quit this program");

write_text (30, 23, 3, "Enter Command :");

cmd = toupper(getch());
switch (cmd)
{
case 'R': { new_screen ("Read an EMAX Disc"); break; }
case 'Q': { new_screen ("May the E-mu be with you..."); break; }
case 'W': { new_screen ("Write an Emax Disc"); break; }
case 'G': {
new_screen ("Read Emax OS from Disc");
strcpy (fn, DEFAULT_OS_FILE);
break;
}
case 'P': {
new_screen ("Write Emax OS from Disc");
strcpy (fn, DEFAULT_OS_FILE);
break;
}
case 'F': { new_screen ("Format an Emax Disc"); break; }
case 'V': { new_screen ("Verify an Emax Disc"); break; }

default: cmd = 0;
}
}

/* Get a drive letter if we need to, and see if we need to get
a filename as well.
*/

if ((cmd != 'Q'))
{
char st[80];

if (drive < 0)
drive = GetDrive();
if (drive < 0) continue;

/* Ask for a filename, if this is a disc IO command */

if ((cmd == 'R') || (cmd == 'W') || (cmd == 'G') || (cmd == 'P'))
{
GetFilename(fn);
if (!fn[0]) continue;
}

cursor_off();
sprintf(st, "Insert disc in drive %c and press a key.",drive+'A');
write_text(18, 20, 25, st);
```

```
if (getch() == 27) continue;

write_text(1, 20, 25, BLANK_LINE);
cursor_on();

/* Reset the drive, and read in a sector to make sure everything is
okay. The 'DriveCheck' call also filters out the 'disk changed'
error that results when you actually insert a disc in response
to the prompt above. Sigh.
*/

if (cmd != 'F')
if (result = DriveReset(drive))
{
write_error(emax_io_error(result));
cmd = 'Z';
}
else if (result = DriveCheck(drive))
{
write_error(emax_io_error(result));
cmd = 'Z';
}
}

/* Actually perform the command */

switch (cmd)
{
case 'R': ReadDisk(drive,fn); cmd = 0; break;
case 'W': WriteDisk(fn,drive); cmd = 0; break;
case 'V': VerifyDisk(drive); cmd = 0; break;
case 'G': ReadOS(drive,fn); cmd = 0; break;
case 'P': WriteOS(fn,drive); cmd = 0; break;
case 'F': FormatDisk(drive); cmd = 0; break;
case 'Q': quit = 1; cmd = 0; break;
case 'Z': cmd = 0; break;
default: printf("Bad command.\n"); cmd = 0; break;
}

cursor_on();

} while (!quit);

cursor_on();

write_text (1,4,1,"");

}
--

------------------------------------------------------------------------
Daniel James Frederiksen modE@csd4.csd.uwm.edu
```

2733. Requests for programs

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 21:11:35 UTC
From: dankay@lamar.ColoState.EDU
Message-ID: <Aug17.211135.62085@yuma.ACNS.ColoState.EDU>
Source record: 202408

Hi. I'm a user of an ancient Atari 520 ST with a single DD drive and
a TV instead of a moniter.

I am looking for any PD games available that would run on my system. They
need to run in wither low or med resolution, and fit on one DD disk.

In particular, I am looking for a cribbage and Mille Borne game.

If you have these or any other PD games, Please, Please,Please,please
send them to me at
dankay@lamar.colostate.edu

Thank you very much in advance,
Dan Kay

^^

"The Lord's Our Shepherd," says the Psalm Dan Kay
But just in case, we better get a BOMB
dankay@lamar.colostate.edu

2734. Fast Tech Phone number

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 21:28:00 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Aug17.162800.12348@desire.wright.edu>
Source record: 202449

Need the Phone number for Fast Tech, manufactures of Tiny Turbo030

2735. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 21:46:03 UTC
From: vbcsc09e@VAX.CSUN.EDU
Message-ID: <1993Aug17.214603.1565@huey.csun.edu>
Source record: 202413
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26>, etxansk@garbo.ericsson.se (Anders Skelander) writes:
> I've updated the the Atari corporate history list. As I've stated before,
>my intention is to write a dictionary (in Swedish) that covers important
>events in the history of video gaming and home computers. While I was doing
>this, I made a separate document describing Atari's history.
>
> -The Atari 1450XLD ??? was introduced with specifications similar to
> the 800s. The 1450XLD had a built-in disk drive and XXX.

The 1450XLD, if I am not mistaken, also had a built in 300 baud modem and a speech synthesizer... The 1400XL was supposed to have a 300 baud modem and speech synthesizer, but no disk drive...

>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

Uh, no... the 5200 came out in mid-late 1982... I got one in the summer of 1983 (Back when Super Breakout came with it! ;) And the base system is a 400 computer with no keyboard..

>198X: ??? -The Mega ST series was introduced. It was based on ST
> technology, but graphics handling was improved with a blitter chip.

This was 1987... TOS 1.2 was made for the Mega's and it has a date of 1987 on it..

>198X: ??? -A palmtop PC computer, the Atari Portfolio is released. The
> Portfolio was developed by XXX in the UK.

88-89? It was developed, I believe, by a company called DIP (The MS-Dos clone was called DipDos...)... I may be wrong there, but it was a short name LIKE Dip, if nothing else...

>198X: ??? -The 68030-based 32 MHz Atari TT computer is introduced. Sound
> and graphics are similar to the STE's, but there are also certain
> improvements done in the graphics area. The TT's highest resolution
> is 1280 * 960 pixels in monochrome.

I don't think the TT actually came OUT until mid-1990, but I'm not sure..

>198X: ??? -A portable ST computer named STacy is introduced. It's
> specifications are similar to the original 520ST computer's. STacy
> has a built-in monochrome LCD screen.

88?

>198X: ??? -A new version of the Lynx, "Lynx II", is released. The only
> improvement (with regard to internal technology) over the old Lynx,
> the "Lynx Classic", is that the headphone jack now features stereo
> sound.

This was 1991 I think... Also, the system includes a backlight on/off switch,
which extends battery time...

Hope this helps! Feel free to dispute me!

****
** From: Justin Scott, VBCSC09E@VAX.CSUN.EDU: DGiF#10159: Tweet! **
** "I Know Its All Too Soon To Tell, But I Say Baby 'What The Hell!'" **
** "Anything Is Possible... If You Put Your Mind To It." -Deborah Gibson **
****

2736. Atari MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 22:15:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug17.221516.14295@newshost.lanl.gov>
Source record: 202409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,misc.forsale.computers.other

```
**********************************
*** Atari MegaSTe 4/50 for sale ***
**********************************

16MHz 68000 cpu
4Mb RAM
50Mb internal hard disk drive
one 3.5 inch internal floppy drive
one 3.5 inch external floppy drive
separate programmable keyboard
VME expansion port
SC1224 color monitor
SM124 mono monitor
mouse and all cables, manuals, etc.
200+ disks of PD/shareware software w/storage boxes
Plus some commercial software (email for info)

Got to make room for some new hardware and in order to maintain marital
bliss, at least one of my Atari computer systems _has_ to go.

Overall, this system has proven to be very reliable and it provides a
considerable performance increase over a standard 8MHz STe. In many ways,
I find it preferable to the Falcon030... it's nearly as fast, easier to
expand, much more compatible with existing software and has an excellent
keyboard (all IMHO, of course).

I will consider all serious and reasonable offers. Payment can be
arranged a number of ways to include cashiers check, money order, cash
COD, or even M/C or Visa if you prefer.

If interested, forward your questions and/or reasonable offers to me
via email at hutch@ilmen.lanl.gov and I will get back to you. Or you may
phone me at (505)665-3665 (days) or (505)662-7236 (evenings), MST.

Thanks,

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

2737. Re: Have you played Utopos already?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 22:34:04 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CBxDCt.Ly1@ccu.umanitoba.ca>
Source record: 202410

>In a previous article, paetau@mits.mdata.fi (Rasmus Paetau) says:

>>A question to all STe-owners with 1MB or more memory: did you already
>>run across this absolutely great game Utopos? And if you did, what did
>>you think of it? I for one registered immediately, and got my
>>registered version yesterday.

I ftp'ed it from aa, and tried it on my TT and it just froze up, even when
I clean booted w/no auto prgs or acc's.

Has any other TT owners gotten it to work? BTW, I have TOS 3.01.
--
<Trevor_Cordes@cc.umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==

2738. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 23:26:18 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug17.232618.192146@zeus.calpoly.edu>
Source record: 202412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Billy D'Augustine <bill@main.morris.org> wrote:
>In article <24k2ghINNfka@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>So come on all you Atari addicts were is the Atari version...???
>>
>
> Dont see whats the big brouhaha over a minor version
>change?

Well, I think that if sheppard_r@. . . wants to try to say that the
ST is no good because it doesnt have C-Kermit 189, he is a fool (and
should go to the advocacy group anyhow - this is a serious newsgroup)

However, 189 is MUCH improved over 188. True, thre version change
number is small, but 189 allows a faster connection when both sides are
using 189. The fast mode is FASTER THAN Z-MODEM. (Yes, faster than
Z-Modem). As you probably know, 188 is as slow as all older kermit
versions. (i.e. very damn slow. About have x-modems speed it seems
without actually timing it).

But, I am sure I could download the source for 189 and compile it for
an ST.

- mike

2739. Re: What's wrong with my ST? Loose chips?

Newsgroup: comp.sys.atari.st
Date: 1993-08-17 23:57:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <17AUG199318572652@pavo.concordia.ca>
Source record: 202411

In article <24pmrb$31p@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes...
>
>
>Hi, I've been having problems with my ST.
>
>For one, sometimes when I'm doing something, the screen blurs (color) and
>weak looking bombs spread across the screen. It is happening A LOT more often
>now then it ever did before.
>
>When I turn it off, I wait about 5 minutes and then it gives me 20 bombs
>across the screen. Or it gives me 3 bombs across the screen. One time it
>gave me rainbow color lines across the screen.
>
>I then decided to turn it off and shake the computer a little (nothing major)
>and turned it on. The software loaded right up. I didn't leave it
>on much this time so I don't know if it will give me a blurry screen again
>with bombs.
>
>What I'm wondering is if loose chips could be the prpoblem? The computer
>has recently been placed where there is vibration. This is only temporary,
>but the problem now exists.
>
>Please don't let me theory of loose chips shoot down your theory. Let me know
>what you think might be the problem or if it has ever happened to you.
>
>Thanks.
>
>Len
>
>--
>

Funny thing is that I was experiencing the same type of problems with my
1040 STF. I believe that it was the power supply problem. At times I had
to use a hair-drier to warm up the part where the powere supply is seated
and then try to turn the machine on.
When I got my Mega STE 4 I put my old 1040 STF into my closet. After about
a month I took it out to see if it would work. Couldn't quite believe when
it did. I must twisted the casing somehow and whatever was giving me the
problems righted itself. Try checking the power supply. How about you try to
hook up an external one.

Woj.

2740. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 01:24:00 UTC
From: dln4300@zeus.tamu.edu
Message-ID: <17AUG199319243096@zeus.tamu.edu>
Source record: 202415
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26>, etxansk@garbo.ericsson.se (Anders Skelander) writes...
>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

I have in front of me the December 1982 issue of 'Videogaming Illustrated'. Page 9, under the title 'The Emperor Strikes Back' they write: '...this is the month the long-awaited Atari 5200 goes on sale. Retailing for $299, the unit offers graphics which are comparable to those of Intellivision and Colecovision, and sound effects to match.' The article also mentions that games are expected to cost from $31.95 to $39.95.

I think I heard previously on the net that 1985 was the *last* year that the 5200 was made.

BTW I have a few issues of 'Videogaming Illustrated' which sometime in 1983 became 'Videogaming and Computergaming Illustrated'. The articles are interesting and seem well-written. One of their reviews raps Decathalon for being too hard on joysticks :-) Anyone know what became of this magazine or if it still exists in some mutated form?

.....
How about a disclaimer? :-) David Northcliffe
d-northcliffe@tamu.edu
dln4300@zeus.tamu.edu

2741. Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 01:40:25 UTC
From: bill@main.morris.org
Message-ID: <24s1a9$cif@c3po.jvnc.net>
Source record: 202416

It seems that my E: partition is hosed, and the few things
Ive tried didnt work.
First, running HDX to try to zero the partition reports
something to the effect 'boot block is bad, may have been partitioned
with another utility'.
Of course, this isnt true. As a matter of fact, its pretty
much the first time Ive tried to use the E: partition since Ive
gotten the machine.
The other partitions work fine.
On the off chance, I tried to run ICDs Cleanup ST, but that
didnt even load...
Any ideas, outside of reformatting the whole physcial drive?

Thanx

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2742. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:08:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14954@uqcspe.cs.uq.oz.au>
Source record: 202417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>1. No joystick support (scratch any idea of playing most atari games
>on your PC).
>2. Can't read some copy protected disks (ditto).

>Anyways, if Darek could fix the joystick support, I'd buy one of
>these things.

Why? There would be almost ZERO applications that you could use
the joystick with anyway, so I don't see why Darek would try to
support it (except to made it look better in advertisements).

Also, the idea with GEMulator is that you use the PC's hardware:
harddrive, sound, video, mouse. But PC joysticks are not Atari-style
ones, so that would all require additional hardware.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2743. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:16:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14955@uqcspe.cs.uq.oz.au>
Source record: 202421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

GEMulator isn't a boat to be missed or caught, it's a sinking raft for
rats leaving the floating ship.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2744. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:32:00 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <746054368.0@cyberhm.royle>
Source record: 202018

On 11 Aug 93, Michael Olin sprayed on a wall...

> Anyone else besides me noticed that files created with
Quester's
> LHArc 2.01L ALWAYS cause LHArc 2.2x to report "garbage at
end
> of file" ???

Yeah! Me! It's not on ALL files though... It also seem to depend
on
the seperate files in the .LZH file...

Cheers,

```
+---+-------------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-----------------------------------------------------------+
|
| O | An object will fall so as to do the most damage. | O
|
+---+-------------------------------------------------------------+---+
```

* Origin: STeve's Cyber-Island
(2:255/404.42)

2745. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:33:36 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <746054368.1@cyberhm.royle>
Source record: 202020

On 11 Aug 93, Jesper Kock sprayed on a
wall...

>> Anyone else besides me noticed that files created with
Quester's
>> LHArc 2.01L ALWAYS cause LHArc 2.2x to report "garbage at
end
>> of file" ???
>> --
> Yes.. Iv'e noticed that to. But not always. Most of the times
it
> happens there is folders included in the file..

Hmm, strange... Well it extract 1.3meg of Lzh mail for me tonight
and
boy was it FAST!!!

Cheers,

```
+---+-------------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-----------------------------------------------------------+
|
| O | An object will fall so as to do the most damage. | O
|
+---+-------------------------------------------------------------+---+
```

* Origin: STeve's Cyber-Island
(2:255/404.42)

2746. Re: Internet Access From My STE (Britain), How?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:41:52 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <746054368.2@cyberhm.royle>
Source record: 202017

On 13 Aug 93, Roy McPartland sprayed on a
wall...

> I'd asppreciate it if those in the know could post 'phone numbers
of
> BBS's in the UK offrering Internet email facilities. Any numbers
for
> boards that offer limited telnetting would also be of great use.
> Thanks

Hi... Try.. [>~CyberHome~<] on 0270-583287 8pm-8am, 24hrs weekends

```
+---+-------------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-----------------------------------------------------------+
|
| O | An object will fall so as to do the most damage. | O
|
+---+-------------------------------------------------------------+---+
```

* Origin: STeve's Cyber-Island
(2:255/404.42)

2747. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 03:49:26 UTC
From: Steve.Basford@cyberhm.royle.org
Message-ID: <746054368.3@cyberhm.royle>
Source record: 202019

On 12 Aug 93, Christian Grunenberg sprayed on a
wall...

J>> Yes.. Iv'e noticed that to. But not always. Most of the times
it
J>> happens there is folders included in the file..
>
> Probably you're using an older version. The newest version is
2.22
> (28 july 1993).

Hmmm... Sounds like I need the new version ;-)

> Anyway the message 'Damaged file. Skipped' means that LHarc has
found
> a damaged file in the archive which was automatically skipped.
Older
> versions (<=2.01) stopped processing in that case. The message
'Garbage
> found at the end of the archive' means that there are
some/many
> senseless bytes. Sometimes
> this is caused by destructed archives but in most cases you can
ignore
> this message as the problem is caused by stupid transfer
utilities
> (Xmodem, Ymodem
> etc)

Thanks for clearing that up...

Cheers,

```
+---+-------------------------------------------------------------+---+
| | STeve Basford - NeST: 90:102/108 'n' FidoNet: 2:255/404.42 |
|
| O | Internet: Steve.Basford@cyberhm.royle.org | O
|
| +-------------------------------------------------------------+
|
| O | An object will fall so as to do the most damage. | O
|
+---+-------------------------------------------------------------+---+
```

* Origin: STeve's Cyber-Island
(2:255/404.42)

2748. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 04:29:31 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug18.042931.47654@acs.ucalgary.ca>
Source record: 202422
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26> etxansk@garbo.ericsson.se (Anders Skelander) writes:
>
>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

The 5200 came out late summer 1982. It was originally called
Video System X, for interests sake.
--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

2749. GCC 2.4.2

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 05:25:20 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBxwE8.J2p@sdf.lonestar.org>
Source record: 202256
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm interested in learning Objective C, and I just got the new 2.4.2 version of GCC, but it seems to only have the basic compiler in the archive and not the c++ or objective C compiler. Objective C is also supposed to come with an interpretter - one of the many reasons why I want this beast!! I did not see an interpretter in the archive,

I got the mgcc242b.zoo archive from the MiNT section. Where do i get the things that I need? Should I get the larger (> 1MB which is gonna be hard to get with BART!!) archive in the GCC section for TOS? Will this archive have the things I want? Its exactly the same I think (same version number!!!). Will I be able to mix-n-match the base-relative parts of the compiler from the MiNT directory with the non-base-relative peices from the TOS archive??

Does the Objective C interpretter even exist for GCC? Can it be used for standard C? Also, where can I get the Objective C specific libraries?

Has anyone created any sort of Objective GEM Library?? Something like MacAPP or the NeXT Interface Builder would be nice. Hehe .. maybe we can talk Ian Lepore into porting GEMFAST to be an object library :-)

Please E-Mail responses. I don't know when I'll get back on the net again. Thanks a bunch!!

2750. ****** 2.5 Meg TOS 2.6 ST FOR SALE ******

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 05:52:52 UTC
From: carrollw@ucs.orst.edu
Message-ID: <24sg3k$11m@gaia.ucs.orst.edu>
Source record: 202425

Atari 520 ST With:

Atari SC1435 (Color) Monitor
Atari SM147 (Mono) Monitor

3 1/2" Master DS/DD Disk drive
5 1/4" IB DS/DD Disk drive
(Extra 3 1/2" DS/DD drive only included
fits in IB dirve box, I used as
second 3 1/2" drive)

Drive Master (drive switch box)
Monitor Master (monitor switch box)

Code Head:
TOS Extention Card (with chips)
Warp 9 (with paperwork)

Xtra-RAM Delux (with 2 Meg of SIMMs)

Tweety Board STEREO (new in box)

"M" MIDI music software
Police Quest 2 (game)
Fire (game)
Chicago 90 (game)

Word Perfect 4.1

(All software is store bought with manuals)

Would like to sell all for $450.00, will take the best offer.

Thanks for your time EMAIL to carrollw @ ucs.orst.edu

2751. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 06:14:01 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.081l@terapin.com>
Source record: 202427

heineken@ddtc2.gmd.de (Ralf Dolsma) writes:

>PLEASE open a new groop falcon030.
>I think there has to be no discussion about it.

I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn't be that many messages there, but if you look at it, most of the messages are about Falcon030. What would happen is alot of traffic on the FALCON030 newsgroup and less traffic here on ATARI ST. This is the natural progression of things, just as when the ATARI 8-bit users were saying they didn't need an ATARI ST newsgroup. :) The ST will fade away soon, and the Falcon must take over.

2752. Re: mpeg on falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 07:01:09 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Aug18.070109.23707@Informatik.TU-Muenchen.DE>
Source record: 202426

In article <24g03v$4sa@brasil.fr.mugnet.org>, laurent@brasil.frmug.fr.net (Laurent Chemla) writes:
|> Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:
|>
|> : On my Falcon I have got a demo called Birdy.prg which plays this well-known
|> : sequence using the DSP. The demo is by Brainstorm, France (don't know their
|> : full adress). And FACT IS: IT DOES AT LEAST 15 FRAMES per second!
|>
|> You should'nt have it :-)
Couldn't I have bought it? But ...
Aehm ... :-) Well I was just gessing there ... I saw the same animation as
a mpeg file and concluded that this also should be one ...
|> Are you sure it's the MPEG one ? We released some demos of our FLI decoder
I am NOT shure, so it must be the FLI decoder. I didn't get it through some
dark channels, very "officially" via FTP. Sorry that was my mistake.
Luckily the core of my statement was correct - Phew!

Greetings,

Michael

2753. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 07:24:39 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <24slfn$l3v@info2.rus.uni-stuttgart.de>
Source record: 202431

In article <1993Aug17.194216.26727@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>Tempus Word is able to import and export RTF (Rich Text Format)
>which is supposed to be understood by W4W, not tested.

I tried it. Didn't work. W4W stopped with (after having read the whole file): "Can't open file".
W4W sucks.

>Axel Kielhorn

--
Ciao
Uwe

2754. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 07:33:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24slvsINN3sh@golem.wcc.govt.nz>
Source record: 202432

In article <745567758.AA00138@dswhq.omahug.org>, Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
>In a message of <14 Aug 93 11:46:18>, sheppard_r (1:286/2) writes:
>
> sr> The reason could be that you can only get TOS 1.4 2 chip sets in
^^^^^^^^^^^^^^^^^^^^^
> sr> ROMS and not EPROMS, any one can blow EPROMS but not ROMs...
^^^^
>
>The reason that you can't get 1.4 TOS in 2 chip set Eproms is due to the fact
>that 1.4 came in a 1 megabit chip. They don't make 1 megabit chips in the
>Eprom variety in 28 pin packages; there just ain't enough room on the package
>for all the pins you need. If you drop the Vpp and programming pins though,
>you can gain enough room on the package to make a 1 megabit mask programmed
>ROM, and still put it in a 28 pin package.
>
>Later,
>Gizmo
>

PLEASE PLEASE go a READ WHAT I POSTED, I never stated 2 chip EPROMS at all, what I stated was 2 chip Roms....

There seems to be a Big problem with Newreaders, they don't read what is there, they read what they think is there..

So come on Chaps please read the post twice before you jump to conclusions, it would also help my blood pressure....:-)..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2755. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 08:26:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88281@cup.portal.com>
Source record: 202433

So far everyone who's said "I've seen upgrades done to 520STFMs" has been talking about the OLD versions...

Has anyone actually seen the inside of the supposed NEW version being sold in the U.K...?

(Point of interest.. as of the STe, Atari has used surface mounted chip technology.. which is less expensive to manufacture, but is very difficult to fix or modify.)

BobR

2756. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 09:17:55 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7157c0@cindy.ct.se>
Source record: 202428

In a message of 17 Aug 93 11:09:47, Stefan Damerau wrote:

SD> R>Page 234 on Sky-TexTV .. finally something good about Atari ..
SD> What is it???

See next letter ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2757. Sky One Atari News

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 09:17:55 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7157da@cindy.ct.se>
Source record: 202429

PowerZone, side 234 on Sky One, 17/8-93

-/-

HEY WHAT MACHINE DO I BUY? - ATARI?

We have spoken about 3dO, Amiga 32, CD Rom but what of Atari. The Falcon (that's their new flagship computer) does not seem to be doing much. The specs on this machine sounds great but with only UK sales of 7,000 the user base is nearly non existent. So enter the JAGUAR, not a car but a 64 bit console machine also coming from Atari.

What with 8 bit machines, 16, 32 and now 64 when will it ever end. It is alright to say having the fastest car in the world but no good with a speed limit of 70 MPH. The same analogy can be said of a 64 bit machine, it may be fast, have zillions of colours but without either a user base of software support it may as well not be there.

The Jaguar has the support of companies like US Gold, Elite and Ocean and already games such as Human and the brilliant shoot-em-up Raiden are near completion so who knows Atari could be back in the limelight again. One spin off with Jaguar's development is that there should be more Falcon games around.

Talking about the Falcon did you know that you can hook a CD ROM up to it and run the Kodak Photo CD disk!

-/-

Typed in by Rickard Troedsson. I've checked this over and over again, all the typos and the bad english comes from the Sky One employee.

2758. Re: Adding a new drive to a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 09:17:55 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c715814@cindy.ct.se>
Source record: 202430

In a message of 17 Aug 93 11:09:49, Peter Missel wrote:

PM> Assumed that the drive actually WORKS in the Falcon, it won't fit in there
PM> since the F030 requires a 2,5" drive.

I heard that if you make your own plate, and turn it 90 degrees, a 3.5" will
fit nicely in the Falcon ..

I will try it when I get mine .. (tomorrow or the day after .. ahh ..)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2759. Re: Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 10:28:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CByAFq.904@barclays.co.uk>
Source record: 202269

In article <24s1a9$cif@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
|>
|> It seems that my E: partition is hosed, and the few things
|> Ive tried didnt work.
|> First, running HDX to try to zero the partition reports
|> something to the effect 'boot block is bad, may have been partitioned
|> with another utility'.
|> Of course, this isnt true. As a matter of fact, its pretty
|> much the first time Ive tried to use the E: partition since Ive
|> gotten the machine.
|> The other partitions work fine.

This is a known bug in the older Atari HD drivers. The latest ones (Cant remember the number off hand) fix this bug. What happens is that when a partition fills up, it overwrites the first cluster of the next partition. In you case I'd guess drive D filled up and trashed E: All I can suggest is a backup & repartition it. Then get the new version of the drivers from Atari or the net. The fixed version is probably a couple of months old now.

Iain

2760. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 10:43:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24t14clNN54a@golem.wcc.govt.nz>
Source record: 202434

In article <afonseca.081l@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>
>>PLEASE open a new groop falcon030.
>>I think there has to be no discussion about it.
>
>
>I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn't
>be that many messages there, but if you look at it, most of the messages are
>about Falcon030. What would happen is alot of traffic on the FALCON030
>newsgroup and less traffic here on ATARI ST. This is the natural progression
>of things, just as when the ATARI 8-bit users were saying they didn't need an
>ATARI ST newsgroup. :) The ST will fade away soon, and the Falcon must take
>over.

No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
I would think there are more 'TT's' than Falcons out there and we don't have a
'TT' group...

Just live with the facts that the FALCON is Dead, it has a -100% performance
rating, has far to many Bugs, no True colour in High res modes, has Big
problems in Interlace modes, screen comes up scrambled very little software
support, and I could go on and on...gee and the Price, what a rip off..!!

Facts not Fiction...!!!!

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2761. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 11:03:35 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <24t2a7$k0s@info2.rus.uni-stuttgart.de>
Source record: 202435

In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Facts not Fiction...!!!!
>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide

Keep to your own advices. There at least 4000 Falcons sold in Germany
(according to my local dealer).

Facts, not fiction, you nasty flamer

--
Ciao
Uwe

2762. Re: Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 11:03:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24t2a7INN54a@golem.wcc.govt.nz>
Source record: 202438

In article <24s1a9$cif@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
>
> It seems that my E: partition is hosed, and the few things
>Ive tried didnt work.
> First, running HDX to try to zero the partition reports
>something to the effect 'boot block is bad, may have been partitioned
>with another utility'.
>
>Billy D'Augustine VAX/VMS system admin
>bill@main.morris.org Morris County Info Systems

Well thats a Falcon for you..!!!

Well from what I have read here and else were you need HDX 506 or 508 or what ever, this Bug was claimed to be fixed with HDX504, but never..

I have not seen the latest version posted to the Net yet, only HDX 504, so may be some good Atari Falcon user could post the latest version to the Net some were..

Ataries support on GEnie is now none existence, and this is there main Support System, there is no Xcontrol panel 1.31 on there or the latest HDX software, I do think Atari should be getting its finger out and Supporting its users..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2763. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 11:04:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug18.110438.2929@rhrk.uni-kl.de>
Source record: 202436

sblagdon@axion.bt.co.uk (Shaun Blagdon) writes:

> Does anybody know of a Wordprocessor (PD hopefully) for the Atari ST that
> is compatible or at least partly compatible with Word for Windows.

TEMPUS WORD (only availabel in German language) is a word processor which
reads and write Microsofts RTF format and has about the same functions as
Word for Windows. It's availabe from CCD, Germany in three different
version, the cheapest one for 200,- DM.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2764. Re: Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 11:06:47 UTC
From: reschke@math.uni-muenster.de
Message-ID: <24t2g7$26gr@obelix.uni-muenster.de>
Source record: 202439

In article cif@c3po.jvnc.net, bill@main.morris.org (Billy D'Augustine) writes:
>
> It seems that my E: partition is hosed, and the few things
> Ive tried didnt work.
> First, running HDX to try to zero the partition reports
> something to the effect 'boot block is bad, may have been partitioned
> with another utility'.
> Of course, this isnt true. As a matter of fact, its pretty
> much the first time Ive tried to use the E: partition since Ive
> gotten the machine.
> The other partitions work fine.
> On the off chance, I tried to run ICDs Cleanup ST, but that
> didnt even load...
> Any ideas, outside of reformatting the whole physcial drive?
>
> Thanx
>
> Billy D'Augustine VAX/VMS system admin
> bill@main.morris.org Morris County Info Systems
>
> Until the blood on your sword is the blood of a king.
> Hail and kill!
>

SCSI-Tool should be able to create a new file system on the damaged partition (it's
a commercial program from Hard&soft, Germany).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2765. Re: using C...

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 11:15:18 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug18.111518.12175@dcs.warwick.ac.uk>
Source record: 202437

In article <24rdd4INNa4o@uwm.edu> mode@csd4.csd.uwm.edu (Dan) writes:
>Ok. The sources are available for a program written using standard C and
>compiled with Microsoft C ver 6.0. It has been compiled for use on a PC,
>but I would like to use on an ST platform. How can I do this? Is it
>possible? The program is used to read/write disks for the E-mu Emax II
>Sampler. Any help appreciated...
>
>Thanks. Below is the source file...

Well, one of them anyway. I should imagine that there are also files called
emaxio.c, rwdisk.c, frmtdsk.c and screenio.c judging by the #includes.

Don't post the whole thing here though - email it to anybody who thinks they
can help.

It doesn't look too hard to convert, assuming rwdisk.c uses the PC's BIOS
rather than directly accessing some strange disk controller. I'll try to
help if no-one else can.

- Leo

2766. Re: HP Deskjet & 1040ste comm problems

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:13:41 UTC
From: gehring@pib1.physik.uni-bonn.de
Message-ID: <GMT18Aug.93.28815@work1.rhrz.uni-bonn.de>
Source record: 202442

In article <ekrimenCBBFnM.DB6@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>In article <23ro28$6nj@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>>
>>I seem to be having a bit of trouble getting my atari 1040 STe to talk
>>to my new (used) HP deskjet plus. Are there any desk accessories and /
>>or auto programs that interfere with such communications? Are there any
>>dip switch settings I need to know about for the Atari? What print
>>spoolers are known to work well with the deskjet plus?
>
>Make sure the Deskjet is on before you reboot your computer.
>

I have a small program from a friend, that allows you to reset the printer-comm
correctly if you swith you printer on *after* booting th computer.
Anyone interested (uuencoded) ???
Sam

****
Rainer Gehring, Physikalisches Institut der Uni Bonn Nussallee 12
Internet: gehring@pib1.physik.uni-bonn.de
Tel: 0228/732494 (Work) 0228/238452 (Private)
****
No programmer works nine to five, exept those on the nightshift.

2767. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:18:15 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <CByFIF.ILB@festival.ed.ac.uk>
Source record: 202441

In article <24t2a7$k0s@info2.rus.uni-stuttgart.de>, stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
|> In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
|>
|> >No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
|>
|> Keep to your own advices. There at least 4000 Falcons sold in Germany

Add to that around 7000 in the UK (Can't remeber where I heard the figure, but it sounds correct...)

Obviously you've never seen a falcon, otherwise you'd realise that most of these rumours are completely unfounded.There are no problems with "scrambled screens" that I've seen. Nearly all my old ST stuff runs on my falcon, most of it runs faster. Most of the early bugs in the OS have been patched. Hell, I like my falcon, and wouldn't swap it for anything (apart from perhaps an SGI workstation...)

Oh well, that's another name for my kill file.

John.

fraser@uk.ac.ed.festival
---
no .sig due to lack of imagination

2768. Re: Printer Help Needed!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:19:25 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Aug18.121925.2606@beaver.cs.washington.edu>
Source record: 202440

>In article 15296@mksol.dseg.ti.com, cris@sc8.csc.ti.com (Cristine Webb) writes:
>My husband and I have a MegaSTe and a 386 DX40 that we want to hang a TI
>MicroLaser Turbo printer from. (Cuz I can get it at a discount :))
>Anyway, the printer only supports HP II emulation unless we spend $300 for an
>Epson emulator cartridge. We're planning on using Atari Works with it.
>
>The question is...is there any software out there that either 1) will force
>Atari files into an HP II format or 2) an Epson driver that we can use on the
>software side? (Or any info on how he can write a driver for either of these?)

I've recently been using Atari Works on my Falcon (great program by the way, it's really easy to use). I've gotten great printouts on an HP LaserJet Series II using the generic "HP LaserJet" driver which comes with SpeedoGDOS and Atari Works. If your printer can emulate an HP LaserJet (I imagine it doesn't matter what version of LaserJet it is, at least not a whole lot), then you should be able to use the LaserJet driver. I've been able to get really great results from Atari Works and SpeedoGDOS (it even looks pretty good on my 9-pin dot matrix, albeit crummy compared to the laser).

Also, just a general comment : if anyone out there has heard the hype about Atari Works and is wondering if it's worth buying, believe me it's as good as its cracked up to be! This is in my IMHO of course but it's a very well-designed program and is just a breeze compared to anything else I've seen for the Atari. I'm very impressed with the program, and SpeedoGDOS is very nice as well -- it's fast and produces good output on a wide assortment of printers. My advice is : you _need_ this program... :-)

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2769. Re: Hp Deskjet & print spoolers/queues/buffers don't work

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:29:27 UTC
From: gehring@pib1.physik.uni-bonn.de
Message-ID: <GMT18Aug.93.17438@work1.rhrz.uni-bonn.de>
Source record: 202443

In article <24di8d$omh@news.bu.edu>, selick@csa.bu.edu (Steven Selick) writes:
>
>Thanks to all who helped me get my deskjet online. I vid finally modify
>my cable with a transistor on pin 1 & ground, and it works great. Now,
>the question is, how can I get it to work with a print buffer, spooler,
>or queue? I am mainly looking for something that will let the computer
>work on the next few lines while the printer is printing to speed up the
>output some. I have tried everything I could find at a.a, as well as the
>Neoqueue found with neodesk 3.1 (whatever the latest version is). Most
>of them just hang up, others print garbage & formfeeds. I tried them
>with Pagestream, Notator, Calamus, and Uniterm screen dumps to no avail.
>Has anybody on the net found a combination that works with the deskjet?
>
>Thanks,
>Steve
>selick@csa.bu.edu

I have a 64K-spooler (Auto-folder) for my ST. It works fine with my DJ500+
If someone is interested mail me.

Sam

****
Rainer Gehring, Physikalisches Institut der Uni Bonn Nussallee 12
Internet: gehring@pib1.physik.uni-bonn.de
Tel: 0228/732494 (Work) 0228/238452 (Private)
****
No programmer works nine to five, exept those on the nightshift.

2770. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:55:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CByH97.Aq0@cs.bham.ac.uk>
Source record: 202444

In article <24t2a7$k0s@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>Facts not Fiction...!!!!
>>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>
> Keep to your own advices. There at least 4000 Falcons sold in Germany
> (according to my local dealer).
>

And around 7000 in the UK, allegedly.

--Chris

2771. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 12:59:50 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CByHFr.Ato@cs.bham.ac.uk>
Source record: 202445

In article <24slfn$l3v@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>In article <1993Aug17.194216.26727@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>>Tempus Word is able to import and export RTF (Rich Text Format)
>>which is supposed to be understood by W4W, not tested.
>
> I tried it. Didn't work. W4W stopped with (after having read the whole
> file): "Can't open file".
> W4W sucks.

You should be so lucky. We're forced to use WPerfect for Windows, which really sucks! (Can we have a "my wp is worse than yours" thread???)

More seriously, try Redacteur 3, which exports RTF. Available in the UK from the ST Club.

--Chris

2772. Re: Problems with zoo21.ttp?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 13:42:00 UTC
From: Sven_Boose@hh.maus.de
Message-ID: <A25226@HH.maus.de>
Source record: 202278

Hy Steven,

all Versions above 2.10 I know are buggy. Try & keep old one's.
They will do it.

Bye,
Sven

2773. Flight simulators

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 14:05:50 UTC
From: winters@access.digex.net
Message-ID: <24tcvu$s01@access.digex.net>
Source record: 202446

Thanks to everyone who has been sending me info. on C for ST.
I just started using various flight simulators for Atari ST -
have Jet, Falcon, Flight Simulator II. I like Jet a lot - easy to use -
great graphics. I think Falcon is really slick, but easy to set your
engine on fire!!! What flight simulators do you all like (I got a
1040St with 1 MB memory & built in floppy drive)

---- Mike Winters

2774. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 14:25:19 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug18.142519.17421@dcs.warwick.ac.uk>
Source record: 202447

In article <CByFIF.ILB@festival.ed.ac.uk> fraser@festival.ed.ac.uk (J Fraser) writes:
>In article <24t2a7$k0s@info2.rus.uni-stuttgart.de>, stud30@iris9.csv.ica.uni-stuttgart.de
(U. Seidler) writes:
>|> In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>|>
>|> >No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>|>
>|> Keep to your own advices. There at least 4000 Falcons sold in Germany
>
>Add to that around 7000 in the UK (Can't remeber where I heard the figure,
>but it sounds correct...)
>
>Obviously you've never seen a falcon, otherwise you'd realise that most of these
>rumours are completely unfounded.There are no problems with "scrambled screens"
>that I've seen. Nearly all my old ST stuff runs on my falcon, most of it runs
>faster. Most of the early bugs in the OS have been patched. Hell, I like my
>falcon, and wouldn't swap it for anything (apart from perhaps an SGI
>workstation...)
>
>Oh well, that's another name for my kill file.

You mean he's not in there already?

I don't think anybody has countered his "overpriced" claim. The Falcon's
price is a breakthrough for something with a DSP and stereo 16-bit 50KHz
sampling/playback.

However, I have got to agree that the Falcon doesn't look very healthy at
the moment (The ST sold nearly 200000 in the UK one year) and it would be
unwise to create a newsgroup for it until more have been sold.

I think there is a danger that Atari might go back to it's roots if the
Jaguar proves a success and drop the Falcon altogether.

- Leo

2775. Re: ST FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 14:31:56 UTC
From: p89011@w0a.ph.ed.ac.uk
Message-ID: <CByLp9.9vH@festival.ed.ac.uk>
Source record: 202448

In article <17AUG199310323927@v44e1.orl.mmc.com>, sderochemont@v44e1.orl.mmc.com (STEVE DEROCHEMONT) writes:
> Does anyone know of some FTP sites with ST files on it?
> I am particularly looking for the ST version on Oxyd or other
> small interesting games.
>
> Thanks!
> Steve deRochemont
> SDEROCHEMONT@v44e1.orl.mmc.com
>

There is a big archive at atari.archive.umich.edu, though of course others exist too.

--

Oliver Critchley, |
Physics Department, | 1 + 1 = 3, for large values of 1
Edinburgh University. |

2776. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 15:41:19 UTC
From: jharris@cup.portal.com
Message-ID: <88289@cup.portal.com>
Source record: 202450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

>Bollocks. Show me one program that will run on GEMulator but
>not on a TT or Falcon. Only the most WELL BEHAVED programs
>(which fortunately, are usually the good ones anyway) will
>run on GEMulator.

There are probably plenty of them. There are pieces of code that will break on '030s due to caches, MOVE SR, and stack frames at least. Maybe more. If these programs are well behaved in other respects, they would probably work on GEMulator.

These instances obviously won't be as popular as the programs that don't work on GEMulator, but they will exist.

John Harris - jharris@cup.portal.com

2777. Re: Anybody play Time Lords?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 16:29:11 UTC
From: ken@isgtec.com
Message-ID: <5472@isgtec.isgtec.com>
Source record: 202267

In article <24msi1$nub@ionews.io.org> sling@io.org (Sling) writes:
> Anybody out there play an incredibly addictive game for the ST called Time
> Lords? If so, please email me. I'd love to discuss strategy for some of the
> higher levels, and for that $%#! Excalibur which I can get past 1A.

Isn't that game called Time Bandits? Great game, one of the first truly
good games out for the ST. I remember there was a neat little memory patch
program for infinite lives too. I'd like to see a hints file for that game...

--
God is real, unless declared integer.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2778. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 16:37:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug18.163749.11401@newshost.lanl.gov>
Source record: 202253

Just some random thoughts on the Gemulator rantings and ravings of late...

IMHO, just because someone uses a PC as well as our beloved Atari is little justification to denounce them as "traiterous." Many people simply _need_ to use non-Atari software due to work or school requirements. And some of us (myself included) use and actually enjoy _multiple_ platforms, appreciating each for the certain advantages they offer. Atari makes great computers, no doubt, but they are NOT the be-all, end-all of computerdom. Then again, neither is the PC, Mac, Amiga, ... ad nauseum.

Unfortunately, most people simply cannot afford to own multiple computers. Now if someone could show me a single "box" that would allow me to run my favorite Atari, Mac and PC applications with little or no performance or compatability concessions, all at a reasonable price, I would be one happy camper and I wouldn't care less about WHO made the box. I can dream, right?

Gemulator, Spectre GCR and soon, Power PC, are all steps in that direction. The tools you use to get a job done are not important... it's the results! Those who can resist being blinded by computer brand name "religion" face a very bright future, indeed. Remember... you read it here first. :)

Hey, I'll fight anyone to be first in line to sing the praises of Atari. But in so doing, I'm not about to sacrifice my common sense to the almighty Fuji.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2779. Re: SIMMs in an ST?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 16:42:47 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug18.164247.146462@zeus.calpoly.edu>
Source record: 202251

The JRI SIMM board is not too bad. In most cases, it has a ribbon cable with a connector that solders on to one of the RAM chips and a ribbon cable that plugs into the shifter. (Also gives you 4096 colors if you have 2 shifters). Then it has 8 additional wires that go to the MMU. Instead of forcing it into the MMU, you solder these (preferable to the underside of the circuit board).

I did this upgrade to a 1040, and then decided to move it to my 520 (my 1040 is a little flakey, but a stupid problem had be convinced than the 520 was not working!!!). Anyhow, I had soldered all 16 pins of the RAM connector to a RAM chip, which turned out to be impossible to remove (JRI recommended only soldering the corners, but that is a little questionable - although that is how I have it now). Anyhow, I had to remove A RAM chip to get that connector out (I was in a hurry, so broke the RAM chip, but I bout a new chip for $1.50 and soldered it back in, which is easy). The installation in the 520 was easy.

Anyhow, my point is that the JRI board does not cause permanent damage to the ST if you are OK at soldering (and even if not, someone who is could usually undo any simple damage you do).

It is working well. I can use 2.5 and 1.0 MB configs just by changing the chips (i.e. if I really need the 1MB SIMMS for somenthing else). To upgrade to 4MB, I need only to cut three resistors and plug in the extra 2 simms.

mike

2780. Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 16:47:33 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug18.164733.147801@zeus.calpoly.edu>
Source record: 202252

Here is the info I got from my TOS info request. It is not perfect, but should be helpful to anyone with an older TOS version or ST who was unsure about what versions are available:

(corrections to mcookson@flute.calpoly.edu)

-mike

TOS on ROM Versions
---

28 Pin chips:

TOS 1.0 - 6 or 2 chip set - standard in all older STs
TOS 1.2 - 6 or 2 chip set - ???
TOS 1.4 - 6 or 2 chip set - Upgrade for 1.0. (Rainbow TOS)
TOS 1.6 - 2 chip set - for STE??

32 pin chips: (These are the newest versions)

TOS 2.06 - 2 chip set - for all STs - req. adaptor for ST/Mega/STe
TOS 3.06 - 2 chip set - for TT
TOS 4.04 - 2 chip set - for FALCON

Notes:

The older STs (ST, Mega, STe?, STacy) have 28 pin sockets. Tos 2.06 is the best version of TOS on ROM for these machines, but requires an adaptor. (I am not sure if the STe has 28 or 32 pin sockets, or if it comes with TOS 1.2 or TOS 1.6 - if anyone knows, let me know)

The newer STs (TT, Falcon) have 32 pin sockets, and use 2 chips.

I have not listed outdated versions (except 1.0).

2781. Re: What are these?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 17:43:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A41336@M4.maus.de>
Source record: 202281

T>What a hell. Why this stupid mail is found everywhere ?? What does this
T>make common with COMP.SYS.ATARI.ST & other tech areas ??

This mail was also found at the MausNet in Germany in an ATARI-group.
Absolutely stupid. :-(

bye, Jimmy

2782. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 17:44:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1435@usdtsg.DaytonOH.NCR.COM>
Source record: 202255

In article <1993Aug18.142519.17421@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>
>I don't think anybody has countered his "overpriced" claim. The Falcon's
>price is a breakthrough for something with a DSP and stereo 16-bit 50KHz
>sampling/playback.

I pointed this out in my reply to Roger over in .advocacy (if I posted correctly) that the initial release of the ST ran around $900-$1000 for a 1040ST (and even the initial released of the 16k-expandable-to-48k Atari 800 ran almost that high). Give it time to find an audience, and the price will drop like the rest (I mean, I can get a 1040STe for like $349 these days new).

>However, I have got to agree that the Falcon doesn't look very healthy at
>the moment (The ST sold nearly 200000 in the UK one year) and it would be
>unwise to create a newsgroup for it until more have been sold.

Anyone know how many ST's sold their initial year (I'd be curious to know)...

>I think there is a danger that Atari might go back to it's roots if the
>Jaguar proves a success and drop the Falcon altogether.

They would be foolish to do this. Why? The video game crowd generally does not have the same "loyalty" as the Atari computer crowd. Ex-2600 owners probably have Nintendos, Segas, etc. They may pitch those for "the next big thing" which could be the Jaguar. And when that's obsoleted, the cycle continues...

Look at the ST world - there's an obvious loyalty (for whatever reasons) in the Atari computing realm. A lot of people move on to other systems, but I would imagine that's for a particular need (such as staying compatible with their work PC) than anything else (?).

Anyways, this belongs in .advocacy (hopefully my last post like this over here :-)

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

Q: What's the last line of the "Star Spangled Banner"?
A: PLAY BALL!

2783. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 17:45:08 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CByuzM.H3E@news2.cis.umn.edu>
Source record: 202254

In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <afonseca.081l@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>>heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>>
>>>PLEASE open a new groop falcon030.
>>I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn't
>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide

So, for those of you out there clamoring for a comp.sys.atari.falcon
newsgroup...

GO DO YOUR HOMEWORK. GET THE DETAILS ON HOW TO START A NEW NEWSGROUP AND
FOLLOW THROUGH.

It isn't going to happen by itself.

-- David Paschall-Zimbel

P.S. Almost forgot --

ROGER, WHEN YOU SEE THE CALL FOR VOTES, EITHER IGNORE IT OR VOTE 'NO'.

2784. Re: Have you played Utopos already?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 19:26:41 UTC
From: wilsont@rahul.net
Message-ID: <CByzCH.EE0@rahul.net>
Source record: 202257

In <CBxDCt.Ly1@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:

>>In a previous article, paetau@mits.mdata.fi (Rasmus Paetau) says:
>>>A question to all STe-owners with 1MB or more memory: did you already
>>>run across this absolutely great game Utopos? And if you did, what did
>>>you think of it? I for one registered immediately, and got my
>>>registered version yesterday.
>I ftp'ed it from aa, and tried it on my TT and it just froze up, even when
>I clean booted w/no auto prgs or acc's.
>Has any other TT owners gotten it to work? BTW, I have TOS 3.01.

I thought it clearly stated somewheres or other, that it was an STe game only.
I could be wrong (perhaps only in the game itself), but it is a
STe game "only".

Other than that, its a cool game, but its too easy to cheat when the
other guy cloaks. :)

anyone have tips on sending money to the authors? i don't know
where to start to get US money to them.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2785. Re: Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 19:32:49 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745702369snz@falcon.demon.co.uk>
Source record: 202272

In article <24s1a9$cif@c3po.jvnc.net> bill@main.morris.org writes:

>...
> Any ideas, outside of reformatting the whole physcial drive?

Diamond Edge 1.10 does the job nicely (I just did it to a Falcon in the
office which lost its drive F).

--
Alex Kiernan
alex@falcon.demon.co.uk

2786. Atari SLM 804 Laser, 8 ppm, _cheap_

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 19:39:58 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <DMEGGINS.93Aug18193958@aix1.uottawa.ca>
Source record: 202268
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have an Atari SLM 804 laser printer for sale. This printer can handle transparencies (unlike a DeskJet, for example), prints up to 8ppm (I managed 6ppm for intricate DTP), and runs on most Atari ST-type computers (except, I hear, on the Falcon).

Recently serviced, and has clean bill of health. Drum is fairly new (about 500 pages, I think).

Asking CAN$300 (US$220) or best reasonable offer.

David Megginson (Ottawa, CANADA)
dmeggins@aix1.uottawa.ca

2787. Atari 520ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 20:36:06 UTC
From: marc@mitre.org
Message-ID: <marc-180893153956@m14622-mac.mitre.org>
Source record: 202262

```
Atari 520ST with: Hi-Res. Color monitor, (2) 3.5" external
double sided floppy drives, mouse, extended keyboard and
a couple of legal software titles to go with it. I want
to sell the system as a whole.

---
*
* Marc Friedman
* The MITRE Corporation
* E-mail: marc@mitre.org
************************************************************
```

2788. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 20:40:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <24u443$j8a@cville-srv.wam.umd.edu>
Source record: 202258

In article <24t14cINN54a@golem.wcc.govt.nz>,
<sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <afonseca.081l@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>>heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>>
>>>PLEASE open a new groop falcon030.
>>>I think there has to be no discussion about it.
>>
>>
>>I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn't
>>be that many messages there, but if you look at it, most of the messages are
>>about Falcon030. What would happen is alot of traffic on the FALCON030
>>newsgroup and less traffic here on ATARI ST. This is the natural progression
>>of things, just as when the ATARI 8-bit users were saying they didn't need an
>>ATARI ST newsgroup. :) The ST will fade away soon, and the Falcon must take
>>over.
>
>
>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>I would think there are more 'TT's' than Falcons out there and we don't have a
>'TT' group...
>
>
>Just live with the facts that the FALCON is Dead, it has a -100% performance
>rating, has far to many Bugs, no True colour in High res modes, has Big
>problems in Interlace modes, screen comes up scrambled very little software
>support, and I could go on and on...gee and the Price, what a rip off..!!
>

Roger, this is really funny because locally, I now have more Falcon dealers
near to me than I have had since 1987 just because of the Falcon.

See, the machine is selling well to musicians. They may not have
Internet access, but they are buying them up. In the Washington, D.C. area
we were reduced to 2-3 stores you could walk into (Toad and L&Y Electronics
come to mind... Joppa may still be around, i have no idea) and see ST/Falcon
machines.

Now I can go to several music stores and buy one... and they are in stock.

The performance of the machine is not up to TT specs, but there has not been
a lot of widespread development to take advantage of the DSP. With the advent
of compilers that have libraries and functions to access it (i.e., Lattice
and GNU C) we should see that slowly change...

I don't know what you mean by "big problems" in interlace modes. After all the years of listening to Amiga owners discuss ways to minimize flicker with appropriate color selections, i'm sure it can't be any worse than theirs. (Although i must admit, the Falcons i have seen look more horrible than the Amiga when they flicker because the green desktop is the absolutely wrong color to use... Amiga users tend to prefer a black backdrop or have a picture in the background that reduces the effect of interlacing...)

The price does suck... relative to PC clones. But it is an individual decision as to whether the machine delivers the type of performance that makes it worth the investment.... personally, for MIDI uses, i'd be satisfied with it.

<although i really wish it had a detachable keyboard!>

2789. Sending....

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 20:43:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24u48lINN864@golem.wcc.govt.nz>
Source record: 202261

What was the GEnie address, I'm trying to contact a Paragon Computers employee (P.REEVES2) on there, I try:/

P.REEVES2@geis.genie.com

and I get 'Unknown Server' I've done this before, so it's not a local fault, have I missed anything?

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

2790. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 20:46:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <24u4f8$jf4@cville-srv.wam.umd.edu>
Source record: 202259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <88289@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>Bollocks. Show me one program that will run on GEMulator but
>>not on a TT or Falcon. Only the most WELL BEHAVED programs
>>(which fortunately, are usually the good ones anyway) will
>>run on GEMulator.
>
>There are probably plenty of them. There are pieces of code that will
>break on '030s due to caches, MOVE SR, and stack frames at least. Maybe
>more. If these programs are well behaved in other respects, they would
>probably work on GEMulator.
>
>These instances obviously won't be as popular as the programs that don't
>work on GEMulator, but they will exist.
>
>John Harris - jharris@cup.portal.com

Ok, so is GEMulator able to run stock TOS programs or is it devoted to GEM applications? I think Darek's safest assumption is that well-behaved GEM apps would work on his emulator, but those programs are usually the ons that work on every machine.

The catch here is that when he runs things like non-GEM apps that bang the hardware, and it isn't there, i don't see where he will gain much more compatiblity, and the programs he may be running.. well... they are probably old enough that i'd do better to buy an old 1040ST for $75 (less than half the cost of GEMulator) and hook it up to my old SC1224 i have sitting around here unused, and run the program....

2791. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 20:50:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <24u4m6$jo5@cville-srv.wam.umd.edu>
Source record: 202260

In article <1993Aug18.163749.11401@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>Just some random thoughts on the Gemulator rantings and ravings of late...
>
>IMHO, just because someone uses a PC as well as our beloved Atari is little
>justification to denounce them as "traiterous." Many people simply _need_
>to use non-Atari software due to work or school requirements. And some of us
>(myself included) use and actually enjoy _multiple_ platforms, appreciating
>each for the certain advantages they offer. Atari makes great computers, no
>doubt, but they are NOT the be-all, end-all of computerdom. Then again,
>neither is the PC, Mac, Amiga, ... ad nauseum.
>

I don't think Darek is traitorous at all.... i do think that he is probably supplying a product for the needs of people who are hesitating to buy a PC because they are tied down to ST/e software.

My own rationale for not being too excited over GEMulator is that it seems very complete on the surface, but the people I think who are most tied to the ST are the people who use it for music, and that is the one thing Darek has not supported yet.... MIDI.

I've used the ST emulator on the Amiga, and it too is pretty nice, but some things are not quite right. So far, none of the ST emulators do as good a job of emulating the ST as Dave Small's Spectre GCR does of emulating a Mac.

2792. Re: ** 50+ Hard-to-find Atari ST/8

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 21:25:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49672@SL.maus.de>
Source record: 202279

C>ARCHON Classic animated chess game (from Star Wars)
Isn't this the 'chess-LIKE-game' where different monsters (and summoned
creatures) move on a chess-field with extra fighting screen?
Has anybody ever seen an acceptable ST-Version of this GREAT game?

Sorry for off-topic:

You write from Boulder, Colorado?

Well, how did You survive Stephen King's 'The Stand' ;-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2793. Re: What's wrong with my ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 21:41:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49673@SL.maus.de>
Source record: 202280

J>When that happens I take some advice a technician friend once gave me
J>and open up the computer and push down on every chip inside the thing.
Complicated ;-)

If You don't have a harddisk in Your case do this:

The famous - and effective - 2inch-dropout!
Lift Your Computer two inches above the table an let it drop back to it.
This causes the chips to be right back in the sockets :-)

This is NO joke! I did it many times with my 520ST+
BUT You'll do it to Your own risk!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2794. Re: Fast Tech Phone number

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 21:47:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug18.214751.10993@newshost.lanl.gov>
Source record: 202264

In article 12348@desire.wright.edu, cse0947@desire.wright.edu (Big Guy) writes:
> Need the Phone number for Fast Tech, manufactures of Tiny Turbo030
>

James Allen of Fast Technology can be reached at (508) 475-3810. You can
also send Internet mail to his GEnie address at j.allen27@genie.geis.com .

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2795. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 22:19:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <24u9u6$ghq@elroy.jpl.nasa.gov>
Source record: 202263

In article <1425@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <LANCER.93Aug10151832@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>>I found a copy of a great program for the ST in the wuarchive usenet
>>archives... It's called uw and apparently is a terminal emulator...
>>(I'm using it to type this!)

>>It apparently lets you do some sort of multiple session windowing
>>thing when a host program is running on the UNIX side. Does anyone
>>have more info on this? Where can my site get a copy of the UNIX
>>host?

> The host source files should also be available at wuarchive (since that's
>a mirror of atari.archive.umich.edu, and I think the source is there
>as well). I've actually seen at least 2 sets of source files, one
>of which had a larger number of files that needed dealt with. You might
>also check some PC archives as they may have the server as well (and
>probably some unix archives as well)...

Yeah, there was an old server (version 1) that came in a single source file,
and a newer server that's somewhat larger; I don't remember what was added
to the protocol other than that it could also do Tektronix emulation.

> To use unix windows to it's full extent, you need to compile the
>host server on your unix box (I'd imagine you could compile it on
>other things, but I dunno). When it's all compiled and ready to go,
>you run the main "uw" program on your unix side (assuming you're using
>UW.PRG on the ST side) and you will be within a unix windows session.
>You can then open multiple windows from that same login, and switch
>between the windows as often as you want.
>
> Two things to keep in mind - first, your unix system obviously has
>to have the necessary resources/libraries/etc to compile the server - I
>was able to compile it with no problems when I was going to Pitt, but
>on the unix box here I couldn't get it compiled.

The Unix system must support pseudo-ttys and Unix-domain sockets. These are
standard in BSD Unix systems, might be supported in some SVR3 ports, and should
be emulated well enough in SVR4 (though, from my experience, really isn't...).
Just for example, SunOS was BSD-derived up to 3.x, with various SysV stuff
merged in; SunOS 4.x was more SysV, and SunOS 5.x is all SVR4.
>
> Secondly, in addition to the Atari version of Unix Windows terminal
>emulator, there are also versions for the PC (DOS and Windows-based) and
>the MAC. You use the same server for all three...

Yep. In fact, UW was originally written for the Mac, and the Mac client is the most complete. I don't think the Atari client has been updated in a long time, dunno if it supports everything the new server does.
>
> There is another option if you want to use multiple sessions within
>one login on a unix box. Posted recently to comp.sources.unix (I think)
>was source code for something called "SCREEN." With this, you only
>need to compile the server (it has a nice "configure" script which
>sets things up nicely). You then use *any* Vt100/ANSI emulator
>(such as ConNect, Uniterm, etc). You won't get the multiple windows
>*onscreen* but you will get up to 10 "windows" (sessions) open at
>any one time (if anyone's used the DOS version of Unix-windows, it's
>similar in this respect) switchable by a series of hotkeys. The end
>effect is the same as unix windows. And you can even cut-and-paste
>between the sessions.

Yeah, screen is an excellent program. I use it all the time with ConNect, used to use it all the time from Uniterm. But, I do miss being able to see more than one window at one time, like you can in UW. (That's also why I wrote rmgr. But, I seem to have gotten stuck writing GEM programs these days, so I can't have MGR running all the time any more.) If you're running MiNT, and you're not already heavily tied into GEM applications, you should take a look at MGR - it's a very slick, fast windowing system, and if you use my rmgr program, you can have multiple windows *with full bitmapped graphics capability* over a remote communications line.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2796. Re: 1040STe... what processor ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 22:45:51 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug18.224551.21964@btree.uucp>
Source record: 202265

In article <240sfj$h9s@tuegate.tue.nl> michaeld@stack.urc.tue.nl (Michael-Dennis Biemans) writes:
>I've just taken a look into my 1040STe, but I didn't discover an 68000,
>which I thought it would have. What I saw was an 68901, but it has less
>pins than an 68000. So what is the processor in my machine ? And what
>are it's specs ?
>

The 68901 is a multifunction pheripheral.

Keep looking, you'll find it in there somewhere.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
**************************************************************************
```

--

2797. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-18 23:26:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41462@M4.maus.de>
Source record: 202344

>198X: ??? -The Mega ST series was introduced. It was based on ST
>technology, but graphics handling was improved with a blitter chip.

1987.

>198X: ??? -A portable ST computer named STacy is introduced. It's
>specifications are similar to the original 520ST computer's. STacy has a
>built-in monochrome LCD screen.
...and TOS 1.04.

1989, at the same time TOS 1.04 appeared in public.

2798. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 00:36:54 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Aug18.193654.15751@iscsvax.uni.edu>
Source record: 202270

In article <1993Aug18.142519.17421@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> In article <CByFIF.ILB@festival.ed.ac.uk> fraser@festival.ed.ac.uk (J Fraser) writes:
>>In article <24t2a7$k0s@info2.rus.uni-stuttgart.de>,
stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>>|> In article <24t14cINN54a@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>|>
>>|> >No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>>|>
>>|> Keep to your own advices. There at least 4000 Falcons sold in Germany
>>
>>Add to that around 7000 in the UK (Can't remeber where I heard the figure,
>>but it sounds correct...)

There are over 100,000 AGA Amigas in the UK and that line hasn't been out for a
year yet. The same thing goes for the German market, over 100,000 sold so far.

>>
>>Obviously you've never seen a falcon, otherwise you'd realise that most of these
>>rumours are completely unfounded.There are no problems with "scrambled screens"
>>that I've seen. Nearly all my old ST stuff runs on my falcon, most of it runs
>>faster. Most of the early bugs in the OS have been patched. Hell, I like my
>>falcon, and wouldn't swap it for anything (apart from perhaps an SGI
>>workstation...)
>>
>>Oh well, that's another name for my kill file.
>
> You mean he's not in there already?
>
> I don't think anybody has countered his "overpriced" claim. The Falcon's
> price is a breakthrough for something with a DSP and stereo 16-bit 50KHz
> sampling/playback.

How about the breakthrough price for the new dsp AV macs with video in and out,
040 25 -40 mhz. Prices start at $2139 list($1560 for students and that is a
big market for Apple...

Peter

>
> However, I have got to agree that the Falcon doesn't look very healthy at
> the moment (The ST sold nearly 200000 in the UK one year) and it would be
> unwise to create a newsgroup for it until more have been sold.
>
> I think there is a danger that Atari might go back to it's roots if the
> Jaguar proves a success and drop the Falcon altogether.

>
> - Leo

2799. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 01:19:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1436@usdtsg.DaytonOH.NCR.COM>
Source record: 202273

In article <24u9u6$ghq@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

[STuff somewhat messily deleted]
>days, so I can't have MGR running all the time any more.) If you're running
>MiNT, and you're not already heavily tied into GEM applications, you should
>take a look at MGR - it's a very slick, fast windowing system, and if you use
>my rmgr program, you can have multiple windows *with full bitmapped graphics
>capability* over a remote communications line.

Well, ya peaked my interest. I assume it's at atari.archive? That
does bring up a question - what files are necessary, and how does one
use rmgr or some other system to do remote dial-ins to. It would be an
interesting excersize to try to run my system remotely (assuming
a "dial up" over the modem)...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...what is after "the end of the line..."?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> "Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2800. Re: Sending....

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 01:44:05 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBzGtJ.Kwx@netcom.com>
Source record: 202275

In article <24u48lINN864@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>What was the GEnie address, I'm trying to contact a Paragon Computers
>employee (P.REEVES2) on there, I try:/
>
>P.REEVES2@geis.genie.com
>
>and I get 'Unknown Server' I've done this before, so it's not a local
>fault, have I missed anything?

It's @genie.geis.com.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2801. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 02:04:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DmBi9B3w165w@cyberden.sf.ca.us>
Source record: 202276
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

etxansk@garbo.ericsson.se (Anders Skelander) writes:

[about 158 lines of stuff about Atari ;)]

Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983 (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe later). The 1200xl is the same as the 400/800 ex<ept it's operating system.. it allowed for full 64k RAM out of the 64k a<<essable memory.. not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had only 32k.. he<k, some 400s only had 8k?? right?!)

The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h synthesis, and some other things I think (again.. I need to @he<k Atari Age). The 1450xld was the same but with disk drives built in, as well. Neither were really released (LOTS of stuff was never really released, though!)

I guess that's all I know for sure needs fixing.

Good work! Keep it up!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2802. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 02:10:42 UTC
From: kahlerm@sumax.seattleu.edu
Message-ID: <24unf2INNttl@sumax.seattleu.edu>
Source record: 202274
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <Aug18.042931.47654@acs.ucalgary.ca> dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
>The 5200 came out late summer 1982. It was originally called
>Video System X, for interests sake.

So who wants to explain the following: on the 5200 Galaxian box, the copyright date is 1986 atari. On the same box, it says trak-ball compatible (available in august 1983). So which is in error? I'm sure the trak-ball did come out in 1983, but why is the copyright date 1986? Wasn't galaxian one of the first available cartridges? If it's a newer release/box, WHY didn't they remove the clip about the trak ball in 1983??

Just something I remember seeing which fit into this thread.

Mike
kahlerm@seattleu.edu

2803. STE needed desparately!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 02:32:35 UTC
From: tim@rider.UUCP
Message-ID: <1333@rider.UUCP>
Source record: 202287

Hello,
I am in desparate need of an STE! What kind it is doesn't matter! I just need one! And for as cheap as possible, too! My absolute highest limit is $200. Also, I still have my games for sale, if interested in the titles, leave me email. I am in desperate need of selling them, almost as bad as I need an STE. Thanks you.

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

2804. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 03:06:50 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c725d62@cindy.ct.se>
Source record: 202271

In a strange ;-) little letter Chris Richards wrote:

> I believe there were a few megafiles that used Adaptec controllers for MFM
> or RLL drives, but for the most part they were SCSI drives with ATari's
> screwed up host adapter on them. You should be able to just bypass the
> host adapter in the Megafile and got with it like that.
>
eehh?? Didn't *ALL* MF 30/60 come with a Adaptec MFM/RLL card..???
Isn't it only MF 44 that use's SCSI?????????

Grtz:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

2805. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 03:43:35 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <24ust7$ggi@charm.magnus.acs.ohio-state.edu>
Source record: 202277

The Falcon is not dead in fact it is the machine to use for Jaguar game development.

2806. Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 03:50:46 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0588@outb.wimsey.bc.ca>
Source record: 202350

Well, another report on the "State of the Atari ST/Falcon", this one comes as a result of my attending, at the Hotel Vancouver, the WordPerfect "Beyond Words", North American tour - a tour of 17 major cities where WordPerfect was showing off their latest wares.

Why, then, make this report a "State of the Atari"? Well, it became obvious to me what is going on in the computer world, while attending this show - and what might/could happen to Atari's market share.

The 1000 people heard/saw product reviews on WordPerfect 6.0 for DOS, WP 5.2 for Windows, WP 5.2 for OS/2, WP 5.1 for UNIX, WP 2.1 for Mac, WP Informs 1.0 for Windows, WP Presentations 2.0 for Windows, and WP Office 4.0 for DOS/Windows/Mac. There was no demonstration of, but there was print material for, WP Works for DOS. Prices ranged from the $179 CAN for LetterPerfect (a "streamlined" version of WP 5.2 for DOS), to about $600 for the other main packages.

These things were all Rolls Royces - and there were many people from the offices in downtown Vancouver tripping over each other to buy. Regardless of what one thinks of WordPerfect as user-(un)friendly software, it IS the standard - it IS what businesses have bought into. The people running the show claim a 51% business market share for WP.

The ST/Falcon cannot hope to compete in this kind of market. Yes, WordPerfect is a third party software producer, and theoretically COULD write versions (of, say 'LetterPerfect') for the ST/Falcon. But considering that downtown businesses are not interested in "power without the price", but in, "power at any price" - what has driven the PC and Mac worlds has left the average, garden variety home user like me in their dust. Atari has stayed 'extreme low-end', and specialty (ie. MIDI and multimedia).

However, there still is a market for the likes of me. I am the average, garden variety user, who would not ever hope to be able to use 5% of what WordPerfect 6.0 for DOS can do - let alone realistically afford the $600 price of a single piece of software - over and above about $2500 to $3500 for a decent hardware setup. Home based DOS users have to rely on software written for their extreme-low-end of the market - in exactly the same way we ST users complain about the way software is written for our market. (The one thing that hit me, was that these $600 each packages ARE designed for the BUSINESS LOW END - I did not stay for the afternoon session, for the so-called POWER USERS, meaning those from offices with over 100 computers networked.)

Atari's market share is the German business low-end, and the potential of the home user everywhere else. For some reason, possibly because the Germans prefer the Motorola chip, the ST/Falcon is competitive for the business low end over there. It is non-existent here.

This hits me as far as my next computer hardware purchase is concerned. Do I buy a clone or a PC? Well, maybe. I couldn't hope to afford WordPerfect 6.0 for DOS, much less WP 5.2 for Windows. The existing ST/Falcon software is the equivolent to any home-based user software for DOS or Windows (that is of comparable price - FLASH is superior to Telix and Telemate, for instance).

Do I buy a Mac? Well, I'm buying a business computer, aren't I? I am still buying way more than I'll ever hope to use.

I guess as long as the ST/Falcon hardware market doesn't fold, and as long as the platform as a whole stays healthy in Germany, I will stay with the ST. For me, the garden variety home-user, the only real alternative is the Amiga. But then again, I already have all this ST stuff lying around.

But the long and the short of it - YES, I would love to have a PC with 14 megs of memory, a gigabyte of HD, and running WP 6.0 for DOS. But for me as a home based user, it is simply not cost effective. I would never be able to afford a $1000 printer (more if I wanted a colour printer) to take advantage of the WP 6.0 capability. I would never run into a home-based application that would ever hope to be able to use 5% of what it was capable, anyways - fancy printer or no fancy printer.

It seems to me that in the computer world, DOS and Windows are simply going well beyond what the average user could ever use. It is a terrible waste of money to buy WP 6.0 for home use. And unless you are going to join the Business Low-End, then you are in the same boat as Amiga or ST - you'll find about the same amount of support out there.

The more realistic alternate is in the Amiga or the ST. Even the Falcon is a 'speciality' machine - probably something more than I will ever need. There seems to be a growing gap at the extreme bottom of the computer world (consider that WordPerfect defines "low-end" as an office with less than 10 computers linked....) If the ST were to fold, then something would have to come along to satisfy all us home based users - the Amiga, at the very least would get all the transfer business if the ST folded (and visa versa).

The point is - who is looking out for the home user? Who is looking out for those of use who are BELOW the extreme low end, as defined by WP?

I'm glad I went. It was not a total waste. I saw some 'industry' standard software. And I now have a WordPerfect: Beyond Words Tour, tote-bag. It was about the only thing in there I could afford. It was free!

In a funny sort of way, I feel more secure about the ST/Falcon, and
the place of Atari in the computer market - if Atari doesn't shoot
itself in the foot, that is.

(... and... I got this reply from Desmond Liu in Vancouver....)

DL> That was one long speech, Stuart. You can get off the soapbox,
DL> now :) Actually, I have both an ST and a 386. My most common use
DL> for computers is telecommunication, so it doesn't really matter
DL> which computer I use.

DL> But I basically treat the ST for what it is--it's sort of a cult
DL> machine. I don't expect it to overtake IBM or Macintoshes. The
DL> Atari community is a small but close-nit group of users. As long
DL> as Atari is still around, I'll still support it.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

2807. Jaguar specs??

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 04:09:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <5648.78.uupcb@uttsbbs.uucp>
Source record: 202296

Well, I heard something about Jaguar specs susposed to have been
released today.. Anyone got any??

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

2808. The crummy Centris 660AV

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 04:59:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <24v1au$cqi@cville-srv.wam.umd.edu>
Source record: 202284

It's not a bad machine.. very nice, but it lacks a few things, like for one thing, it has been promoted about as heavily as the Falcon. :) No mention of it since its release in the Washington Post advertising by ANY mac dealers.

So my guess is, it's not aimed at the consumer market, the market most likely targeted by the Falcon030 and Amiga1200.

So looks like Apple will have to try again to kill them. :)

2809. CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 05:36:29 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.08pj@terapin.com>
Source record: 202285

Hi everyone. I recently downloaded the demo of CIVILIZATION for the ST, and have to say that its a great game! They did what they could to provide a really great game for the ST, as far as I can tell from the demo. What is the real game like? Is it worth the price? I am thinking of buying it, but want some opinions first.. Is it Falcon Compatible? I think the makers should be sent a letter to thank them for the conversion and hopefully get more over to the Falcon.

Thanks,

afonseca@terapin.com

2810. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 05:40:41 UTC
From: dmb@min.ai.mit.edu
Message-ID: <24v3opINNmbk@life.ai.mit.edu>
Source record: 202286

In article <1993Aug18.163749.11401@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>...

Hutch is the voice of reason as usual:

>Unfortunately, most people simply cannot afford to own multiple computers.
>Now if someone could show me a single "box" that would allow me to run my
>favorite Atari, Mac and PC applications with little or no performance or
>compatability concessions, all at a reasonable price, I would be one happy
>camper and I wouldn't care less about WHO made the box. I can dream, right?

What he said, totally. But Hutch didn't mention my main pet peeve with multiple platforms: lack of desk space. I would love to be able to get rid of the two keyboard, two monitors, two CPU's problem and just be able to run my ST stuff on the Intel box, even it it was slower and I couldn't play copy-protected games. The biggest annoyance is the monitor. (I have a Sony 1304 on the Intel box; great monitor, but it won't scan slow enough to work with those multisync adapters for the ST.)

It would also be nice to be able to upgrade all the "systems" at once. E.g., if I could plug in a 66DX2 into my Intel box and my ST and Mac software would magically run faster, that would be nifty. Emulation is finally becoming half reasonable!

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2811. ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 06:19:20 UTC
From: zap@eskimo.com
Message-ID: <CBztGq.2Hs@eskimo.com>
Source record: 202339

I have an ICD host for my Seagate 30 meg drive. I have a 4 meg STE
and I don't know what all the various options mean when I am setting up the
hard drive. I don't mind wasting ram as I seldom use more than 2 megs. My
set-up menu looks like this:

Maximum logical sector size (selectable in 512K increments) In system 512

Number of TOS data buffers (0-99) 10

Number of TOS FAT buffers (0-99) 10

Number of sectors in verify buffer (2-99) 32

Number of blocks in cache (1-99) 15

Number of sectors in cache block (2-99) 8

Number of extra folders allocated (0-9999) 64

The settings I have set in the system are entirely arbitrary as I have no
idea what I am doing. Could someone please help to clarify the importance
of different settings? I already know if I max all the numbers out I can
suck up about 300 megs of ram. Thanks in advance for your help.
--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

2812. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:13:24 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBzyuD.7G3@cs.ruu.nl>
Source record: 202288

In <14955@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>GEMulator isn't a boat to be missed or caught, it's a sinking raft for
>rats leaving the floating ship.

Yeah, yeah, yeah.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2813. Re: What are these?

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:22:17 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBzz96.7Jn@cs.ruu.nl>
Source record: 202290

In <A41336@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:

>T>What a hell. Why this stupid mail is found everywhere ?? What does this
>T>make common with COMP.SYS.ATARI.ST & other tech areas ??
>
>This mail was also found at the MausNet in Germany in an ATARI-group.
>Absolutely stupid. :-(
>
>bye, Jimmy

What this person does is indeed stupid. I think we should all send him
a short note saying `we don't want this sort of thing'. He'll have a tough
time removing millions of letters from his mailbox.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2814. Megafile 60's (was: Falcon news from ST Format)

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:26:53 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745746963@rw8.urc.tue.nl>
Source record: 202289

Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:

>I believe there were a few megafiles that used Adaptec controllers for MFM or
>RLL drives, but for the most part they were SCSI drives with ATari's screwed up
>host adapter on them. You should be able to just bypass the host adapter in
>the Megafile and got with it like that.

Well a check on the drive told me that I have an adaptec 4000/4070 in
my Megafile 60. But now for some serious questions:
I only have one drive, which shows when booting with AHDI 0500 as an ID
0, LUN 0 and identification *UNKNOWN*. What does that mean
Identification unknown? Should there be something like Miniscribe... or
Seagate ... where unknown shows up now? Or should it be Megafile 60 or
something I may think up myself.

And another thing. Should a harddisk driver (AHDI) lock itself into the
hdv_mediach, hdv_rw en hdv_bpb vectors or is that something only
viruses do?

The data (please someone check these numbers...)
machine is 1040STF with TOS 1.4 2.5 meg and AHDI 0500:
vector XBRA address:
hdv_mediach DF16 $0000AEAA
hdv_rw 310D $0000AE96
hdv_bpb DF0B $0000AE84

I do not know if these are true XBRA ID's. Just the numbers that were
found before where the vector pointed.

And what is the difference between the shdriver.sys file and the
shdriver.raw file. And what do I need these for. I got my drive second
hand and completely installed so I have no clue what is what, but I
found something strange:
shdriver.sys and shdriver.raw are equally long and produce the same CRC
(using DC_CRC from double click software, excellent util!) but in the
AHDI directory I found another shdriver.sys that has a different CRC.
Just as long as the other two, but still different.
The shdriver.raw and the shdriver.sys that is used produce a F1EB CRC.
THe other shdriver.sys produces A996. Which is correct. Upon checking
with a file monitor I saw no visible difference. Both had the AHDI 0500
message.

I also have hdx5.04 together with ahdi 0600. Is there any advantage for
me in upgrading toto AHDI 0600 and hdx504? Will hdx504 also work with
AHDI 0500?

How do I find out what my drive parameters are? Like number of heads and cylinders? And how many sec/track I have. I have the suspicion that the drive in the drive is not the one originally in the megafile so I'll need this information.

Thanks in advance.

Erlend.

2815. Re: unix windows...

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:34:04 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CBzzss.Ft3@dutiws.twi.tudelft.nl>
Source record: 202292

Regarding multiple terminals to a UNIX box:

With Linux, there's a nifty program called 'term', which provides a sort of SLIP connection between two computers. You can then open as many windows to the other side as you want, upload files and redirect tcp/ip connections.

I have hacked term to provide two functions on the atari running MiNT:
-remote shells
-file upload
Term also has its own compression, so that I can read news faster with term and my 2400bps modem than without term.

If someone knowledgeable would like to try this hack out, mail me. I can only provide source for now (which you need anyway for the other side).

Bart Schuller.
schuller@dutiws.twi.tudelft.nl

2816. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:38:08 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <02qi9B5w165w@sys6626.bison.mb.ca>
Source record: 202294

> I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn'
> be that many messages there, but if you look at it, most of the messages are
> about Falcon030. What would happen is alot of traffic on the FALCON030
> newsgroup and less traffic here on ATARI ST. This is the natural progression
> of things, just as when the ATARI 8-bit users were saying they didn't need an
> ATARI ST newsgroup. :) The ST will fade away soon, and the Falcon must take
> over.

Course, they're might be those people who still think Atari will put out
a Falcon R.T.S. and then you'll have people asking for c.s.a.f40

Just rename c.s.a.st to c.s.a.68 68 as in Motorola 680x0

2817. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 08:53:15 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745749845@rw8.urc.tue.nl>
Source record: 202291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO,
>it looks like a real winner this time around. It's going to be demoed at the
>Glendale, California show (18-19 Sep). Definitely worth checking out.

Well I am sorry but I have to make some comments on the overly
commercial material presented here.

>Gemulator 3.0 will be released on September 18th 1993, at the Glendale
>Atari Show in Glendale California. The price remains at $229 U.S. complete

A Falconspeed costs not much more so that would make something to
compare a PC with Gemulator with.

>Gemulator 3.0 also adds these enhancements not found on your standard ST:

> - 640x480 color graphics (with any VGA card)
> - 800x600 color graphics (Video7, ATI, Tseng, or VESA SuperVGA card)

Hey with a card any ST can do better than its standard Graphics.

> - maximum ST memory is 8 megabytes, double the limit of an ST

ST's can now be expanded to 12 meg.

> - 1.44 meg high density floppy disks are supported

Yes TOS 2.06 does that. Also for ST's (will need 16 Mhz clock for
controller)

> - support for multiple TOS ROMs

There are also TOS switcher cards for ST's.

To sum it up:
Gemulator is an impressive product if you have a high end PC, but it
does not offer things an ST cannot be made to do.

Erlend.

2818. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 09:00:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC010u.211@barclays.co.uk>
Source record: 202329

In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <afonseca.081l@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
|> >heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
|> No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
|> I would think there are more 'TT's' than Falcons out there and we don't have a
|> 'TT' group...
How can a computer that has only been out a few months be dead?

If it had been out a year and sold a few thousand units then I'd agree with you.
In the UK, the Falcon has sold about 7000 units and is still selling strongly with
many back-orders. Certainly much more than your guestimate. There probably are more
TTs out there but then the TT has been on sale for four years so I would expect it to
have sold more. Remember, in Germany, a hell of a lot were sold and even in the UK
there are a fair few. I can name names for 4 or 5 people with TTs and if thats within
my group of aquantancies, I think even you could extrapolate that up.

|> Just live with the facts that the FALCON is Dead, it has a -100% performance
|> rating, has far to many Bugs, no True colour in High res modes, has Big
|> problems in Interlace modes, screen comes up scrambled very little software
|> support, and I could go on and on...gee and the Price, what a rip off..!!

I grant you the true-colour bit is a drag but to be honest, 256 colour does just
fine for me when viewing and editing GIFs. I have seen no problem with interlace but
then I normally use FalconScreen (PD) and run at 800x600x16 with a fine
non-interlaced picture. SCreen scrambled? Nope. Software Support? Well, apart from
Nethack, TruePaint, Lattice 5.6, Transantarctica, Ishar (VGA graphics/falcon sound
games), masses of PD, PC emulators than run Windows3 in colour, RAM upgrades,
GENlocks (several), video digitisers (several - inc. Truecolour), BlowUp030,
screenblaster, 32Mhz accelerator, kit to add 2 IDE drives INSIDE, Virtual memory,
Kodak PhotoCD reader, NVDI for Falcon, Repro CD, VideoMaster, Cubase Audio,Notator
Logic and probably a few more bits, yeah, right, no support especially for a new
machine. I don't know if you had an ST when they came out but it was the same then.
It takes time to write good software and the beta Falcons have only been there about
a year so give it a little longer before you decide there is no support.

There is quibble about the price though! Far too much. In the UK, a Mac with colour
monitor is GBP300 cheaper ie 650GBP v 950+300(monitor)GBP

Iain

2819. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 09:38:44 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug19.093844.24041@praxis.co.uk>
Source record: 202320

winters@access.digex.net (Michael Winters) writes:

:
:
> Any advice
>on C compilers for the Atari ST would be appreciated. Also I would
>be interested in hearing from you about what you think of
>DEVPAC ST assembler and the HiSoft Forth interpreter.

Well, HiSoft's Lattice C (5.52) is the best I've used. I used to use
it with 2 Megs and a DS floppy drive. GNU C is also meant to be good
(I'm about to get my hands on it). I think you should certainly try
GCC before buying anything, and if not go for Lattice.

>Long live Atari!!!! ----- Mike Winters winters@access.digex.com
Yeah, I agree - but that doesn't make it more likely.

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2820. Re: Megafile 60's (was: Falcon news from ST Format)

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 09:46:24 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug19.094624.20361@rhrk.uni-kl.de>
Source record: 202293

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>Identification unknown? Should there be something like Miniscribe... or
>Seagate ... where unknown shows up now? Or should it be Megafile 60 or

No, these RLL drive can't identify themselves.

>And another thing. Should a harddisk driver (AHDI) lock itself into the
>hdv_mediach, hdv_rw en hdv_bpb vectors or is that something only

Yes, the driver has to. This is normal.

>And what is the difference between the shdriver.sys file and the
>shdriver.raw file. And what do I need these for. I got my drive second

No difference, just another name.

>How do I find out what my drive parameters are? Like number of heads
>and cylinders? And how many sec/track I have. I have the suspicion that

Try the demo version of DISKUS on ftp.uni-kl.de in pub/atari/other_demos.
It can display these values. BTW, the values are not important for the daily
use.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2821. STOS...

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 09:52:49 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug19.095249.24224@praxis.co.uk>
Source record: 202321

Has anyone out there tried *STOS* under the GEMulator ;-)

Another worrying thought - now MultiTOS is out are we going to be
presented with... MultiSTOS!!!!!

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2822. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 11:28:34 UTC
From: fhpaul@iris.weizmann.ac.il
Message-ID: <1993Aug19.112834.20667@wisipc.weizmann.ac.il>
Source record: 202313

Alberto Fonseca (afonseca@terapin.com) wrote:
: Hi everyone. I recently downloaded the demo of CIVILIZATION for the ST, and
: have to say that its a great game! They did what they could to provide a
: really great game for the ST, as far as I can tell from the demo. What is the
: real game like? Is it worth the price? I am thinking of buying it, but want
: some opinions first.. Is it Falcon Compatible? I think the makers should be
: sent a letter to thank them for the conversion and hopefully get more over to
: the Falcon.

: Thanks,

: afonseca@terapin.com

Could you please tell me where you downloaded it from?

Thank you,
Paul Paschievici.

fhpaul@wishful.weizmann.ac.il

2823. Re: Falcon news (?) from ST Format

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 11:48:32 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <CC08sw.A0z@cck.coventry.ac.uk>
Source record: 202309

In article <1993Aug14.114148.6389@wixer.bga.com> spacek@wixer.bga.com (Mark Spacek) writes:
>:
>: So none of those upgrade kits will work...
>:
>: This was some years back, no wonder they are trying to sell them cheap,
>: no body wants them....
>
> How do you know this? Anyone else know anything about this? A friend of

Well with some machines it was a doddle with others a real pain. When I came to bring mine up to 1meg we found that the holes were all soldered up and had be degunged before we could put the upgrade in. A friend of mine's machine had space for 4 extra memory chips so the sixteen chip expansions were out. Some machines were even socketed!

Using an upgrade board to take the machine to 2.5meg was quite easy on my machine as the appropriate chips were all socketed other machines were surface mounted. It seems that atari used a lot of different production sites all with differing ways of doing the job. Atari couldn't even tell me what the rating of the main power resister was when it blew. "Gosh all those serial numbers and revision numbers mean nothing to use".

You never can tell until you get the lid off. However most upgrade suppliers can stuff the board in for you for a price.

--
"You poor blind earth moles!" | ljp@uk.ac.cov.cch
Winstanley

2824. GEM-View UPLOAD & JPEGD

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 12:07:44 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <24vqeh$psb@fbi-news.informatik.uni-dortmund.de>
Source record: 202297

```
Hi,

i have upload the newest version of GEM-View (2.43) today!
- atari.archive.umich.edu
- ftp.Germany.Eu.net
- ftp.tu-clausthal.de
- ftp.uni-muenster.de
- ftp.cs.tu-berlin.de

please wait one day before you will DOWNLOAD it ;-)

For the DSP-JPEG-Decoder more informations NEXT WEEK!

Ciao
Dieter

-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +---------------------------+
| (++49)(0)2365/65952 | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------------+---------------------------
```

2825. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 12:40:15 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745763917@rw8.urc.tue.nl>
Source record: 202295

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>You should be so lucky. We're forced to use WPerfect for Windows, which
>really sucks! (Can we have a "my wp is worse than yours" thread???)

>More seriously, try Redacteur 3, which exports RTF. Available in the
>UK from the ST Club.

Or use Atari Works which supposedly also im/exports RTF files for W4W.
I cannot verify this since I have neither Works nor W4W.
At least it offers more functionality for comparable price when
compared to Tempus Word.

Erlend.

2826. Far Sale: Magnavox RGB monitor for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 13:07:02 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <CC0CFr.6o7@murdoch.acc.Virginia.EDU>
Source record: 202304

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 14" (vs. 13), better made, useable with

IBM-comp's, Amiga, and composite-video machines (Atari 8-bit,

C=64, vcr, ld player) as well.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$250 + shipping.

lch3e@virginia.edu

2827. Atari SM 124 mono monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 13:09:38 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <CC0CK2.6qo@murdoch.acc.Virginia.EDU>
Source record: 202303

```
Atari SM 124 mono monitor
Good condition.
$100 + shipping
lch3e@virginia.edu
```

2828. MiNT, MiNTlibs and GCC

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 13:18:16 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug19.131816.26337@praxis.co.uk>
Source record: 202366

What files do I need to compile MiNT and MiNT libs under GCC?

I am planning on downloading GCC to use with MiNT libs, so I won't
need the Gnu libraries will I? Assume I have no MiNT/GNU software
(pretty well true). What should I download?

Also, has anyone compiled MiNT libs for Lattice C5.52? If so could you
upload it to a.a. or uuencode it and mail it to me?

Thanks in advance.

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

2829. Betatesters needed for Neural Net simulation

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 13:51:19 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <2500go$30h@rw8.urc.tue.nl>
Source record: 202298

Hi,

I have spent some time writing a neural net simulator with GEM interface
for Scott Fahlmans quickprop algorithm. Although I still know a few
things that should be added, the program is pretty complete now. I will
need beta testers that will try the program with various configurations
of equipment and make suggestions about improvements. I am especially
looking for people that are familiar with neural nets since the program
does not come with extensive documentation yet.

Current features are:
will work with little memory (I guess 520st's too.)
movable dialogs
network description language
lots of control over algorithm parameters
mouse controlled

Mail me and I will send a betatesters package beginning next week.

Erlend Nagel,
wmtwen@urc.tue.nl

2830. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 14:37:05 UTC
From: dmb@min.ai.mit.edu
Message-ID: <25036hINN3cj@life.ai.mit.edu>
Source record: 202299

In article <wmtwen.745749845@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>>Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO,
>>it looks like a real winner this time around.
>
>Well I am sorry but I have to make some comments on the overly
>commercial material presented here.

If you're referring to Hutch's posting that you quoted, I think you're being unfair. The common rule of thumb is that you're allowed to post such details as long as you're not affiliated with the product in any way. Hutch's post is no more inappropriate, IMHO, than other people's posts about the price and specs of the Falcon.

>A Falconspeed costs not much more so that would make something to
>compare a PC with Gemulator with.

You're missing the point. If you already have a PC clone, which is pretty likely statistically speaking, then you don't need to buy an ST, TT, or Falcon; you just put the board in your PC and use the hard drives, monitor, keyboard, etc. that you've already paid for. No, the Gemulator is not a complete replacement for an ST or Falcon, but it will run GEM things and well-behaved "portable" programs like the GNU stuff.

Another aspect of this is reliability. My ST is flaky as all hell. I have to turn it off and on 4 or 5 times to get it to boot. Sometimes it requires an "ST twist" or two as well. I can't have the case on because it overheats and crashes spectacularly in the middle of an important build (always). It's always been this way, and the Intel box never has; I have an 1986 ST, and perhaps that's why it's so finnicky. The Gemulator would make these problems go away. (Yes, while introducing some others.)

I'm not going to assert that well-made clones are less flaky than current Atari systems, because I don't own a current Atari system. Some things, however, are much easier to claim: the keyboards and mice for the Atari line are really pathetic. You can get detachable keyboards and mice of all varieties (cordless, "Jetsons"-ergonomics, etc.) for PC clones; Gemulator would make these work with the vritual ST. So perhaps ergonomics is more defensible here than reliability.

>> - 640x480 color graphics (with any VGA card)
>> - 800x600 color graphics (Video7, ATI, Tseng, or VESA SuperVGA card)
>
>Hey with a card any ST can do better than its standard Graphics.

But at what price? You've already thrown a Falconspeed onto the pile; now we have to get a Crazy Dots or something? I suspect that a lot of people who still like their Atari's nevertheless don't want to sink any more money into Atari products. I still use and develop for my ST, but there's no way I'm adding a new hard drive, video board, etc. Given the current state of Atari, I personally think it would be an insane waste of money realtive to upgrading a PC or Mac. For people like me, something like the Gemulator makes good sense.

>Gemulator is an impressive product if you have a high end PC, but it
>does not offer things an ST cannot be made to do.

Absolutely correct, but the high end PC system will probably cost you less (in the US, at least) than the enhanced ST-based system you described. This is what's always a bitch about "3rd party" hardware -- the clones always undercut them by huge margins because they're so simple to make. Even Apple's hurting because of this now.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2831. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 14:43:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug19.144355.9247@newshost.lanl.gov>
Source record: 202301

In article jo5@cville-srv.wam.umd.edu, cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <1993Aug18.163749.11401@newshost.lanl.gov>,
>John Hutchinson <hutch@bellman.lanl.gov> wrote:
>>
>>IMHO, just because someone uses a PC as well as our beloved Atari is little
>>justification to denounce them as "traitorous."
>
>I don't think Darek is traitorous at all....

I was refering more to the posts here of late that seemed to brand _Atarians_
as "traiterous" if they used a Gemulator, not Darek.
>
>... the people I think who are most tied to the ST are the people who use it
>for music, and that is the one thing Darek has not supported yet.... MIDI.

Obviously. If you are into MIDI (or Atari games, for that matter) then the
Gemulator is not the best choice (in it's current configuration, anyway).
But if you need to run other ST applications and for some reason do not have
access to an Atari, the Gemulator does now offer a viable alternative, IMHO.

>I've used the ST emulator on the Amiga, and it too is pretty nice, but some
>things are not quite right. So far, none of the ST emulators do as good a
>job of emulating the ST as Dave Small's Spectre GCR does of emulating a
>Mac.

With _any_ emulator, there are bound to be some tradeoffs and they are seldom
as good as the "real thing" in every respect; they may be superior in some
aspects (eg, speed) and inferior in others (eg, compatibility). They do NOT
supplant the need for the "real thing" but rather offer us all more choices.

The GCR is a great product but perhaps of questionable value nowadays since it
costs more than the computer it emulates (used Mac Plus's can be had for $200).
Point is, it _still_ might be worthwhile to the individual who simply does
NOT want another box on his desk. "You pays yer money, you takes yer choice."

Freedom of choice. That's what it's all about, gang.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2832. Re: What are these?

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 14:44:26 UTC
From: dmb@min.ai.mit.edu
Message-ID: <2503kaINN3q8@life.ai.mit.edu>
Source record: 202300

In article <CBzz96.7Jn@cs.ruu.nl> avgroeni@cs.ruu.nl, groenink@math.ruu.nl writes:
>What this person does is indeed stupid. I think we should all send him
>a short note saying `we don't want this sort of thing'. He'll have a tough
>time removing millions of letters from his mailbox.

Folks, don't waste the time or resources to do this. The post could
have been a forgery, could have been sent from some random person's
account, etc. That note got posted to lots and lots of groups, if not
all of them. It was a "news bomb." Just ignore it; these things
happen a couple times a year now and there's little anyone can do to
stop it.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2833. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 14:57:55 UTC
From: gbennett@friendly.es.com
Message-ID: <2504dj$qsi@cnn.sim.es.com>
Source record: 202307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

```
In article <4sac9B2w165w@cyberden.sf.ca.us>, system@cyberden.sf.ca.us writes:
> phbill@cyberden.sf.ca.us writes:
>
> > ------------------------------------------------------------------------
> > | G E M U L A T O R 3 . 0 |
> > | The Atari Emulation Card for PC Compatibles |
> > ------------------------------------------------------------------------
> >
> > [Windows 3.1 ] Last year we released Gemulator, the world's only Atari
> > [screen dump ] ST emulation card for DOS based PCs. With the freedom
> > [shows Gemul-] to run Atari ST software on a PC just about anywhere,
> > [ator running] over 500 Atari users just like you are already using
> > [Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
> > [2.5 and Cal-] when they travel.
> > [amus SL. ]
> >
> > [more GEMulator stuff deleted]
>
> Well... where's the MIDI support... didn't they realize that without
> supporting the accuracy of a normal ST's MIDI port structure that
> this GEMULATOR is doomed a quick death? No... trust me... it will die.
> MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> play games and the such, but no MIDI? no way... it's a LOT cheaper to
> buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> no doubt) max will get you a killer ST system.

Even without MIDI support the GEMulator is still useful for music. My
wife has been using an ATARI 1040ST for sequencing and transcribing for
several years now. Unfortunately, transcription often uses more disk
space and memory than the ATARI has. My wife still uses the ATARI for
sequencing, but it was much more cost efficient to purchase a GEMulator
and perform all transciption on the PC. I already had a 486DX-33 so for
a nominal investment in the GEMulator, I can continue to use my ATARI
software without having to invest more money into a computer that has
a shakey future at best (no flames please!).

In case anyone cares, I have been using the version 2.1 of the GEMulator
and found the emulation to be exceptional, even software that talks to
the hardware often works flawlessly. Even games usually work as long
as they are not copy protected (and even some of them will work) and
they only require a mouse (no joystick emulation yet). As far as 8-bit
support I can't say anything at this time; until 3.0 came out, the
emulator would not run. However, I have used the 8-bit emulator on the
ST and it works great with the exception of player missile graphics.
```

```
-------------------------------------------------------------------------
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division \___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)
-------------------------------------------------------------------------
```

2834. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 15:05:17 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug19.150517.15355@dcs.warwick.ac.uk>
Source record: 202302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <24u4f8$jf4@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <88289@cup.portal.com>,
>John D Harris <jharris@cup.portal.com> wrote:
>
>Ok, so is GEMulator able to run stock TOS programs or is it devoted to GEM
>applications? I think Darek's safest assumption is that well-behaved GEM
>apps would work on his emulator, but those programs are usually the ons
>that work on every machine.
>
>The catch here is that when he runs things like non-GEM apps that bang
>the hardware, and it isn't there, i don't see where he will gain much
>more compatiblity, and the programs he may be running.. well... they are

That is one of the nice things about machine code interpreters - it is
possible to intercept writes to hardware. It is possible to make a Gemulator
that is more compatable than any ST.

>probably old enough that i'd do better to buy an old 1040ST for $75 (less than
>half the cost of GEMulator) and hook it up to my old SC1224 i have sitting
>around here unused, and run the program....

I think idea is that you can save desk space if you use a PC anyway, and
you can use all the PC's facilities (Large hard disk drive, XGA display, fast
processor).

We have already reached the stage where the Gemulator can be faster than a
standard ST, and it won't be long before it is as fast as a TT.

- Leo

2835. Re: Gemulator :-)

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 15:06:20 UTC
From: gbennett@friendly.es.com
Message-ID: <2504tc$qsi@cnn.sim.es.com>
Source record: 202308

In article <24o84p$d52@cismsun.univ-lyon1.fr>,
Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
> Did anybody try to use PC-DITTO I under GEMulator ? :-))
> What's the speed with a 486 DX 2 66 ? ;-)
>
>

I haven't tried version 3.0 out yet, but I did attempt to run PC-DITTO
on version 2.1. I didn't work, all it did was freeze in its tracks.
I was so bummed that I couldn't emulate a 1/4 speed XT with my 486-33,
my (inapropiately named) turbo button can only change my speed to a 25.

:(

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2836. ATARI PRESS CONFERENCE

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 15:23:52 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93231.30232.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 202305

Atari Corp. held a press conference in the San Francisco Bay Area yesterday (Aug. 18), and today has received major press coverage in the business sections of both the San Jose Mercury News and the San Francisco Chronicle. The press conference was to unveil the Jaguar, and both articles pretty much portrayed it as a last ditch effort by Atari to survive. The San Jose Mercury called it "one last David-vs.-Goliath bid to regain a profitable piece of the huge market it created." The San Francisco Chronice said the Atari "introduced a snazzy new video game machine that beleaguered executives hope will reverse the company's sagging fortunes." Both articles point out Atari's battle for market share with 3DO of San Mateo, California "a high profile, well financed startup company." Many people quoted badmouth the Tramiels. Over all, the articles seem to be pretty good coverage for Atari, although they both make it clear that the Jaguar is the last chance, and that competition is fierce. The Atari Computer division is barely mentioned, and does not seem to be much of a factor in Atari's survival plans.

2837. Galaxian copyright was Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 15:56:39 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug19.155639.44524@acs.ucalgary.ca>
Source record: 202306
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <24unf2INNttl@sumax.seattleu.edu> kahlerm@sumax.seattleu.edu (Mike Kahler) writes:
>
>So who wants to explain the following: on the 5200 Galaxian box, the
>copyright date is 1986 atari. On the same box, it says trak-ball

The cartridge you have was probably manufactured in 1986, so the
copyright was just updated.

>release/box, WHY didn't they remove the clip about the trak ball in 1983??

Probably pure laziness.

--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

2838. ST FTP Site List

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 15:59:00 UTC
From: sderochemont@v44e1.orl.mmc.com
Message-ID: <19AUG199310594458@v44e1.orl.mmc.com>
Source record: 202315

Thanks for the responses, here is a list of sites people have Emailed.

ST FTP Site List 8-19-93

USA : atari.archive.umich.edu /atari

GERMANY : ftp.uni-muenster.de
: ftp.uni-kl.de
: ftp.uni-paderborn.de
: ftp.uni-stuttgart.de
: ftp.tu-clausthal.de [139.174.2.10] /pub/atari
: ftp.informatik.tu-muenchen.d /pub/comp/platfoms/atari
: reseq.regent.e-technik.tu-muenchen.de

If anyone has any other additions (esp. USA sites), feel free to repost
this list.

Steve deRochemont

2839. ST520 & GCR Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 16:01:49 UTC
From: gauger@esvx17.es.dupont.com
Message-ID: <1993Aug19.160149.29569@es.dupont.com>
Source record: 202312

AUGUST 18, 1993
I've been setting up an ATARI ST520 to run SPECTRE GCR, but have had
some problems. I need help. Please send replies to my E-mail address, below.

My hardware: ATARI ST520 with 2.5 meg "Z-RAM" upgrade
SUPRA 45 meg HD
ATARI DD DS floppy drive
SPECTRE GCR

Problem 1. I got the HD partitioned, and software loaded and
configured to auto run SPECTRE; on the MAC desktop, it repeated a variation of
the message "THIS IS NOT A MACINTOSH DISK: EJECT OR INITIALIZE" for the
mounted hard disk partition from which the system folder is running! After 5
cycles of "EJECTING" the first partition it would start looking at the floppy
drive, and mount the second HD partition (2 of 2). After this, I'm fine, and
the MAC emulation went well. This was not the smooth start up I expected.
Any suggestions?

problem 2. Last night my four year old son was trying out a shareware
bowling game with good success, when he experimented with other keystroke
combinations to play the game. When I found it, the screen gave a portion of
a SPECTRE error message to the effect 'could not process key sequence : try
keypad . to do 'xxxx' or ALT-INSERT to try 'yyyy'. I powered down the
entire system and tried re-booting automatically, then manually, etc. I
worked backwards till I had unplugged the HD and SPECTRE GCR, and was trying
to boot from the floppy drive. The result was a black screen (occasionally
the screen would go white with fine parallel lines horizontally, and approx 20
degs from horizontal, but this was rare).

I appreciate any helpful suggestions anyone can make. Thanks for your
time. Regards,
Donald Gauger

>Practice random kindness< DuPont Packaging & Ind. Polymers
>and senseless acts < (302) 695-4345 Fax 695-2772
>of beauty. < GAUGER@ESVAX.DNET.DUPONT.COM

2840. Re: ATARI PRESS CONFERENCE

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 16:39:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <250acd$o59@usenet.INS.CWRU.Edu>
Source record: 202310

Are you willing to post the article here for everyone to see?

Or is someone willing to scan it and post it?

Thanks

--

2841. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 17:02:14 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.19.13.02.14.1993.15734@ece.rutgers.edu>
Source record: 202311

afonseca@terapin.com (Alberto Fonseca) writes:

>Hi everyone. I recently downloaded the demo of CIVILIZATION for the ST, and
>have to say that its a great game! They did what they could to provide a
>really great game for the ST, as far as I can tell from the demo. What is the
>real game like? Is it worth the price? I am thinking of buying it, but want
>some opinions first.. Is it Falcon Compatible? I think the makers should be
>sent a letter to thank them for the conversion and hopefully get more over to
>the Falcon.

I think it's worth the money. I know somebody who's played it on a TT, so it
will probably work on the Falcon too. Not sure though.

Greetings, Tim

2842. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 17:14:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <250cdv$epl@cville-srv.wam.umd.edu>
Source record: 202314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug19.150517.15355@dcs.warwick.ac.uk>,
Leo Hendry <leo@dcs.warwick.ac.uk> wrote:
>That is one of the nice things about machine code interpreters - it is
>possible to intercept writes to hardware. It is possible to make a Gemulator
>that is more compatable than any ST.
>

But this always will occur at the cost of speed. Personally, I'd like to
see one in person, but there are some things I'd like to see, like how it
deals with running ST applications under Windows. I've seen some impressive
screen shots of Calamus running in an ST window under Windows. But I'm
also wondering how fast it goes. I find life pretty painfully slow
using a 16mhz Mega at times, and I believe a 486-33 delivered (roughly)
the performance of one of these machines. Does anyone have the specs on
what type of PC would be comparable (with emulation) would be comparable
to what type of ST?

>We have already reached the stage where the Gemulator can be faster than a
>standard ST, and it won't be long before it is as fast as a TT.
>
>- Leo

Well, if you have a Pentium machine... :)

Actually, one thing I'm wondering about is why Darek has not made an
attempt to also get GEMulator to become a Mac emulator for the PC. The
ST's hardware should be much more difficult to emulate, and he could
probably create something comparable to Spectre GCR based on the
board he has now for GEMulator. It'd be nice if for $600 a user could
have a GEMulator and a MACulator up and running.

2843. Re: Jaguar specs??

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 17:56:35 UTC
From: wilsont@rahul.net
Message-ID: <CC0puC.82u@rahul.net>
Source record: 202317

In <5648.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:

>Well, I heard something about Jaguar specs susposed to have been
>released today.. Anyone got any??

Yes, I got a hold of some, but its raw hardware specs, no benchmarks at all.
(or exmaples etc)

13 Mhz 68000 controller
Tom & Jerry RISC's (one is audio, the other is video) "27 MIPS each"
2 megs ram.
sam res as a overscan Falcon (768x576), 24 bit color, 8 bit alpha channel
(32 bits per pixel)

TV, RGB, and SVHS outputs
Comlynx connector, (yes, its compatible with the lynx)

Thats just a quick sampler, i'm trying to dig a little deeper.

Look for more info in AEO as we get it. I'll be posting
in rec.games.video.misc rather than here.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2844. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 18:27:42 UTC
From: sys1@exnet.co.uk
Message-ID: <CC0rA7.J5A@exnet.co.uk>
Source record: 202319

In article <02qi9B5w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>> I agree, we MUST have a FALCON030 Newsgroup. Many may say that there wouldn'
>

>Course, they're might be those people who still think Atari will put out
>a Falcon R.T.S. and then you'll have people asking for c.s.a.f40
>
>Just rename c.s.a.st to c.s.a.68 68 as in Motorola 680x0

I think a c.s.a.falcon would be a good idea as there are a lot of F'030 issues that wont affect ST users and really are just noise to non F'030 users.

I would also like to see a c.s.a.os group to discuss tos, mint, minix, geneva etc.

just an idea:)

Xavier

2845. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 18:33:41 UTC
From: zap@eskimo.com
Message-ID: <CC0rGK.GLv@eskimo.com>
Source record: 202349

highly recommend it. I thought Empire was the neatest game till this one!
--

```
__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com
```

2846. Re: ST FTP Site List

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 18:51:29 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <250i3h$b5o@sol.ctr.columbia.edu>
Source record: 202316

In article <19AUG199310594458@v44e1.orl.mmc.com>, sderochemont@v44e1.orl.mmc.com (STEVE DEROCHEMONT) writes:
} Thanks for the responses, here is a list of sites people have Emailed.
}
} ST FTP Site List 8-19-93
} --
} USA : atari.archive.umich.edu /atari
}
} GERMANY : ftp.uni-muenster.de
} : ftp.uni-kl.de
} : ftp.uni-paderborn.de
} : ftp.uni-stuttgart.de
} : ftp.tu-clausthal.de [139.174.2.10] /pub/atari
} : ftp.informatik.tu-muenchen.d /pub/comp/platfoms/atari
} : reseq.regent.e-technik.tu-muenchen.de
}
} If anyone has any other additions (esp. USA sites), feel free to repost
} this list.

There's a fairly large archive in the UK (src.doc.ic.ac.uk) which mirrors atari.archive.umich.edu and uni-paderborn...

UK : src.doc.ic.ac.uk:/computing/systems/atari/umich
:/computing/systems/atari/uni-paderborn

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2847. Re: Falcon news (?) from ST Fo

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 19:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41635@M4.maus.de>
Source record: 202201

>host adapter on them. You should be able to just bypass the host
>adapter in
>the Megafile and got with it like that.

No, the only Atari drives that have separate SCSI host adaptors are the ancient
SH204 and the Megafile 44.

bye, Peter

2848. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 19:49:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41636@M4.maus.de>
Source record: 202202

> TOS 2.06 - 2 chip set - for all STs - req. adaptor for ST/Mega/STe

No adaptor needed for 1040 STE and Mega STE.

> TOS 1.2 - 6 or 2 chip set - ???

6 and 2 chip versions were around, the 6 chip version being VERY rare.

2849. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 19:50:22 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <250lhu$dd3@usenet.INS.CWRU.Edu>
Source record: 202318

In a previous article, bill@main.morris.org (Billy D'Augustine) says:

>In article <24a2r1INNneb@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <1993Aug10.184538.18724@donau.et.tudelft.nl>, heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>>>PLEASE open a new groop falcon030.
>>>I think there has to be no discussion about it.
>>
>>
>>Na I don't think so, the Falcon is a DEAD machine, even deader than the 8 bit
>>groups...
>>

8 bit group DEAD?! Far from it... take a look at c.s.a.8!

Steve

--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vetrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

2850. basic info wanted on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 21:47:49 UTC
From: traynor@fnalnh.fnal.gov
Message-ID: <1993Aug19.154749.1@fnalnh.fnal.gov>
Source record: 202322

Hi--

I any one can send me a post on basic information on the Falcon, pricing, and where it could be purchased, I would appreciate it. Also, if people could tell me about ST compatibility I would be appreciative. Thank you.

-Mike Traynor

(Disclaimer: How could I speak for Fermilab???)

NNN NN DDDD Mike Traynor (ND '86)(Rice '94?) ||| Amiga 1200 owner ///
N N N DR D Fermilab PO Box 500 MS 221 E683 ||| 50Mhz68030 3 Meg ///
N NN D RD Batavia IL, 60510 USA //|\\ 280 Meg HD \\\///
NN NN DDDD (708) 879-6095 [ans. mach.] /// \\\ 14.4Kbps modem\XX/

2851. Unknown option -lang-c with gcc 2.4.5?

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 21:57:16 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.745797436@elektra>
Source record: 202323

Hello,

I had this problem with gcc 2.4.1, now I decided to get the version 2.4.5
and also installed the utlbin36 (utils for gcc), but still the same
error message:

d:\gnu\gnu\lib\gcc_cpp.ttp: Invalid option `-lang-c'

Why this?
(There's nowhere such an option in the makefile, so the gcc.tpp must
generate it and pass it over to gcc_cpp.ttp, but these 2 programs are
from the same distribution???)

Bjoern

2852. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 22:56:10 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2510eaINNcv4@skink.cis.ohio-state.edu>
Source record: 202324

In article <24v3opINNmbk@life.ai.mit.edu> dmb@ai.mit.edu writes:

>It would also be nice to be able to upgrade all the "systems" at once.
>E.g., if I could plug in a 66DX2 into my Intel box and my ST and Mac
>software would magically run faster, that would be nifty. Emulation is
>finally becoming half reasonable!
>

Not to mention that since with the Mac and the advent of Windows, well behaved programs spend large time of their execution performing OS calls. With emulation, the OS calls can be done natively, making up for the speed loss of the emulation of the non-native code. That's why a PowerPC mac is supposed to run 68000 code at 040 speeds.

This is evident in the Soft PC emulator (by Insignia ??), WABI from Sun, and Executor from ANDI. (It's not done by Gemulator as far as I know though...else why would you need the TOS ROM?)

Soft PC is claiming 80% of the CPU speed to run Windows under NEXTSTEP Intel and fast 386 speeds on an 040 (they claim they could do faster on an 040 with a very large cache). With cheap fast chips on the horizon from MIPS, HP, Motorola, and Sun, I hope that Mac/Windows/DOS can be emulated at 040/486 speeds on a wider variety of platforms.

Gemulator (as it stands) doesn't seem ready to take advantage of those gains. Is it platform independent (ie will it run under more than Windows/DOS...like SCO Unix/NEXTSTEP/OS/2)? All of the above (except WABI..and I think they are porting it) runs under multiple OSes. Does it remap system calls to gain more of the "native" performance? I don't know how much Gemulator does of this. I mean, GEM could be emulated to give a speed boost to all GEM programs.

Of course, Gemulator is a "new" product...maybe some of the above is forthcoming, though they aren't simple add ons. You have to be extremely carefull when you "go native" or else you can end up being sued. (We all know now well Derek and Atari get along!)

I wonder if Gemulator runs under MIPS/Alpha NT? Or under NT at all? On an SNP x86 machine. Then we'd see some REAL performance :).

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2853. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 23:08:19 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <251153INNd1e@skink.cis.ohio-state.edu>
Source record: 202325

In article <wmtwen.745763917@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>Or use Atari Works which supposedly also im/exports RTF files for W4W.
>I cannot verify this since I have neither Works nor W4W.
>At least it offers more functionality for comparable price when
>compared to Tempus Word.
>

While I have't actually TESTED it. Works does Export/Import RTF. I looked
at the files...it looked like valid RTF to me. I have examined WinWord,
MacWord, and NeXT RTF files before, that's why I looked.

If you really want to know, I guess I can port a few files back and forth.
I was a little interested in how the /fnil fonts (Bitstream) translated
to the Mac and NeXT. I usually transfer files in /fswiss Helvetica and
/froman Times which both systems have. I don't know what'd happen to
/fnil Charter...probably be changed to some default font.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2854. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 23:10:18 UTC
From: gbennett@friendly.es.com
Message-ID: <25118q$m2e@cnn.sim.es.com>
Source record: 202326

In article <14954@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>
> >1. No joystick support (scratch any idea of playing most atari games
> >on your PC).
> >2. Can't read some copy protected disks (ditto).
>
> >Anyways, if Darek could fix the joystick support, I'd buy one of
> >these things.
>
> Why? There would be almost ZERO applications that you could use
> the joystick with anyway, so I don't see why Darek would try to
> support it (except to made it look better in advertisements).

There are a lot of shareware/unprotected games that run just fine.
Unfortunately, without joystick support all you can do is see the
demos/opening sequences of many games.

>
> Also, the idea with GEMulator is that you use the PC's hardware:
> harddrive, sound, video, mouse. But PC joysticks are not Atari-style
> ones, so that would all require additional hardware.
>
> --
> Warwick

Actually it should not be difficult to use an IBM style joystick at all.
The IBM joystick is nothing more than a couple of pots that return a
range of numbers (0-255 I believe). All that would have to be done is
to program the GEMulator to set the ATARI joystick registers based on a
preset range of numbers returned from the PC joystick. Essentially setting
the joystick to return an on or off value. PC joysticks are actually much
more responsive than the ATARI style because they don't simply return an on
or off value, but rather a value indicating how far the stick is pushed or
pulled.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2855. Re: ST FTP Site List

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 23:25:33 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25125d$43p@terminator.rs.itd.umich.edu>
Source record: 202327
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

```
In article <250i3h$b5o@sol.ctr.columbia.edu>,
Simon Gornall <sjg@phlim.ph.kcl.ac.uk> wrote:
>} Thanks for the responses, here is a list of sites people have Emailed.
>}
>} ST FTP Site List 8-19-93
>} ---------------------------------------------------------------
>} USA : atari.archive.umich.edu /atari
>}
>
>There's a fairly large archive in the UK (src.doc.ic.ac.uk) which
>mirrors atari.archive.umich.edu and uni-paderborn...
>
>UK : src.doc.ic.ac.uk:/computing/systems/atari/umich
> :/computing/systems/atari/uni-paderborn

And there's also wuarchive.wustl.edu, which mirrors all of
archive.umich.edu, in mirrors/archive.umich.edu/atari .....

You should use these sites whenever possible, as you all know how
difficult it is to get a connection here....

cheers,

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse
```

2856. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 23:37:12 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2512r8INNd40@skink.cis.ohio-state.edu>
Source record: 202328

In article <25036hINN3cj@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <wmtwen.745749845@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>>Well I am sorry but I have to make some comments on the overly
>>commercial material presented here.
>
>If you're referring to Hutch's posting that you quoted, I think you're
>being unfair. The common rule of thumb is that you're allowed to post
>such details as long as you're not affiliated with the product in any
>way. Hutch's post is no more inappropriate, IMHO, than other people's
>posts about the price and specs of the Falcon.

You are right in that regard. Perhaps he was refering to the post BEFORE
that, that seemed to come from Branch Always Software. We had this
problem twice before, maybe more, I don't always read this group.

I didn't mind Hutch's post...I did mind the BRA Soft post though. In
the future maybe Derked & co. could put up an info server of some kind.

>You're missing the point. If you already have a PC clone, which is
>pretty likely statistically speaking, then you don't need to buy an ST,
>TT, or Falcon; you just put the board in your PC and use the hard
>drives, monitor, keyboard, etc. that you've already paid for. No, the
>Gemulator is not a complete replacement for an ST or Falcon, but it
>will run GEM things and well-behaved "portable" programs like the GNU
>stuff.

Why would you want to run the ST versions of the GNU stuff when you could
run the FASTER, native x86 versions? Why would you want to blow $300
to run ST software if your one of the "statistically speaking" crowd and
not a former ST owner. Ah...Calumus is good...but is it really THAT
good? And if you want Calumus...buy a TT, you obviously need a professional
platform and can afford it.

Just name a piece of software that a normal x86er would want to run so
badly that they'd buy a $300 board AND the software to do it. I do think
we ARE only talking about ST owners. (Falcon and TT owners wouldn't
take the perfomance hit.) They ALREADY have ST hardware. Hardware they
could upgrade. A 1M Falcon isn't that much more than a GEMULATOR and
is lots cheaper than a 486. Now SOME ST owners have 486's for some
reason or another....I bet there are lots of them. Some of them might
want a Gemulator....THAT is the market.

>Another aspect of this is reliability. My ST is flaky as all hell. I
>have to turn it off and on 4 or 5 times to get it to boot. Sometimes
>it requires an "ST twist" or two as well. I can't have the case on

>because it overheats and crashes spectacularly in the middle of an
>important build (always). It's always been this way, and the Intel box
>never has; I have an 1986 ST, and perhaps that's why it's so finnicky.
>The Gemulator would make these problems go away. (Yes, while
>introducing some others.)

You can usually solve that problem by buying a used 1040 STE which can be had for under $300. A new one isn't much more. Heck you can probably get a 4M STE or maybe even a MEGA. AND keep your ST equipment. Won't make your compiles go faster though. Why don't you just set up GNU to do a cross compile and run the DOS/Windows/Linux version of gcc?

>Some things, however, are much easier to claim: the keyboards and mice
>for the Atari line are really pathetic. You can get detachable
>keyboards and mice of all varieties (cordless, "Jetsons"-ergonomics,
>etc.) for PC clones; Gemulator would make these work with the vritual
>ST. So perhaps ergonomics is more defensible here than reliability.

This is true. But you can expand an ST to have an external keyboard as well. I don't know how well it works...but you can do it. It's only $80 or so (and the price of the keyboard).

>But at what price? You've already thrown a Falconspeed onto the pile;
>now we have to get a Crazy Dots or something? I suspect that a lot of
>people who still like their Atari's nevertheless don't want to sink any
>more money into Atari products. I still use and develop for my ST, but
>there's no way I'm adding a new hard drive, video board, etc. Given
>the current state of Atari, I personally think it would be an insane
>waste of money realtive to upgrading a PC or Mac. For people like me,
>something like the Gemulator makes good sense.

Hm. You ALREADY have a 486 as well. If I had to buy one, or had decided to buy one. I might be more agreeable to GEMULATOR as well. But, if I bought a 486, I'd run NeXTSTEP. Does GEMULATOR run under NEXTSTEP? Under Linux? Under OS/2? Windows is not worth upgrading to!

>Absolutely correct, but the high end PC system will probably cost you
>less (in the US, at least) than the enhanced ST-based system you
>described. This is what's always a bitch about "3rd party" hardware --
>the clones always undercut them by huge margins because they're so
>simple to make. Even Apple's hurting because of this now.
>

For a "low end" 486 you are going to pay at least 1500. You can get a 4M Falcon in that range. Or a used TT. TT's have nice keyboards too. Maybe they aren't ergonomic...but hey I like them better than typical cheap DOS keyboards. I won't argue that ST third party hardware is expensive realive to the DOS world. It is nice to have the alternative of Gemulator....but I still don't see it as an "upgrade" path for ST's. Someone who really wants a better ST will buy one. Someone who wants to go "DOS" will buy a 486 and MIGHT buy a Gemulator. Personally I'd either keep the ST and software and use the money I'd buy a Gemultor to buy

programs for the x86 (NEXTSTEP INTEL edu price comes to mind), or I'd sell the ST and buy MORE programs. Only if I were moderately well off, would I bother to buy a Gemulator.

--

Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2857. UPLOAD: TOSWIN 1.4 + extensions

Newsgroup: comp.sys.atari.st
Date: 1993-08-19 23:57:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15001@uqcspe.cs.uq.oz.au>
Source record: 202330

Uploaded to atari.archive.umich.edu:

Sources and binaries (tw14+w10s.zoo, tw14+w10b.zoo) to my extended version
of TOSWIN 1.4. Also has two bug-fixes.

Here's the wwa_ext.doc file:

TOSWIN WWA Extension
---
by Warwick Allison (warwick@cs.uq.oz.au)
(TOSWIN v1.4, extensions v1.0)

Summary:

1. GEM RUN = Run 1 GEM program from within TOSWIN.
2. X SELECT = X Window System Xterm-style cut & paste.
3. AUTO RAISE = Windows are TOPPED when point-to-type.
4. INITIAL REDRAW = Screen redraw done at start-up.

---

1. GEM RUN

The RUNTOS and TOSWIN programs are modified so that 1 GEM program
may be invoked from within TOSWIN when running as an application.

This is only useful to users running MiNT from the desktop with
TOSWIN as the INIT program.

To invoke a GEM program from within a TOSWIN window, use:

runtos -g someprog.prg arg1 arg2 arg3 ...

To invoke a TOS program in a window from within a TOSWIN window, use:

runtos someprog.tos arg1 arg2 arg3 ...

...as before.

This is often useful, for example if you are developing a GEM program
and want to run it, or if you use a GEM program for displaying or
manipulating the TOS files you are developing (eg. DVI_WIND for
viewing LaTeX DVI output, running a RSC editor).

2. X SELECT

The XTerm cut & paste technique is very quick to use:

- Click and drag to highlight a region (as normal TOSWIN).
- Double-click to select a whole "word" of text.

- Triple-click to select a whole line of text.
- Right-click to paste last selected text.

Currently, a "word" is hard-wired to mean:

Any sequence of alphanumeric characters or the
characters "/", ".", "_", or "@".

or Any sequence of whitespace.

or Any sequence of all the same character.

So for example, "warwick@cs.uq.oz.au" could be highlighted with
a double-click, as could " ", "========", "/mint/lib".

To change the hard-wired definition of "word", edit the
CharClass function in "util.c" of the source code.

3. AUTO RAISE

Windows are automatically raised to the top when the mouse
enters them (provided Point to Type is also enabled).

This is another feature that can often be configured on the
X Window System.

Personally, I find it a pain in the neck under X, however, it
is very useful in TOSWIN because under GEM, you cannot drag
or double-click on a window (ie. do all that cut&paste stuff)
unless it is the TOP window.

4. INITIAL REDRAW

When running TOSWIN from the desktop, the MiNT copyright message
and eXtended File System messages mess up the screen. This
extension merely does a screen redraw when TOSWIN initializes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2858. UNITERM BASIC QUESTION

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 00:20:24 UTC
From: hicksm@hindmost.lpl.arizona.edu
Message-ID: <2515c8$ojd@organpipe.uug.arizona.edu>
Source record: 202331

Hi Folks, just became a new owner of a used atari setup and it seems
to be very nice. I bought it to be the brains of a midi setup and
to connect with school mainframes.

One of the most useful programs I expect to be UniTerm. I spent
a bit of time looking at the README files but I can't figure out
how to do the most simplist of tasks: using the modem to dial out.

So how do I get the program to send a "atdt,xxx-yyy" comand to the
modem?

Thanks for the help
-Michael

2859. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 00:41:25 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2516jlINNsun@life.ai.mit.edu>
Source record: 202332

In article <2512r8INNd40@skink.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>Why would you want to run the ST versions of the GNU stuff when you could
>run the FASTER, native x86 versions?

Well, the x86 versions aren't really quite the same. It's a lot easier to port Unix stuff to the ST than it is to port it to DOS, despite the existence of DJGPP. If you run Linux on your Intel box, then you have a point, but many people still want to run in a DOS environment so they can run standard DOS programs.

The Atari is really great for GNU stuff, thanks to Bammi et al. The PC world still doesn't have quite that level of support, possibly because there are more strong commercial alternatives.

>Why would you want to blow $300 to run ST software if your one of the
>"statistically speaking" crowd and not a former ST owner.

Well, I was assuming there was something to recommend the ST such that people might want to run stuff that's written for it. If that's not true anymore, then it's a pretty sad state of affairs for Atari. :)
The point is that the argument also applies to current ST owners who want to upgrade. Yes, I could spend a thousand dollars for a Falcon. But there's no way I'm going to do that. (See below.)

>Just name a piece of software that a normal x86er would want to run so
>badly that they'd buy a $300 board AND the software to do it.

Well, HacMan II, of course. :) :) ;)

>Now SOME ST owners have 486's for some reason or another....I bet there
>are lots of them. Some of them might want a Gemulator....THAT is the
>market.

Well, no argument there.

Fortunately, it's not my problem if the thing doesn't sell well. :)
But it's a neat hack, and I can see a market for it.

>You can usually solve that [reliability] problem by buying a used 1040
>STE which can be had for under $300. A new one isn't much more. Heck
>you can probably get a 4M STE or maybe even a MEGA. AND keep your ST
>equipment. Won't make your compiles go faster though.

But then I have another doorstop that I can't upgrade. And I don't get the better resolution, don't get to use it with my nice VGA monitor, don't get to have the nice keyboard, etc. There are lots of reasons, and it depends on your personal preference. I really *like* the

ergonomics of my clone, and I really *despise* the ergonomics of the ST, despite having used it heavily for years. Personal taste.

>Why don't you just set up GNU to do a cross compile and run the >DOS/Windows/Linux version of gcc?

Have you actually tried to do this? It's a huge pain, and you still need native ST libraries. If someone has already done it, I'd love to download it and install it on my PC right now. That would be awesome. (But you do still have to carry the binaries over to the ST to test them, which is sort of a pain.)

>Hm. You ALREADY have a 486 as well. If I had to buy one, or had >decided to buy one. I might be more agreeable to GEMULATOR as well.

Well, you can get complete 486 systems (SX) for less than $1000 now. Yes, it's a lot of money nonetheless. But you're going to be spending a lot to upgrade your ST's HD to 300M, monitor to SVGA, RAM to 4M, video to SVGA, etc. if you haven't already done so. The "upgrades" to a packaged Intel system will be less than adding the equivalent stuff to an existing ST system because the clone makers buy in huge volume.

>But, if I bought a 486, I'd run NeXTSTEP. Does GEMULATOR run under >NEXTSTEP? Under Linux? Under OS/2? Windows is not worth upgrading to!

It doesn't really matter, since you can have all those OS's running on a single Intel box with no trouble. At the worst, you could have a minimal DOS paritition for just your ST stuff and use the other OS's the rest of the time. Linux can mount PC paritions, so you could still get at the files. Don't know about OS/2.

>For a "low end" 486 you are going to pay at least 1500.

I'm not going to get sucked into this again, but look in Computer Shopper and you'll find that you're off by about 500 bucks. Nuff' said; I'm still weary from the last battle over prices. :)

>It is nice to have the alternative of Gemulator....but I still don't >see it as an "upgrade" path for ST's. Someone who really wants a >better ST will buy one.

Maybe I'm just a weenie (no comments from the peanut gallery!), but I really don't want to buy another expensive-to-upgrade Atari machine. I mean, I bought a 486 motherboard for $185 for my clone. I couldn't get a fast Atari-compatible motherboard for anywhere near that little. There's less competition, less standardization, less technical wizardry (quantity-wise) in the Atari market, just because the Atari market is so small. These less's make things cost more.

Atari's Falcon is nifty, as I'm sure their forthcoming machines will be, but you pay a price for owning "3rd party" hardware: fewer, more expensive upgrades, slower machine evolution, less software available, and funny looks from the 98% of computer users that have never heard of your machine.

Dave Baggett

--

dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab

ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2

PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2860. Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 01:02:20 UTC
From: rjung@netcom.com
Message-ID: <rjungCC19Jx.J20@netcom.com>
Source record: 202335
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Okay, folks. At last, we've got a first-hand account of a live sighting of the Atari Jaguar! Coming fresh from the machine's official rollout on August 18th, the following is an electronic chat between Chris Millar of Delphi and Andy Eddy, well-known video-gaming journalist and net.lurker. B-)

I've cleaned up the stuff to make it a little more presentable, but I have not altered anything vital. Andy and Chris' exchange is below; comments in [square braces] are from yours truly.

''''''

[50 megabytes?!?]

* 16 megabits [2 megabytes] of fast page-mode DRAM.

* An optional double speed CD-ROM drive. ($200, sometime during 1994)

* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar mixture).

[I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining Jaguars and Lynxes is tantalizing]

* Two (expandable to literally dozens) enhanced controller ports, supporting digital and analog interfaces, as well as keyboards, light guns and mice.

[Expansion probably by a multiple-port tap, naturally]

* High performance, ergonomically designed, controller with joypad, three fire buttons, Pause, Option, and 12-key keypad with game-specific overlays. ["Ergonomically designed"? Definitely press release hype]

* High speed synchronous serial port for connection to modems, cable TV, networks and other high performance networks.

[No word of the rumored built-in modem. Darn]

There are two custom chips, code-named Tom and Jerry, which combined contain four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for "timers, UART, joysticks and clock control." Tom has the "DRAM memory controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is separate as it has the DRAM and cartridge/CD-ROM ties.

No discussion of licensees signed or interested. Formal announcement(s) will take place in mid-September.

<<Chris>>
What games did you see?

<<Andy>>
The games are much like the 3DO stuff that has been shown.

CYBERMORPH is a side-scrolling shoooter, and there was a way to move ahead in the game with a button push (I suspect as a demo), and it screamed the data past the screen F-A-S-T. CYBERMORPH has been renamed to something like "Trevor McFur in Crescent Galaxy" [Uh-huh...]

There was also on-the-fly rendering, much like STARFOX, but without the ship "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You can go anywhere. [Is this CYBERMORPH, or some other game? CM is a side-scrolling shooter, but "going anywhere" requires a first-person perspective...]

Also, a scene from ALIEN VS. PREDATOR.

I missed all but the last two questions in the presentation, so I'm going to try to get a copy of the videotape they made of the event.

<<Chris>>
Would you say the 3DO stuff you have seen surpasses what you have seen thus far for the Jaguar?

<<Andy>>
I'd say it's comparable. That's an important note, given that the Jaguar is one third the price, or about half if you add the CD-ROM drive.

[Maybe not that low. A $199 Jaguar and a $200 CD-ROM drive totals $400. And now there are rumors that the 3DO unit from Panasonic may sell for $499. But then, you don't _need_ to get a CD-ROM with the Jaguar...]

<<Chris>>
Can you describe the physical Jaguar unit?

<<Andy>>
Sleek, black, kinda like a Merlin: Rounded corners on a square unit. Like someone said, though, when the CD is on top, it looks like a toilet... (especially when the CD cover is popped up). [This implies, of course, that Atari was showing either a CD-ROM prototype of some kind with the Jaguar, or an illustration of the same]

Also, Atari is dropping the "only Ataris" policy for development and such. [YAY!] Because of that, there is an [Atari] TT development station and a PC station, but tools are being used on Macs and others. They are still talking about using high-end computer rendering software that already exists (like SoftImage, which was used on commercials and on Sega's Virtua Racing).

<<Chris>>
Can you desribe the scene from ALIENS VS. PREDATOR you saw?

<<Andy>>
It was just a representation of what the halls would look like while you moved through them. Very cursory. I was going to sign an NDA to see more of the stuff upstairs, but they didn't have one handy (the guy was out to lunch) and I wouldn't be able to talk about them anyway (hehe).

Also, I'm trying to get disk files of pictures, which Bob [Brodie] is working on. Oh, and there will be a detailed conference with Bob and Sam [Tramiel] next Wednesday, in the World of Video Games SIG, right here on Delphi!

They handed out great T-shirts. (hehe)

''''''

things will get very exciting in the next few months.

Ladies and gentlemen of the net...Let the speculation begin.

--R.J.
B-)

P.S. Chris also had something nasty to say about certain people on the net, but civility prompted me to remove it. Though I think someone should fetch a waiter or waitress somewhere -- I believe Mr. Raul "Die Jaguar Die" Romero has a triple-order of crow waiting...

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2861. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 01:09:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15003@uqcspe.cs.uq.oz.au>
Source record: 202334

afonseca@terapin.com (Alberto Fonseca) writes:

>The ST will fade away soon, and the Falcon must take over.

Then we'd want a TT group too? Why not:

comp.sys.atari.st -> comp.sys.atari.misc
comp.sys.atari.st.tech -> comp.sys.atari.tech

Any number of other groups could be added to this hierarchy:

comp.sys.atari.gem
comp.sys.atari.hardware
comp.sys.atari.mint
comp.sys.atari.graphics

... but I doubt the traffic warrants them.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2862. Re: What's wrong with my ST? Loose chips?

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 01:16:22 UTC
From: Chris.Richards@f730.n286.z1.fidonet.org
Message-ID: <745821952.AA00169@dswhq.omahug.org>
Source record: 202223

In a message of <17 Aug 93 04:29:31>, Len Stys (1:286/2) writes:

LS> What I'm wondering is if loose chips could be the prpoblem? The
LS> computer has recently been placed where there is vibration. This is
LS> only temporary, but the problem now exists.

BINGO! Give the man a cigar! :-{)

Seriously, whenever you have spooky problems like this with your machine, the first thing you should suspect is your Auto folder, and the second is to suspect loose chips. Since you shook the machine and that seemed to at least temporarily fix your problem, I would STRONGLY suggest opening your machine up and reseating ANYTHING in a socket.

Later,
Gizmo

2863. Sequencing Software

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 02:45:28 UTC
From: axc@po.CWRU.Edu
Message-ID: <251ds8$mel@usenet.INS.CWRU.Edu>
Source record: 202337

I was recently told by a freind that you need an atari monitor to run some of the sequencing software i can somebody tell me more on this topic.
kevin

2864. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 03:06:50 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c732c12@cindy.ct.se>
Source record: 202333

In a message of 19 Aug 93 00:20:01, John Hutchinson wrote:

JH> Unfortunately, most people simply cannot afford to own multiple computers.
JH> Now if someone could show me a single "box" that would allow me to run my
JH> favorite Atari, Mac and PC applications with little or no performance or
JH> compatability concessions, all at a reasonable price, I would be one happy
JH> camper and I wouldn't care less about WHO made the box. I can dream,

Sounds like a GIF advertisment for Falcon030 ... they mean that the Falcon will be able to run a System 7 Spectre, a PC-emulator (hardware) and the normal Atari applications .. :-) .. We'll just have to wait and see .. it's going to more compatible than a PC + GEMulator anyway ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2865. Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 03:15:26 UTC
From: Thomas.Klevenberg@f100.n30.z47.byte.bbs.no
Message-ID: <745816788.AA00207@byte.bbs.no>
Source record: 202336

Help!

I'm considering to get a Atari for Music-production.... Could anyone give me
some advice about spec's etc. I need? How is it with the MIDI interface etc?

Thomas Klevenberg SysOp Byte BBS

2866. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 03:24:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <251g5gINNg1m@golem.wcc.govt.nz>
Source record: 202338

```
] I think a c.s.a.falcon would be a good idea as there are a lot of F'030 i
] that wont affect ST users and really are just noise to non F'030 users.
]
] I would also like to see a c.s.a.os group to discuss tos, mint, minix, ge
] etc.
```

What damage is making a new group going to do anyone? Those not interested in the Falcon won't have to read about it, and those who are just have to subscribe to 1 more group - if anyone out there is willing to take up thet task of handling votes, then you might as well go for it. comp.sys.atari.falcon and comp.sys.atari.misc (misc being discussion on alternative OS's or non ST/TT/Falcon machines) would probably be the things to go for - if nothing else, just c.s.a.falcon

Take into account the hundreds of groups that get less than 1 post a week, a fair percentage being bogus, so 1 legit' group is hardly going to be too much of a strain! Even if it halves the message flow, that's still in excess of 25 new messages a day, which is more than a lot of the extra amiga and pc groups get!

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

2867. Re: What's wrong with my ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 03:26:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <5705.78.uupcb@uttsbbs.uucp>
Source record: 202357

As for the dropping the ST method, it works great. I used to do it all
the time on my 520 and 1040ST's and it never failed.

+--+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+--+

2868. Re: Jaguar specs??

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 03:34:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <5706.78.uupcb@uttsbbs.uucp>
Source record: 202358

Could you please send me the info on the Jag as you get it through
E-mail then? As I don't have access to whichever newsgroup you just
mentioned. Thanks.

+--+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+--+

2869. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 05:32:02 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745829435.AA00171@dswhq.omahug.org>
Source record: 202221

In a message of <18 Aug 93 16:47:33>, Mark Cookson (1:286/2) writes:

MC> TOS 4.04 - 2 chip set - for FALCON
MC> The newer STs (TT, Falcon) have 32 pin sockets, and use 2 chips.

TOS for the Falcon does NOT come on two chips, nor are they 32 pin chips.
Instead, TOS for the Falcon comes on ONE 16 bit wide 44 pin quad flat pack that
is socketed.

Later,
Gizmo

2870. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 05:41:32 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745829435.AA00172@dswhq.omahug.org>
Source record: 202222

In a message of <18 Aug 93 07:33:16>, sheppard_r (1:286/2) writes:

sr> There seems to be a Big problem with Newreaders, they don't read
sr> what is there,
sr> they read what they think is there..

With all due respect to you sir, I will quote the EXACT portion of the relevant text.

sr>The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
sr>and not EPROMS, any one can blow EPROMS but not ROMs...

Your message implies that the reason you can't get TOS 1.4 in 2 chip Eproms is because it would be easy to copy, and that just ain't the case, which is what I tried to point out in my reply. Trust me, I DID read all of your message. I don't normally make a habit out of responding to messages that I haven't completely read. Causes too much confusion and headache. :-{)

Later,
Gizmo

2871. ****** 2.5 Meg TOS 2.6 ST FOR SALE *******

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 06:45:10 UTC
From: carrollw@ucs.orst.edu
Message-ID: <251rtm$h27@gaia.ucs.orst.edu>
Source record: 202340

I have the following FOR SALE!!

ST with 2.5 Meg (2 Meg in SIMMs), TOS 2.6, Both Color and Mono
Monitors (Atari), Two 3.5" DS/DD Drives, A IB 5.25" DS/DD Drive, Twety Board
(STEREO), SOFTWARE: Warp-9, "M" MIDI Music, Word Perfect, all with box and
manuals.

All For the cost of the MEMORY and TOS upgrade;

$450.00 or best offer!!

I finished school and will be "on the move" this system works great bt
is hard to move around.

****** If you ACT NOW I will throw in a very nice 1200 Baud MODEM ******

Email to carrollw @ucs.orst.edu

Thanks for your time and computer space!

2872. WHAT'S WRONG WITH MY ST? LOOSE CHIPS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 06:48:00 UTC
From: david.schreiber@canrem.com
Message-ID: <60.35878.4514.0N181BFD@canrem.com>
Source record: 202341

I haven't had your specific problems, but my ST did start acting very wierdly in the past. I tried everything in the world in the way of reconfiguring my software. Finally, I simply took the machine apart, blew the dust out of the innards, pressed all the cips gently into place, and put it back together. It worked fine. This has happened 3 times in the past 6 months or so.

2873. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 07:07:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <251t8elNNgpa@golem.wcc.govt.nz>
Source record: 202343

In article <CC010u.211@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>|> In article <afonseca.081l@terapin.com>, afonseca@terapin.com (Alberto Fonseca) writes:
>|> >heineken@ddtc2.gmd.de (Ralf Dolsma) writes:
>|> No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>|> I would think there are more 'TT's' than Falcons out there and we don't have a
>|> 'TT' group...
>How can a computer that has only been out a few months be dead?
>
>
>There is quibble about the price though! Far too much. In the UK, a Mac with colour
>monitor is GBP300 cheaper ie 650GBP v 950+300(monitor)GBP
>
>Iain

Well I should post some of the articles from ST-Report that also state what I
think, here in N.Z. the Book shops have Amiga magazines falling of there
shelves, I have to hunt around for the only 3 UK magazines that we see here,
and they are allmost rubish..

Have a look at the Amiga 1200 HD, Price its nearly 1/2 of the Falcon, to me the
Falcon does not warrant a 100% price hike over the Amiga 1200 HD, I do think the
Amiga has far more to offer and is more compatible with software than the
Falcon is..

I do think that the Amiga 1200 HD has for more to offer for its PRICE..

Here you will not find any Shops at all Selling Ataries even Music Shops
here are pushing the Mac and the PC to do that...

Please if People read in what I post, they must aggree, but then again People
can't read, or they are just lying to them selves...

I enclose this part about Screen Problems taken from ST-Report 933..

- Las Vegas, NV WHY ARE CERTAIN DEVELOPERS UPSET ABOUT FALCON VIDEO?

Amidst claims of defective, missing a vital part and simply general
disgust, a number of long time developers are making their thoughts known
about the Falcon's Video output. Its seems, according to one dev, that all
it will take to fix is the inclusion of an inexpensive part. Yet it is not
being done and the remark that "we are not in the business of fixing things
for third party developers" is the alleged answer from the company. Seems
the overlay bitmask in the interlaced mode is like shooting dice. You have
a 50/50 chance of the screen coming up scrambled! Another dev who also
asked to remain un-named said it all when he said "So where is all this NEW

software they were harping about? The Falcon is not selling well at all."

"""

So please check these things out before you all rant and rave about me here..

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2874. Re: ST FTP Site List

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 07:37:50 UTC
From: piet@cs.ruu.nl
Message-ID: <CC1rv3.HIt@cs.ruu.nl>
Source record: 202342

```
>>>>> sderochemont@v44e1.orl.mmc.com (STEVE DEROCHEMONT) (SD) writes:

SD> Thanks for the responses, here is a list of sites people have Emailed.

SD> ST FTP Site List 8-19-93
SD> ----------------------------------------------------------------
SD> USA : atari.archive.umich.edu /atari

SD> GERMANY : ftp.uni-muenster.de
SD> : ftp.uni-kl.de
SD> : ftp.uni-paderborn.de
SD> : ftp.uni-stuttgart.de
SD> : ftp.tu-clausthal.de [139.174.2.10] /pub/atari
SD> : ftp.informatik.tu-muenchen.d /pub/comp/platfoms/atari
SD> : reseq.regent.e-technik.tu-muenchen.de

SD> If anyone has any other additions (esp. USA sites), feel free to repost
SD> this list.

NL: ftp.cs.ruu.nl /pub/ATARI-ST (also via mail-server@cs.ruu.nl)
--
Piet van Oostrum <piet@cs.ruu.nl>
```

2875. Mail failed

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 08:00:08 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CC1sw9.LGL@sdf.lonestar.org>
Source record: 202199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To: wells_s@kosmos.wcc.govt.nz
Subject: Re: Sending....
Newsgroups: comp.sys.atari.st
In-Reply-To: <24u48lINN864@golem.wcc.govt.nz>
Organization: sdf public access Unix, Dallas TX 214/436-3281
Cc:

I think I can help :

>P.REEVES2@geis.genie.com

I think that should be P.REEVES@genie.geis.com

You just had it reversed. I've never tried it though.

CYA
Evan Langlois
evanlang@sdf.lonestar.org

2876. Re: ST FTP Site List

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 08:39:45 UTC
From: tyjori@uta.fi
Message-ID: <2522kh$ngq@vuokko.uta.fi>
Source record: 202351

STEVE DEROCHEMONT (sderochemont@v44e1.orl.mmc.com) wrote:
: Thanks for the responses, here is a list of sites people have Emailed.

: ST FTP Site List 8-19-93
: --

FINLAND
nic.funet.fi

/pub/atari

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

2877. Re: basic info wanted on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 09:47:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC1xvL.JLB@barclays.co.uk>
Source record: 202383

In article <1993Aug19.154749.1@fnalnh.fnal.gov>, traynor@fnalnh.fnal.gov writes:
|> Hi--
|>
|> I any one can send me a post on basic information on the Falcon, pricing,
|> and where it could be purchased, I would appreciate it. Also, if people
|> could tell me about ST compatibility I would be appreciative. Thank you.

I can't comment on pricing for your area but as far as ST compatability goes, I have found less software fail when I went MSTe->Falcon that when I went TOS1.0->1.4->2.06.

So far I've run Protext, Wordup, Lattice C, Thats Write 2, Autoroute, EasyDraw and a whole host of other stuff with no problems. Basically when I bought the Falcon, I unplugged my hard drive from the MSTe, plugged it into the Falcon and continued as before, just abit faster and with a lot more colour.

The only 2 programs of note that refuse to run are VIP Pro which is a pain and Timeworks 2 DTP. There should be a bug fix of the latter soon as it being beta tested right now.

Iain

2878. Ishar Survival Kit

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 10:00:11 UTC
From: fraserc@dcs.glasgow.ac.uk
Message-ID: <CC1yGC.C0F@dcs.glasgow.ac.uk>
Source record: 202348

I have placed Eric March's Ishar Survival Kit on a.a.u.e in the directory /atari/New. The file is ISHAR_SK.LZH.

Campbell Fraser

--
Campbell Fraser | EMAIL: fraserc@dcs.glasgow.ac.uk |
Computing Science Dept. |----------------------------------|
Glasgow University | |
Glasgow G12 8QQ, U.K. | Eudora attatchments go home. |

2879. Re: Falcon partition is hosed

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 10:19:50 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CC1zD3.Mnr@hpbbrd.bbn.hp.com>
Source record: 202219

Billy D'Augustine (bill@main.morris.org) wrote:
> It seems that my E: partition is hosed, and the few things
> Ive tried didnt work.

I suppose this happened when you tried to fill your D: partition.
This is a known Falcon TOS bug; more current versions of AHDI implement
a workaround.

> Any ideas, outside of reformatting the whole physcial drive?

Yeah, writing a small program that DMAread()s the ex-bootsector
of partition E:, fixing it in memory and DMAwrite()'ing it back 8-) 8-(

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2880. NVDI background pic

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 10:24:39 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <CC1zL3.Ks0@ztivax.zfe.siemens.de>
Source record: 202345

Hello,
some weeks ago someone said that it is possible to show a background picture
with NVDI. Is this true? How can this be done? I've the newest version (2.5),
but only old manuals.
Thank you for help,
HP

|---|
|Hans-Peter Huth |
|Siemens AG |
|Corporate Research and Development, Dept. ZFE ST ACK 4 |
|Otto-Hahn-Ring 6 |
|D-81730 Muenchen |
|Tel: (089) 636 43 071 FAX: (089) 636 48 000 |
E-mail: huth@stack.zfe.siemens.de

2881. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 10:26:08 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug20.102608.10881@rhrk.uni-kl.de>
Source record: 202347

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>Or use Atari Works which supposedly also im/exports RTF files for W4W.
>I cannot verify this since I have neither Works nor W4W.
>At least it offers more functionality for comparable price when
>compared to Tempus Word.

WHAT? I was talking about the word processor Tempus Word, not the text
editor Tempus Editor. Tempus Word has much more to offer than Atari Works.
Some of the best features:

- uses Tempus Word fonts, Speedo fonts, Signum fonts, Calamus fonts
- automatic index creation
- automatic numbering of paragraphs and/or pages
- automatic creation of a text's table of contents
- several layers for automaically numbered text references
- footnotes, endnotes etc.
- footlines, headlines
- supports several columns per page
- sophisticated page layout, may be individual for each page

There would be a lot more to say but for a lot of features I don't know the
Englisch words.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2882. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 10:35:22 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2529da$3t2@sol.ctr.columbia.edu>
Source record: 202346

> Maybe I'm just a weenie (no comments from the peanut gallery!), but I
> really don't want to buy another expensive-to-upgrade Atari machine. I
> mean, I bought a 486 motherboard for $185 for my clone. I couldn't get
> a fast Atari-compatible motherboard for anywhere near that little.
> There's less competition, less standardization, less technical wizardry
> (quantity-wise) in the Atari market, just because the Atari market is
> so small. These less's make things cost more.
>
> Atari's Falcon is nifty, as I'm sure their forthcoming machines will
> be, but you pay a price for owning "3rd party" hardware: fewer, more
> expensive upgrades, slower machine evolution, less software available,
> and funny looks from the 98% of computer users that have never heard of
> your machine.

I'm impressed. Here I am actually agreeing with you. I suppose it just comes down to whether you put up with the price increases for the computer system that you prefer.

Having said that, about all you can't upgrade in a Falcon is the motherboard, and upgrading that would be a problem because of all the extras on it that would have to be put there on your upgrade. DSP, codec etc. There are a surprising number of 'standard' (ISA ? :-) interfaces in a Falcon. Things are getting better.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2883. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 11:56:39 UTC
From: piet@cs.ruu.nl
Message-ID: <CC23uG.JK9@cs.ruu.nl>
Source record: 202352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> sheppard_r@kosmos.wcc.govt.nz (BD) writes:

>|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
>|> update for the Amiga...

BD> So come on all you Atari addicts were is the Atari version...???

/watsun.cc.columbia.edu:/kermit/bin/cks*.ttp
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2884. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 12:32:47 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug20.123247.7691@ibr.cs.tu-bs.de>
Source record: 202353

In article <A9585@S2.maus.de>, Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:
|> WS>What actually has been changed from v2.01?
|>
|> I'm sure you are interested in the difference between version 2.21 and
|> version 2.22. So what has changed ? Many bugfixes, some routines optimized,
|> 2.22 needs less memory (about 70k), *english documentation*, some new
|> oppurtunities and switchs.... Since version 2.22 has been released (3 weeks
|> ago) there has been no bug-report (!)...
|>
|> Criss

Wait a moment!

Could it be that you received no bug report because noone got
2.22? I can't find it on the major ftp-sites in germany:
ftp.stuttgart.de, ftp.uni-muenster.de, ftp.uni-paderborn.de and
ftp.tu-clausthal.de.

I can't get through to a.a.u.e either.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2885. wanted: nroff

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 12:51:39 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug20.125139.8592@ibr.cs.tu-bs.de>
Source record: 202354

I'm looking for a nroff which works mit MiNT.
I have the nroff which came with the distribution kit,
but it is a TOS programm, which doesn't like pathnames
with / and MiNT doesn't like pathnames with \, that's
why nroff wont find its macropackage. (unles i put it to c:/...)

Is there a MiNT version around or should i switch to groff?

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2886. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:14:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <252io9INNi3k@golem.wcc.govt.nz>
Source record: 202359

In article <CC23uG.JK9@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> sheppard_r@kosmos.wcc.govt.nz (BD) writes:
>
>>|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
>>|> update for the Amiga...
>
>
>BD> So come on all you Atari addicts were is the Atari version...???
>
> /watsun.cc.columbia.edu:/kermit/bin/cks*.ttp
>--
>Piet* van Oostrum, Dept of Computer Science, Utrecht University,
>Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
>Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
>Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Sorry but I did not see any Mention of a Atari version
in this post from Columbia.....!!!

Path:
newshost.wcc.govt.nz!comp.vuw.ac.nz!waikato!decwrl!uunet!pipex!uknet!str-c
csun!dct.ac.uk!newsmgr
Newsgroups: comp.protocols.kermit
Subject: Info-Kermit V18 #2
Message-ID: <CMM.0.90.4.744924268.cmg@watsun.cc.columbia.edu>
From: Christine M Gianone <cmg@watsun.cc.columbia.edu>
Date: Mon, 9 Aug 93 15:24:28 EDT
Reply-To: Info-Kermit@watsun.cc.columbia.edu
Approved: newsmgr@dct.ac.uk
Lines: 302

Info-Kermit Digest Mon, 9 Aug 1993 Volume 18 : Number 2

Today's Topics:

New FTP Server for Kermit Files
Announcing C-Kermit 5A(189) for the Commodore Amiga
MS-DOS Kermit 3.13 Updates
MS-DOS Kermit 3.13 USR Sportster Dialing Script
Host Identification of MS-DOS Kermit 3.13
Update to MSIWP3.COM using the APC-Macro
New Packet-Driver Shim for DEC Datalink Specification
New Release of GOLD.COM (Num Lock = Gold Key)

Digest submissions may be sent to Info-Kermit@columbia.edu or
KERMIT@CUVMA.BITNET. Requests for addition to or deletion from the

Info-Kermit subscriber list should be sent to LISTSERV@CUVMA.BITNET or LISTSERV@CUVMA.CC.COLUMBIA.EDU. These messages must be of the form:

SUBSCRIBE I$KERMIT <your-personal-name> (To start a subscription)
UNSUBSCRIBE I$KERMIT (To cancel a subscription)
REGISTER I$KERMIT <your-personal-name> (To correct your name)

Kermit files may be obtained over networks and by mail order. On the Internetwork, use FTP to log in to host KERMIT.COLUMBIA.EDU, a Sun SPARCserver running UNIX (SunOS 4.1), IP host number 128.59.39.2. Login as user anonymous (note, lower case), any password, and GET or MGET (MULTIPLE GET) the desired files. The file kermit/read.me is a general guide to where things are. The Kermit files are in directories kermit/a, kermit/b, kermit/c, kermit/d, and kermit/e. Test versions are in kermit/test. All files in these directories should be transferred in text (ASCII) mode. Binaries are in kermit/bin (use ftp in binary mode). All files (with the exceptions of some of the READ.ME files) have lowercase names, and case is significant.

You can also get Kermit files over the BITNET/EARN network; to get started send a message with text HELP to KERMSRV, the Kermit file server, at host CUVMA. For detailed instructions, read the file kermit/a/aanetw.hlp (AANETW.HLP on KERMSRV). To order by mail, request a complete list of Kermit versions and an order form from Kermit Distribution, Columbia University Academic Information Systems, 612 West 115th Street, New York, NY 10025 USA.

Date: Mon, 9 Aug 93 12:00:00 EDT
From: Christine M Gianone <cmg@columbia.edu>
Subject: New FTP Server for Kermit Files
Keywords: Kermit Files by FTP, FTP Server for Kermit Files

The Columbia University Kermit FTP archive will begin running a new FTP server in a few days. This is the same server used (and developed) at Washington University at St. Louis (wuarchive.wustl.edu), WUSTL FTPD 2.1. It is more user-friendly, and it gives us some additional logging capabilities. This change should not affect sites that automatically retrieve directory listings to be used for obtaining new files. Interactive users, however, will notice a new message when first logging in, and will also receive short messages when cd'ing to different directories. These messages give short pointers to where things are. Thanks to Fuat Baran for installing the new FTP server.

If you access Columbia University via automated ftp procedures, you can check them in advance against the FTP server at wuarchive.wustl.edu and make any needed modifications before we switch over.

Also, for anonymous ftp access to Columbia University, you are encouraged to use the hostname kermit.columbia.edu rather than watsun.cc.columbia.edu, although both are (for the foreseeable future) equivalent.

Date: Mon, 9 Aug 93 12:00:00 EDT
From: Christine M Gianone <cmg@columbia.edu>
Subject: Announcing C-Kermit 5A(189) for the Commodore Amiga
Keywords: C-Kermit 5A, Amiga, Commodore Amiga

From Olaf Seibert in the Netherlands and Stephen Walton at the University of California at Northridge:

. All the new features of C-Kermit 5A(189) (See Info-Kermit V17 #3)
. Now compilable with SAS C 6.x as well as Manx Aztec C
. 8-bit terminal mode enabled
. Automatic screen sizing improved
. Corrected date/time reporting
. Numerous internal improvements

The new files, all of them Amiga-specific, are in kermit/b/cki*.* on kermit.columbia.edu (CKI* * on CUVMA). The binary executable can be ftp'd in binary mode from kermit/bin/ckiker.exe on kermit.columbia.edu.

Date: Mon, 9 Aug 93 12:01:00 EDT
From: Christine M Gianone <cmg@columbia.edu>
Subject: MS-DOS Kermit 3.13 Updates
Keywords: MS-DOS Kermit 3.13, Patches

A new patch file is available for MS-DOS Kermit 3.13, which corrects a number of minor problems (if you have not experienced these problems, then don't worry about the patches). To use the new patch file, you'll also need to get a new MSKERMIT.INI file, which corrects the method for locating the patch file. Or you can edit your MSKERMIT.INI file as follows. The line that says:

if > \v(version) 312 if not inpath MSR\v(version).PCH goto begin

Should be changed to:

if > \v(version) 312 if inpath MSR\v(version).PCH goto patch

And then, a couple lines down, insert a :PATCH label before the ECHO command:

:PATCH
echo Installing patches...

In version 3.12 and earlier, the patch file had to be called MSKERMIT.INI. In version 3.13 and later, it can also be called MSRxxx.INI, where xxx are the digits from the version number, in this case MSR313.INI. MSRxxx.INI takes precedence over MSKERMIT.INI in case you have both files. This lets you run different Kermit versions on the same PC without having to rename your patch file each time.

The patches, from Prof. Joe Doupnik at Utah State University, include:

1. Optional 132-column video mode for Orchid Designer Professional VGA.
2. (a) Make SHOW PROTOCOL display handshake character correctly;
(b) fix \KdgC3 and \KdgC4 verbs.

3. Correct insert/delete-character when at right margin.
4. Correct CONNECT-mode status line to stay off if SET to OFF.
5. Correct invocation of DEC-MCS character set.
6. Correct selective-erase-in-line.
7. Correct two graphics mode errors.
8. Make ENQ response immediate on network connections.

Several other problems with version 3.13 were noted and corrected:

1. As noted above, the patch-file-finding test in MSKERMIT.INI was wrong.
2. KERMIT.PIF file internally referred to MSTIBM.EXE rather than KERMIT.EXE.
3. USR Sportster dialing script (SPORT.SCR) contained an error (see below).

The following corrected files are now available:

Internet anonymous ftp EARN/BITNET
kermit.columbia.edu KERMSRV@CUVMA Description

kermit/bin/msvibm.pif (none) Program Info File for Windows
kermit/a/mskermit.ini MSKERMIT INI Corrected initialization file
kermit/a/msr313.pch MSR313 PCH New patch file, patches 1-8
kermit/a/msvpif.boo MSVPIF BOO BOO-encoded IBM PC Windows PIF file
kermit/a/mskerm.bwr MSKERM BWR Updated "beware" file
kermit/a/msmsport.scr MSMSPORT SCR Corrected Sportster dialing script

An updated ZIP file containing the complete version 3.13 distribution with updated or corrected files listed above is available via anonymous ftp (binary mode) from kermit.columbia.edu as kermit/bin/msvibm.zip. It also includes a new release of the GOLD (Num Lock = Gold Key) program (see below).

Date: Tue, 03 Aug 1993 11:09:59 -0500 (EST)
From: David Kurzman <DAVEK@Vax2.Concordia.CA>
Subject: MS-DOS Kermit 3.13 USR Sportster Dialing Script
Keywords: USR Sportster Modem

I just downloaded kermit 3.13 (for DOS) and I tried to configure the modem for a US Robotics Sportster (14400 baud external FAX modem). I get the following message when I try to auto dial a number:

ATQ0V1
OK
AT E1 W1 X4 &A3 &D2
ERROR

[Ed. - Several people reported this problem. "W1" seems not to be a valid Sportster command. Just remove it. An updated copy of the Sportster dialing script is available in kermit/a/msmsport.scr, and included in the new msvib.zip file.]

Date: Thu, 5 Aug 93 12:06:00 EDT
From: Mike Wright <mcw@pine.circa.ufl.edu>
Subject: Host Identification of MS-DOS Kermit 3.13
Keywords: APC Macro, TERMINALR/S Macros, Answerback, MS-DOS Kermit 3.13 and APC

We distributed many copies of Version 3.12 with the TERMINALR and TERMINALS
macros defined and then defined commands on our VMS and UNIX systems that
called C-Kermit so we could have simple commands like PCGET and PCPUT. But
3.13 removed that feature so I seem to be painted into a corner. If I
change the host to use the new APC feature, then all the old copies of 3.12
that users have don't work anymore. But I can't start distributing 3.13
unless I do change the host. I'm assuming that I can write some elaborate
script in C-Kermit that will test for and work with either 3.12 or 3.13, but
I haven't done that yet. Is there another way around this?

[Ed. - MS-DOS Kermit 3.13 responds to ENQ (Ctrl-E) from the host with the
string "MS-DOS KERMIT" (without the quotes), but only if you SET TERMINAL
ANSWERBACK ON (it is OFF by default). Earlier versions do not support
answerback at all. So you could do something like this (using C-Kermit
5A(189)):

```
apc set term answerback on ; This has no effect on 3.12 or earlier
set input echo off ; Avoid confusing echos
output \5 ; Send ENQ
input 3 MS-DOS KERMIT ; Look for response
if failure goto pre313 ; It's earlier than 3.13
apc set term answ off ; It's 3.13 or later, turn answerback off again
(commands here for 3.13)
...
:PRE313
(commands here for 3.12 and earlier)
...
```

However, there is also a bug in version 3.13 that prevents the answerback
sequence from being sent -- on network connections only, not serial
connections -- until the next character is typed at the keyboard. This is
fixed by patch 8 to MS-DOS Kermit 3.13. So, when you distribute version
3.13, make sure you distribute it with the new MSKERMIT.INI and MSR313.PCH
files mentioned previously, and then you should be able to use the ENQ test
reliably to distinguish between 3.13 and earlier versions.]

Date: 18 Jul 1993 09:35:08 -0400 (EDT)
From: Robert C Martin Jr <GRAPHICS@ACS.EKU.EDU>
Subject: Update to MSIWP3.COM using the APC-Macro
Keywords: MS-DOS Kermit and VMS WordPerfect, APC Macro

I recoded the below VMS DCL program that automatically redefines the keys
for use with VMS WordPerfect. It now uses the APC-MACRO stuff, which I
think has a bunch of potential. The program is still rather straightforward
DCL, however I added (fixed) a few things since the last time that I
submitted it and kept compatibility with the old version's usage (I hope).

I did NOT attempt to check which version of MS-DOS Kermit that the person is using, though. I hope that this helps the VMS folks!

Robert C. Martin Jr., M.A. -- Computer Consultant
Academic Computing Services -- Bitnet: Graphics@eku.bitnet
Eastern Kentucky University -- Internet: Graphics@acs.eku.edu
Richmond, KY 40475-3111 Phone: (606) 622-1986 or 1995

[Ed. - Thanks, Bob! The new version replaces the old one as kermit/a/msiwp3.com on kermit.columbia.edu, and MSIWP3 COM on CUVMA. Also, see above for a suggested method by which a host application can tell the difference between MS-DOS 3.13 and earlier versions.]

Date: Tue, 27 Jul 93 11:20:56 PDT
From: Brian Angus <angus@trcu17.enet.dec.com>
Subject: New Packet-Driver Shim for DEC Datalink Specification
Keywords: Packet Drivers, PATHWORKS, MS-DOS Kermit and PATHWORKS

I have written a shim to allow Kermit's TCP/IP to coexist in the DEC PATHWORKS DECnet environment. It provides a packet driver interface over the Digital's Datalink (DLL) specification drivers. It is similar in function to DISPKT9 and ODIPKT, but is potentially more useful for people working in a DEC environment.

If you could post this in the packet-driver directory on WATSUN, it could be quite helpful for a large group of DEC corporate users as well as for many of Digital's customers.

[Ed. - Many thanks, Brian. Your contribution has been placed in the various packet-drivers subdirectories (src, bin, doc, new) on kermit.columbia.edu as pktdll.*.]

Date: Wed, 4 Aug 93 11:36:45 BST
From: Bob Eager <rde@ukc.ac.uk>
Subject: New Release of GOLD.COM (Num Lock = Gold Key)
Keywords: GOLD.COM, Num Lock, MS-DOS Kermit and Num Lock

I am the author of GOLD.COM (a.k.a. MSUGOLD), distributed with MS-DOS Kermit. GOLD.COM is the TSR program that allows the Num Lock key to generate a BIOS scan code readable by Kermit, so it can be mapped to the DEC Gold Key (or any other key). I have had mail from a few people about a couple of problems with it, and have fixed the problems. The new version allows the Num Lock state to be changed even while GOLD is active, by pressing Shift and Num Lock, and also allows GOLD to be turned off and on after it is loaded, by pressing Alt and Num Lock. It also fixes several minor problems, e.g. with the Pause key.

Bob Eager

[Ed. - Thanks, Bob! The new version, 2.4, is in kermit/a/msugold.*:

Internet anonymous ftp EARN/BITNET
kermit.columbia.edu KERMSRV@CUVMA Description

ker  mit/bin/msugold.com (none) Binary executable GOLD program
kermit/a/msugold.boo MSKERMIT INI BOO-encoded executable GOLD program
kermit/a/msugold.doc MSUGOLD DOC Documentation
kermit/a/msugold.asm MSUGOLD ASM Source code
kermit/a/msugold.bat MSUGOLD BAT BATCH file for building from source
kermit/a/msugold.ini MSUGOLD BAT Sample Kermit key mappings

The new GOLD.COM and GOLD.DOC files have also been added to the new
MSVIBM.ZIP file.]

End of Info-Kermit Digest
****

So were is the ATARI Version..????

Roger..... sheppard_r@kosmos.wcc.govt.nz

2887. TRADE: my Mac SE 030 for STE!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:17:04 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug20131704@rajeesh.WPI.EDU>
Source record: 202368

I'd like to propose a trade:

I have a Mac SE with 68030 + 68882 FPU, 4 megs of RAM, and 2 800k
drives which I'd like to trade for your Mega or normal Atari STE!

This is your chance to jump ship and leave all us poor Atarians to our
worthless, dead-end technology! Or maybe it's just a chance to get
rid of your old STE... Whatever it is, I like my Atari and don't like
my Mac...

Anyone want to trade?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

2888. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:27:13 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <3V2k9B1w165w@cybernet.cse.fau.edu>
Source record: 202361
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

```
>
>
> Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and
> 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983
> (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe
> later). The 1200xl is the same as the 400/800 ex<ept it's operating
> system.. it allowed for full 64k RAM out of the 64k a<<essable memory..
> not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had
> only 32k.. he<k, some 400s only had 8k?? right?!)
>
> The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h
> synthesis, and some other things I think (again.. I need to @he<k Atari
> Age). The 1450xld was the same but with disk drives built in, as well.

[Excess goes byebye]

All this may be checked in the FAQ list, under "vaporwares".
```

2889. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:42:57 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <am3k9B2w165w@cybernet.cse.fau.edu>
Source record: 202360
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

> [about 158 lines of stuff about Atari ;)]
>
>
> Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and
> 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983
> (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe
> later). The 1200xl is the same as the 400/800 ex<ept it's operating
> system.. it allowed for full 64k RAM out of the 64k a<<essable memory..
> not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had
> only 32k.. he<k, some 400s only had 8k?? right?!)
>
> The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h
> synthesis, and some other things I think (again.. I need to @he<k Atari
> Age). The 1450xld was the same but with disk drives built in, as well.

[Excess goes byebye]

AAll this m5ay be confirmed via the FAQ list, guys!
Everything but the dates...

Line noise is strictly the board's. <grin>

2890. test

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:43:48 UTC
From: scott@telle.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Aug20094348@telle.dmi.stevens-tech.edu>
Source record: 202355

I am having problems with my news sender. can someone please send me a reply in e-mail "scott@dmi.stevens-tech.edu" to let me know if this message gets out to the world.

thanks,
scott kolodzieski

2891. Sale! Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:45:39 UTC
From: heidelj@alleg.edu
Message-ID: <252ki3$570@ftp.alleg.edu>
Source record: 202356

I have the following for sale:

Hardware

Atari SC1224 Color Monitor

Software

Warp 9
PageStream 2.1
WordPerfect 4.1
Genesis Molecular Modeler

If you are interested in any of the above, please e-mail an offer. I sold my Mega STe through the net and I do not have the need for any of this.

Thanks,
Jason Heideloff
heidelj@alleg.edu

2892. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:51:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49774@SL.maus.de>
Source record: 202397

```
R>See next letter ..
Thanx for 'scanning' ;-)
```

2893. Re: Flight simulators

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 13:54:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49775@SL.maus.de>
Source record: 202398

Hi Michael!

W>What flight simulators do you all like (I got a 1040St with 1 MB
W>memory & built in floppy drive)
thinking ...

...

Gunship!

I run it on a Mega STE in 16MHz and it's fast like hell :-)
But on your computer it doesn't run much slower (i had a 520ST+ and it was
quite fast there too).
Well, the grafx isn't very exciting and the mission are typical
'microprose-boring' but it's fun (for me).

Next one is Star Wars although it's not totally a flight simulator.
But You should take a look at me playing it:
I move as if I'd be sitting inside a X-Wing killing my Trak-Ball.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2894. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 14:33:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC2B3D.8Ct@mailer.cc.fsu.edu>
Source record: 202362

In article <CBztGq.2Hs@eskimo.com> you wrote:

> I have an ICD host for my Seagate 30 meg drive. I have a 4 meg STE
> and I don't know what all the various options mean when I am setting up the
> hard drive. I don't mind wasting ram as I seldom use more than 2 megs. My
> set-up menu looks like this:

> Maximum logical sector size (selectable in 512K increments) In system 512

This means that you are not using BGM partitions (those that allow bigger
than 32mb by increasing the block size). For a 30mb device, this is
perfectly understandable. Increasing the block size does slightly increase
access time, but you pay for it in terms of drive efficiency. My suggestion
is to stick with regular TOS blocks (512k). If you get a bigger device, you
may wish to reconsider.

> Number of TOS data buffers (0-99) 10

These are internal TOS buffers that exist above the ICD caches. Increasing
this will speed things up slightly, to a point.

> Number of TOS FAT buffers (0-99) 10

Extends the TOS internal FAT buffers, which will speed things up quite a bit.
There are about 4 FAT buffers per megabyte. Thus, having more than 120 on
your device would be useless.

> Number of sectors in verify buffer (2-99) 32

Number of sectors accumulated before a write. Increasing this will increase
write (with verify) speed to a point. Write verify must be turned on for
this to have an effect (which will slow writes about 50%). I leave mine
turned on, as it is comforting.

> Number of blocks in cache (1-99) 15

How big your cache is. Bigger is better, to a point.

> Number of sectors in cache block (2-99) 8

Minimum sectors to be read or written into the cache. Increasing this will
speed up access to a point.

> Number of extra folders allocated (0-9999) 64

Bump this number up. This value delays (note that it does not get rid of)
the TOS folder limit bug. I have mine set to 1000, but I have quite a bit
of disk space. As a guess, I would suggest that you set it to about 200. It
will take up a bit of memory, but this is better than frying a partition!

Every place above where I use the phrase "to a point" I am refering to a diminishing return relationship (i.e. doubling the number might give you 30% faster reads, but doubling again might only give you an additional 55).

You need to get an ICD manual. Also, you probably do not have the latest greatest ICD software (6.2.0). I suggest you call them up and ask how you can obtain a printed manual and a disk with the latest software. Their number is (815)968-2228.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2895. Re: UNITERM BASIC QUESTION

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 14:45:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC2BnB.8vw@mailer.cc.fsu.edu>
Source record: 202365

Mike Hicks x2692 (hicksm@hindmost.lpl.arizona.edu) wrote:
> Hi Folks, just became a new owner of a used atari setup and it seems
> to be very nice. I bought it to be the brains of a midi setup and
> to connect with school mainframes.

> One of the most useful programs I expect to be UniTerm. I spent
> a bit of time looking at the README files but I can't figure out
> how to do the most simplist of tasks: using the modem to dial out.

> So how do I get the program to send a "atdt,xxx-yyy" comand to the
> modem?

First, connect your modem to your machine and power everything up. Then, run Uniterm. Then, set the baud rate (in Uniterm) to your modem's max baudrate. Then, type "at<return>" and see if it responds with an "ok". If it responds with a "0", you have numeric return codes turned on (in the modem). If it says nothing, you either have echo return codes turned off, or your modem is not working properly (or it is not a Hayes compatible modem). Try typing "at&f" to reset your modem to factory defaults (this may not work on all modems). Every time I have had troubles making a modem work with a terminal program, it was the modem's fault (given that the terminal program was in its default configuration, and all the hardware was ok). It is possible that your Uniterm configuration is weird, due to experimentation. Simply delete the uniterm.set file, and it will revert to the default settings (save a new .set file after you get it working).

If you get the modem to respond with an "ok" or a "0", you should be able to use it to dial out. You can either type in "atdt xxxxxxx", or you can set up an entry in the dialer so you can just click to dial.
By default, Uniterm does not embed a pause (the "," in your dial command above). If you really need it, you can change the dial command in Uniterm (from the dialer menu item, I believe). It is likely that you don't need it though.

If you still cannot get it to work, feel free to email some specific symptoms to me. You might want to check the cable before you do anything, as it is the weakest link.

--
****
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* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2896. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 14:51:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A41663@M4.maus.de>
Source record: 202203

M>TOS 4.04 - 2 chip set - for FALCON

Are you shure? My FALCON definitely has only *one* ROM. The equal EPROM-type is a 27C4096, for example a HN27C4096CC-10. This one I'm using with my TOS 4.04.

regards, Jimmy

2897. Re: Sequencing Software

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 14:52:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC2Bzs.9Ep@mailer.cc.fsu.edu>
Source record: 202363

Alan Calvitti (axc@po.CWRU.Edu) wrote:

> I was recently told by a freind that you need an atari monitor to run some
> of the sequencing software i can somebody tell me more on this topic.

I presume that you mean "verses using a television". It is true that much
of the professional grade software for the ST requires a high res mono monitor
to work (they are very nice, much easier to look at for long periods of time).
Most commercial MIDI software needs a mono monitor, to my understanding.
Using a television with an ST will only allow you to use the low and medium
resolutions defined by GEM. Some such programs will work in color, but are
much more usable in high res (which requires a mono monitor).

I always encourage ST folks to get both a color and a mono monitor. Color
capability is great for games and graphics, mono is great for DTP, modeming,
MIDIing, Mac emulation, etc. You can find a good deal on used monitors in
this very newsgroup. I have purchased two mono monitors for ~$40 each from
posts in this group over the last few years.

--
****
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****

2898. Re: WHAT'S WRONG WITH MY ST? LOOSE CHIPS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 14:56:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC2C5w.9MK@mailer.cc.fsu.edu>
Source record: 202364

David Schreiber (david.schreiber@canrem.com) wrote:
> I haven't had your specific problems, but my ST did start acting very
> wierdly in the past. I tried everything in the world in the way of
> reconfiguring my software. Finally, I simply took the machine apart,
> blew the dust out of the innards, pressed all the cips gently into
> place, and put it back together. It worked fine. This has happened 3
> times in the past 6 months or so.

For folks with the loose chips problems, I suggest you apply some Cramolin
to the legs of the chips the next time you take the machine apart. Cramolin
is a magic goop that eats off corrosion on electronic parts, and as a
side effect will cause metal to metal contacts to really want to stay together.
It acts as a sort of "Loctite" for electrical gear. It used to be sold
through Techni-Tool, but I am not sure if they still stock it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2899. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 15:00:24 UTC
From: gbennett@friendly.es.com
Message-ID: <252ou8$41e@cnn.sim.es.com>
Source record: 202374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <wmtwen.745749845@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
> >Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO,
> >it looks like a real winner this time around. It's going to be demoed at the
> >Glendale, California show (18-19 Sep). Definitely worth checking out.
>
> Well I am sorry but I have to make some comments on the overly
> commercial material presented here.
>
>
> [argument of upgrade for ATARI ST deleted]
>
> To sum it up:
> Gemulator is an impressive product if you have a high end PC, but it
> does not offer things an ST cannot be made to do.
>
> Erlend.

Granted the ST can be upgraded to the same capabilities that the
Gemulator comes with, but you forgot to mention the costs. If you
buy a graphics card for your ST, you will probably need a new monitor.
To boost the memory (on a stock ST) you need to buy special hardware
and memory chips. To use a high density drive you'll need to purchase
a new drive. Don't forget that you'll need a hard drive controller and
drive if you want a hard drive.

In all these cases, a 'stock' PC has all the necessary hardware at a lot
cheaper price. Don't get the wrong idea, I'm not saying that the GEMulator
is or should be a replacement for an original ST. However, in my case, the
GEMulator has allowed me to complement my 1040ST and continue to use some
of the more hard drive intensive software without much more expense.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2900. Re: Flight simulators

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 17:16:11 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Aug20.111612.1067@janus.arc.ab.ca>
Source record: 202240

In article <24tcvu$s01@access.digex.net>, winters@access.digex.net (Michael Winters) writes:
>Thanks to everyone who has been sending me info. on C for ST.
>I just started using various flight simulators for Atari ST -
>have Jet, Falcon, Flight Simulator II. I like Jet a lot - easy to use -
>great graphics. I think Falcon is really slick, but easy to set your
>engine on fire!!! What flight simulators do you all like (I got a
>1040St with 1 MB memory & built in floppy drive)
>

Well the only other one I can recommend (I think Falcon is the best) would be Battle of Britain by LucasArts. This is a pretty good WW2 flight sim (what no radar, no missles?!). You may also want to look at Gunship (I hear rumors that Gunship 2000 might actually make it to the Atari?). This is an Apache helicopter sim. Of course there are other no so realistic space flight sims but thats a whole other story.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

2901. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 17:16:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug20.121641.15778@cobra.uni.edu>
Source record: 202367
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <rjungCC19Jx.J20@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> Okay, folks. At last, we've got a first-hand account of a live sighting of
> the Atari Jaguar! Coming fresh from the machine's official rollout on August
> 18th, the following is an electronic chat between Chris Millar of Delphi and
> Andy Eddy, well-known video-gaming journalist and net.lurker. B-)
>
> I've cleaned up the stuff to make it a little more presentable, but I have
> not altered anything vital. Andy and Chris' exchange is below; comments in
> [square braces] are from yours truly.
>
> ''''''

> greater than 16 million colors (16,777,216 exactly).
>
> * Screen resolution of 720 x 576.
>
> * ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
> uncompressed code. When compressed, equivalent to almost 400 megabits.
> [50 megabytes?!?]
>
> * 16 megabits [2 megabytes] of fast page-mode DRAM.
>
> * An optional double speed CD-ROM drive. ($200, sometime during 1994)
>
> * ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
> mixture).
>
> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
> Jaguars and Lynxes is tantalizing]
>
> * Two (expandable to literally dozens) enhanced controller ports, supporting
> digital and analog interfaces, as well as keyboards, light guns and mice.
>
> [Expansion probably by a multiple-port tap, naturally]
>
> * High performance, ergonomically designed, controller with joypad, three
> fire buttons, Pause, Option, and 12-key keypad with game-specific
> overlays. ["Ergonomically designed"? Definitely press release hype]
>
> * High speed synchronous serial port for connection to modems, cable TV,
> networks and other high performance networks.
>
> [No word of the rumored built-in modem. Darn]
>
> There are two custom chips, code-named Tom and Jerry, which combined contain
> four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
> "timers, UART, joysticks and clock control." Tom has the "DRAM memory
> controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
> separate as it has the DRAM and cartridge/CD-ROM ties.
>
> No discussion of licensees signed or interested. Formal announcement(s) will
> take place in mid-September.
>
>
>
> <<Chris>>
> What games did you see?
>
> <<Andy>>
> The games are much like the 3DO stuff that has been shown.
>
> CYBERMORPH is a side-scrolling shoooter, and there was a way to move ahead in

> the game with a button push (I suspect as a demo), and it screamed the data
> past the screen F-A-S-T. CYBERMORPH has been renamed to something like "Trevor
> McFur in Crescent Galaxy" [Uh-huh...]
>
> There was also on-the-fly rendering, much like STARFOX, but without the ship
> "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You
> can go anywhere. [Is this CYBERMORPH, or some other game? CM is a
> side-scrolling shooter, but "going anywhere" requires a first-person
> perspective...]
>
> Also, a scene from ALIEN VS. PREDATOR.
>
> I missed all but the last two questions in the presentation, so I'm going to
> try to get a copy of the videotape they made of the event.
>
>
>
> <<Chris>>
> Would you say the 3DO stuff you have seen surpasses what you have seen thus
> far for the Jaguar?
>
> <<Andy>>
> I'd say it's comparable. That's an important note, given that the Jaguar is
> one third the price, or about half if you add the CD-ROM drive.
>
> [Maybe not that low. A $199 Jaguar and a $200 CD-ROM drive totals $400. And
> now there are rumors that the 3DO unit from Panasonic may sell for $499. But
> then, you don't _need_ to get a CD-ROM with the Jaguar...]
>
>
>
> <<Chris>>
> Can you describe the physical Jaguar unit?
>
> <<Andy>>
> Sleek, black, kinda like a Merlin: Rounded corners on a square unit. Like
> someone said, though, when the CD is on top, it looks like a toilet...
> (especially when the CD cover is popped up). [This implies, of course, that
> Atari was showing either a CD-ROM prototype of some kind with the Jaguar, or
> an illustration of the same]
>
> Also, Atari is dropping the "only Ataris" policy for development and such.
> [YAY!] Because of that, there is an [Atari] TT development station and a PC
> station, but tools are being used on Macs and others. They are still talking
> about using high-end computer rendering software that already exists (like
> SoftImage, which was used on commercials and on Sega's Virtua Racing).
>
>
>
> <<Chris>>

> Can you desribe the scene from ALIENS VS. PREDATOR you saw?
>
> <<Andy>>
> It was just a representation of what the halls would look like while you moved
> through them. Very cursory. I was going to sign an NDA to see more of the
> stuff upstairs, but they didn't have one handy (the guy was out to lunch) and
> I wouldn't be able to talk about them anyway (hehe).
>
> Also, I'm trying to get disk files of pictures, which Bob [Brodie] is working
> on. Oh, and there will be a detailed conference with Bob and Sam [Tramiel]
> next Wednesday, in the World of Video Games SIG, right here on Delphi!
>
> They handed out great T-shirts. (hehe)
>
> ''''''

2902. Re: wanted: nroff

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 17:24:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1440@usdtsg.DaytonOH.NCR.COM>
Source record: 202370

In article <1993Aug20.125139.8592@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>I'm looking for a nroff which works mit MiNT.
>I have the nroff which came with the distribution kit,
>but it is a TOS programm, which doesn't like pathnames
>with / and MiNT doesn't like pathnames with \, that's
>why nroff wont find its macropackage. (unles i put it to c:/...)

Are you sure it's MiNT that doesn't like the "\" paths? It might
be your shell that doesn't like them. For instance, running under mint,
using Mupfel shell from Gemini lets you use "\" as usual. Now TC Shell,
on the other hand, expects paths to use "/" instead. Might test
a different shell just to see...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...talking about paths, I was attempting to use Bison120 from
atari.archive.umich.edu (in the Mint directory somewhere I think).
I was able to get it to find the bison.* files but then it
was trying to write temporary files (I think) to /tmp which Mint
doesn't seem to like - is there an environmental variable that I
should set to redirect this? (I already have TEMP and TMP defined)...

2903. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 18:04:44 UTC
From: mathew@mantis.co.uk
Message-ID: <2533ns$g0s@news.mantis.co.uk>
Source record: 202369
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st,rec.kibo.hunting

sinclap2954@cobra.uni.edu writes:
[170+ lines of quoted text deleted]
>
>Today's Des Moines Register in the Business Section had a picture of Sam
>Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
>was connected on top of the main unit. Very impressive looking.

[12 lines of quoted text deleted]

I make that three lines of possibly interesting comment, and over 180
lines of quoting stuff we've already read. Ever considered learning
to use a text editor or reading the rules for posting to Usenet?

mathew

2904. for sale SM125 hires monitor

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 18:38:33 UTC
From: cpiaf@cs.man.ac.uk
Message-ID: <cpiaf.745871913@cs.man.ac.uk>
Source record: 201930

SM125 mono monitor for sale . All offers considered.

Carl Piaf,
Cheshire.

2905. for sale 45M ICD external HD

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 18:40:05 UTC
From: cpiaf@cs.man.ac.uk
Message-ID: <cpiaf.745872005@cs.man.ac.uk>
Source record: 201929

Reference 40 45M hard disk with ICD controller, power supply, case, fan,
complete working order. Offers in the region of 170 pounds.

Carl Piaf,
Cheshire.

2906. Re: Nifty PD SW for 1040 with TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 18:43:20 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <253608$jk2@charm.magnus.acs.ohio-state.edu>
Source record: 202371

>>>My brother has come into a 1040 ST with 1 MB, TOS 1.0, and a hard drive.
>>>...
>>Oo-err, that must have made a bit of a mess :-) (Makes the name
>>`TOS' a bit more appropriate, though).
>
>Gives a whole new meaning to 'hard drive' as well...

Strange, I finally convinced my father to purchase a used 1040ST, both monitors and a 50meg hard drive. It has 1 meg ram and TOS 1.0. I've had no problems with it at all, everything works fine including the hard drive. The ram is so limited I don't have Fatspeed installed, but he does not do many file copies anyway so he does not notice the slowdown on writes much.

Is there something I did wrong to make this work right?????-)))))
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "Isn't the term Politically Incorrect
/ | \ \// somewhat Politically Challenged?" - me

2907. Help with Speedo Drivers

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 19:00:47 UTC
From: scott@telle.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Aug20150047@telle.dmi.stevens-tech.edu>
Source record: 202372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I just got a nice new laser printer [Okidata OL830+] and am having some problems getting proper printouts from Atarai Works V1.2. The printer is postscript and HP LaserJet II compatable. When I print a documnet sometimes [rarely] the printout is perfect, but most of the time in the middle of a line of text [say Times at 36 point] there is a buch of regular ascii [default printer] characters mixing with the bit image text that Speedo Gdos was sending to the printer. It seems that the byte stream of pixel data is sometimes being corrupted. I am using a shieled printer cable.

I know the printer works fine since it prints out long TeX documents fine using both the dvi_lj2.ttp and dvi_ps.ttp drivers that I have. both of these programs send as much data to the printer as Speedo-GDOS does but theyt work fine. I also printed out large postscript pictures with no problem.

I should mention that I tried the SPeedo laserjet driver with both Atari Works and with Wordflair II, with the same poor results. Any help would be much appreciated! It is a shame to have such a great printer and have Speedo crap out like its doing.

Cheers,
Scott Kolodzieski

P.S.> please respond to : "scott@dmi.stevens-tech.edu"

2908. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 19:09:24 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2537h4INN4ud@condor.cis.ohio-state.edu>
Source record: 202373

In article <2516jlINNsun@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <2512r8INNd40@skink.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>Well, the x86 versions aren't really quite the same. It's a lot easier
>to port Unix stuff to the ST than it is to port it to DOS, despite the
>existence of DJGPP. If you run Linux on your Intel box, then you have
>a point, but many people still want to run in a DOS environment so they
>can run standard DOS programs.

I thought you could run DOS programs under Linux. At least use OS/2, those tools should be easy to port form UNIX (and should already have been done right??).

>The Atari is really great for GNU stuff, thanks to Bammi et al. The PC
>world still doesn't have quite that level of support, possibly because
>there are more strong commercial alternatives.

You might be right here. I don't use the x86 versions, so I guess I wouldn't really know....I was just going on what I've heard said in some of the x86 os groups.

>>Why would you want to blow $300 to run ST software if your one of the
>>"statistically speaking" crowd and not a former ST owner.
>
>Well, I was assuming there was something to recommend the ST such that
>people might want to run stuff that's written for it. If that's not
>true anymore, then it's a pretty sad state of affairs for Atari. :)

Remember the Atari stuff is running at non-native speeds.

>>Just name a piece of software that a normal x86er would want to run so
>>badly that they'd buy a $300 board AND the software to do it.
>
>Well, HacMan II, of course. :) :) ;)

Ok, I'll give you that one. :) (Even though *I* don't have it!!!)

>Fortunately, it's not my problem if the thing doesn't sell well. :)
>But it's a neat hack, and I can see a market for it.

I do see a market for it as well. But I still don't see someone buying a 486 and Gemulator SOLELY as an upgrade to an ST.

>But then I have another doorstop that I can't upgrade. And I don't get
>the better resolution, don't get to use it with my nice VGA monitor,
>don't get to have the nice keyboard, etc. There are lots of reasons,

>and it depends on your personal preference. I really *like* the
>ergonomics of my clone, and I really *despise* the ergonomics of the
>ST, despite having used it heavily for years. Personal taste.

Don't blame you. I HATE the ST keyboard...and espcially hate that
it doesn't detach. I COULD buy the adapter....but like you, I'm
not really putting much money into my Atari. I squirmed and bought
a cheap NeXT instead. Atari might have sold me a Falcon if they
were three months sooner and it had a detachable keyboard.

>>Why don't you just set up GNU to do a cross compile and run the
>>DOS/Windows/Linux version of gcc?
>
>Have you actually tried to do this? It's a huge pain, and you still
>need native ST libraries. If someone has already done it, I'd love to
>download it and install it on my PC right now. That would be awesome.
>(But you do still have to carry the binaries over to the ST to test
>them, which is sort of a pain.)

I've not done it...though I know it's possible. Someone recently reiterated
the steps. I haven't done it as I don't really have the HD space to spare on
my cube...plus I don't have a working floppy, so transfers are a PAIN.
I don't see the point of you mentioning that you need the ST libs. You need
them if you use Gemulator too. Same diff.

>>Hm. You ALREADY have a 486 as well. If I had to buy one, or had
>>decided to buy one. I might be more agreeable to GEMULATOR as well.
>
>>But, if I bought a 486, I'd run NeXTSTEP. Does GEMULATOR run under
>>NEXTSTEP? Under Linux? Under OS/2? Windows is not worth upgrading to!
>
>It doesn't really matter, since you can have all those OS's running on
>a single Intel box with no trouble. At the worst, you could have a
>minimal DOS paritition for just your ST stuff and use the other OS's
>the rest of the time. Linux can mount PC paritions, so you could still
>get at the files. Don't know about OS/2.
>
>>For a "low end" 486 you are going to pay at least 1500.
>
>I'm not going to get sucked into this again, but look in Computer
>Shopper and you'll find that you're off by about 500 bucks. Nuff'
>said; I'm still weary from the last battle over prices. :)

I am too. I wasn't a participant in those debates though. I expect
my problem is that I don't classify a 486SX as a 486 (ok, it's
a personal quirk). I also insist on a little quality in the system if
I'm paying 1,000+. Hey my ST is quirky but I paid $150 for it and
dropping it from 2 inches always makes it work again! I wouldn't do that
with my cube in a million years!!

>>It is nice to have the alternative of Gemulator....but I still don't
>>see it as an "upgrade" path for ST's. Someone who really wants a

>>better ST will buy one.
>
>Maybe I'm just a weenie (no comments from the peanut gallery!), but I
>really don't want to buy another expensive-to-upgrade Atari machine. I
>mean, I bought a 486 motherboard for $185 for my clone. I couldn't get
>a fast Atari-compatible motherboard for anywhere near that little.
>There's less competition, less standardization, less technical wizardry
>(quantity-wise) in the Atari market, just because the Atari market is
>so small. These less's make things cost more.

I can't deny what you say. Of couse..I do like the comment that someone
who bought a TT is still satisfied but a x86 owner or a Mac owner has
had to upgrade to keep perfomance. The x86 world keeps changing what's
hip. What's next....a PCI motherboard? I guess I'm really just jealous.
I sometimes have $200 to spend on spiffy upgrades...and it'd be nice to
have such a wide variety of toys to choose from. I like to play with
new toys. (I don't mean to be derogitory if that's how it sounds...
that's just how I refer to spiffy new hardware.)

>Atari's Falcon is nifty, as I'm sure their forthcoming machines will
>be, but you pay a price for owning "3rd party" hardware: fewer, more
>expensive upgrades, slower machine evolution, less software available,
>and funny looks from the 98% of computer users that have never heard of
>your machine.

But that's half the fun! "You own a WHAT?" :) Some people do like to
be different. Like me...a proud owner of an 030 cube.

>Dave Baggett

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2909. Re: What are these?

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 19:24:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49801@SL.maus.de>
Source record: 202399

D>Just ignore it
The problem is: Many people will try these phone numbers to 'observe, what pornographic stuff is mentioned' ...
Some kind of commercial too :-(

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2910. Re: ATARI PRESS CONFERENCE

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 19:28:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49802@SL.maus.de>
Source record: 202400

```
L>although they both make it clear that the Jaguar is the last chance,
L>and that competition is fierce.
Maybe not the whole thing but the processor which - as I've been told - will be
offered to be produced in license under Atari.
Of course more companys will want to get this license when the Jaguar hits the
market like a bomb (Hmmm, German phrase, don't know if it's similar in English)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
```

2911. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 19:54:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <253a4v$is3@usenet.INS.CWRU.Edu>
Source record: 202375
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

>sinclap2954@cobra.uni.edu writes:
>[170+ lines of quoted text deleted]
>>
>>Today's Des Moines Register in the Business Section had a picture of Sam
>>Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
>>was connected on top of the main unit. Very impressive looking.
>

It ___DOES___ look like a toilet!

The guy that designed it must have had bladder problems or something.

I think if they rounded the top part off a bit in the back, it wouldn't
look that bad. It isn't too late to change the CD-ROM unit.
They don't plan to make any until next year. And the way that software
development seems to be going, there won't be any CD-ROM software until
the end of next year anyways.

Len
>
>mathew
>

--

2912. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 20:57:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <253dskINNkgf@golem.wcc.govt.nz>
Source record: 202376

] Sorry but I did not see any Mention of a Atari version
] in this post from Columbia.....!!!

Why don't you get the source code & compile it? The Source is available
on most places that the PC version is available from, just compile it for
the ST!

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

2913. Re: Megafile 60's (was: Falcon news from ST Format)

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 20:57:58 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Aug20.145800.1073@janus.arc.ab.ca>
Source record: 202248

In article <wmtwen.745746963@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
>
>
>>I believe there were a few megafiles that used Adaptec controllers for MFM or
>>RLL drives, but for the most part they were SCSI drives with ATari's screwed up
>>host adapter on them. You should be able to just bypass the host adapter in
>>the Megafile and got with it like that.
>
>Well a check on the drive told me that I have an adaptec 4000/4070 in
>my Megafile 60. But now for some serious questions:
>I only have one drive, which shows when booting with AHDI 0500 as an ID
>0, LUN 0 and identification *UNKNOWN*. What does that mean
>Identification unknown? Should there be something like Miniscribe... or
>Seagate ... where unknown shows up now? Or should it be Megafile 60 or
>something I may think up myself.
>
>And another thing. Should a harddisk driver (AHDI) lock itself into the
>hdv_mediach, hdv_rw en hdv_bpb vectors or is that something only
>viruses do?
>
>The data (please someone check these numbers...)
>machine is 1040STF with TOS 1.4 2.5 meg and AHDI 0500:
>vector XBRA address:
>hdv_mediach DF16 $0000AEAA
>hdv_rw 310D $0000AE96
>hdv_bpb DF0B $0000AE84
>
>I do not know if these are true XBRA ID's. Just the numbers that were
>found before where the vector pointed.
>
>And what is the difference between the shdriver.sys file and the
>shdriver.raw file. And what do I need these for. I got my drive second
>hand and completely installed so I have no clue what is what, but I
>found something strange:
>shdriver.sys and shdriver.raw are equally long and produce the same CRC
>(using DC_CRC from double click software, excellent util!) but in the
>AHDI directory I found another shdriver.sys that has a different CRC.
>Just as long as the other two, but still different.
>The shdriver.raw and the shdriver.sys that is used produce a F1EB CRC.
>THe other shdriver.sys produces A996. Which is correct. Upon checking
>with a file monitor I saw no visible difference. Both had the AHDI 0500
>message.
>

>I also have hdx5.04 together with ahdi 0600. Is there any advantage for
>me in upgrading toto AHDI 0600 and hdx504? Will hdx504 also work with
>AHDI 0500?
>
>How do I find out what my drive parameters are? Like number of heads
>and cylinders? And how many sec/track I have. I have the suspicion that
>the drive in the drive is not the one originally in the megafile so
>I'll need this information.
>

Good questions. I would like many of these answers myself. I too have a Megafile 60 and I found the best thing is to use hdx3.02 instead. It 'knows' about Megafile 60's and boots the hard disk up a lot faster (without the annoying messages).

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

2914. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 21:16:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <RLNL9B2w165w@cyberden.sf.ca.us>
Source record: 202216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

gbennett@friendly.es.com (Greg Bennett) writes:

> they only require a mouse (no joystick emulation yet). As far as 8-bit
> support I can't say anything at this time; until 3.0 came out, the
> emulator would not run. However, I have used the 8-bit emulator on the
> ST and it works great with the exception of player missile graphics.
>

No Player-Missle graphi<s? Well that sux! ;) Oh well.. it supposedly
only emulates the 800, not the XL/XE. Does it do ANY graphi<s (ie, the
@TIA or GTIA <hip modes? (GTIA is @TIA + the 16 <olor and grey modes))

Is it any faster? Hmmm... hehe... maybe I <ould do better graphi<s
rendering and NLQ font dumping if it were faster..

hehe.. but I'd need $1500+ for it... :) haha!

2915. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 21:24:07 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.582886@cix.compulink.co.uk>
Source record: 202385

In article <1993Aug20.121641.15778@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

[nearly 200 line article deleted for these words of wisdom...]

>
>Today's Des Moines Register in the Business Section had a picture of Sam
>Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
>was connected on top of the main unit. Very impressive looking.
>
>Peter

Some people pay to download UseNet. i pay the telephone company for a
local call plus nearly 4ukp/hour to the system i log in to. Please have a
little more sensitivity. i am very angry. Please don't waste even more
bandwidth by replying.

Adam

2916. C-Kermit 5A 189: End of thread

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 21:33:29 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745882409@vincent1.iastate.edu>
Source record: 202378

To stop the back-and-forth of people who don't seem to know what they're talking about, C-Kermit 5A 189 is available in binary form (as well as source, of course) for the Atari ST. It is reasonable to assume that it has been out as long as the other versions, since Kermit News lists the ST along with the various other computers...

As was pointed out earlier, everything can be found on watson.cc.columbia.edu (aka kermit.columbia.edu).

And yes, I have downloaded the binaries, yes, they are 189, and yes, at least on some connections, it is now faster than Zmodem (and I will therefore switch from Zmodem to C-Kermit myself...).

Later,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

2917. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 21:54:50 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug20.215450.687@exu.ericsson.se>
Source record: 202382

Stuart Lyster writes:
>
>The point is - who is looking out for the home user? Who is looking
>out for those of use who are BELOW the extreme low end, as defined by
>WP?

I've been wondering the same thing. The way I see it, the current
PC market is getting very similar to the mainframe industry of the
1970s. Those 900 numbers for user support are another bad sign.

--
James Hague
exuhag@exu.ericsson.se

2918. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 21:59:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <253hfh$pop@elroy.jpl.nasa.gov>
Source record: 202377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <252ou8$41e@cnn.sim.es.com> gbennett@friendly.es.com (Greg Bennett) writes:
>In article <wmtwen.745749845@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>> Well I am sorry but I have to make some comments on the overly
>> commercial material presented here.

>> To sum it up:
>> Gemulator is an impressive product if you have a high end PC, but it
>> does not offer things an ST cannot be made to do.

>Granted the ST can be upgraded to the same capabilities that the
>Gemulator comes with, but you forgot to mention the costs. If you
>buy a graphics card for your ST, you will probably need a new monitor.
>To boost the memory (on a stock ST) you need to buy special hardware
>and memory chips. To use a high density drive you'll need to purchase
>a new drive. Don't forget that you'll need a hard drive controller and
>drive if you want a hard drive.
>
>In all these cases, a 'stock' PC has all the necessary hardware at a lot
>cheaper price. Don't get the wrong idea, I'm not saying that the GEMulator
>is or should be a replacement for an original ST. However, in my case, the
>GEMulator has allowed me to complement my 1040ST and continue to use some
>of the more hard drive intensive software without much more expense.

Ok, if you want to talk cost, let's make something clear first - who is the targeted customer for this GEMulator product? Obviously, someone who has a lot of money already invested in ST software. Such a person is also likely to have a substantial amount of money already invested in ST hardware. Is it likely that this person is now going to shell out bucks to invest in a complete PC system, and then also purchase a GEMulator, just to be able to run a fraction of the ST software on it?

For most ST users, the cost to be able to use GEMulator has a floor of $500 to $1000, to obtain a usable 386-based PC system. Who knows what kind of video and disk controller cards you'll get in such a machine, what kind of memory size, etc... On the other hand, the raw components are the same, and cost the same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST? (In particular, why buy a PC with 8MB of RAM when most applications still only use 640K; the extended RAM can only be used as virtual disk, file cache, and swap, most of the time. Not that an 8 MB disk cache is bad, mind you, but it *is* a little silly when you really want to be using a large program on a large data set...) If you want a high density floppy drive, it costs the same to buy the mechanism, whether you install it in a PC or an ST. If you buy a PC disk controller, it typically will only handle 1 or 2 each of floppy and

hard drives, whereas a SCSI host adapter for an ST will allow you to connect 8 SCSI devices. Sure, you can buy a SCSI controller for a PC, but it's much more expensive, less compatible, and much slower than an ST, unless it's a Localbus card, but the cost and compatibility problems are magnified then. The argument that a stock PC has equivalent hardware at a cheaper price is just flat wrong - it may have the same hardware, at the *same* price, and still in some cases, the ST will be cheaper to upgrade.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2919. Re: gnu vs lattice

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 22:11:34 UTC
From: comeau@csanta.attmail.com
Message-ID: <253i6m$flk@panix.com>
Source record: 202379

In article <CBuo0C.GA4@ztivax.zfe.siemens.de> mike@bsun10.zfe.siemens.de (Mike Gassmann) writes:
>For programming with C++ there is no alternative to gnu.
>ok, gnu is slow for compiling (because for every step there has to be one run: preproc.,
>compiler, linker, ...) but the compiled code is very fast.
>I hope that ASH will come out with an c++ compiler this time. :-)

Comeau C++ 3.0 With Templates is pretty far along in its beta
and will be available shortly (for an idea, we expect to start
taking order at the end of last month, so it's close).

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

2920. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 22:37:40 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <253jnk$s0k@elroy.jpl.nasa.gov>
Source record: 202380
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <rjungCC19Jx.J20@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
> Okay, folks. At last, we've got a first-hand account of a live sighting of
>the Atari Jaguar! Coming fresh from the machine's official rollout on August
>18th, the following is an electronic chat between Chris Millar of Delphi and
>Andy Eddy, well-known video-gaming journalist and net.lurker. B-)

Awesome. So does this mean I could buy one of these on my trip up to
San Francisco Labor Day weekend?

><<Andy Eddy>>
>To quote from Atari's press handout, the Jaguar has the following features --
>
>* 64-bit RISC multiprocessing architecture.
>
>* High-speed (106.4 Mbyte/sec) 64-bit data path

What a weird number. 106.4 / 8 bytes -> 13.3 MHz. It's not an even multiple of
the NTSC colorburst frequency (3.58 MHz), it's *almost* an even multiple of the
PAL colorburst frequency (4.43 MHz, 3.00226 times faster. But I'd figure a
power of 2, a divide by 3 doesn't make much sense...) But, it's nice to know
that the bus is a single-cycle architecture, no delays between transfers of
words. Very nice, that gives it an effective throughput equivalent to a
conventional (68000, 68030-style) processor running 4 to 8 times faster...
(Factor of 2 for the doubled bus width. Gee, theoretical performance equivalent
to a 106 MHz 68030. Awesome!)

>* Five processors:
>
> > 27 MIPs Graphics Processor with 4K bytes of zero wait-state internal
> SRAM that is closely coupled to the blitter, that can perform a full
> range of graphics effects (including shading and rotations) at high
> speed, yet is programmable for maximum flexibility.

(PS - the 'S' is significant in "MIPS" - it stands for "Second", it's not
their to indicate a plural...)
>
> > A programmable Object Processor that can act as a variety of different
> video architectures, such as an advanced sprite engine, pixel-mapped
> based systems, character-mapped based systems, and many others.

Sounds cool...
>
> > 27 MIPs DSP [Digital Signal Processor] with 8K bytes of zero wait-state
> internal SRAM for CD-quality sound and full stereo capabilities.

Hm. Both rated at 27 MIPS. Must really be 26.6, someone is taking liberties with arithmetic rounding. Still, impressive, a super-scalar architecture - two instructions per clock cycle. Hm. Integer only though, no mention of floating point performance anywhere, and it's now quite common to have multiple execution units in DSPs and RISCs...
>
> > A blitter that can perform a full range of logical operations at high
> speed, with hardware support for Z-buffering and Goudraud shading.

Interesting, not sure I see how Gouraud shading is done in a blitter, but so it goes... No mention of whether or not the blitter is also a 64-bit device, but one would assume so, in order to keep up with the 64 bit bus... Very cool, having both a blitter and a sprite engine...
>
> > MC68000 CPU clocked at 13.3MHz as a general purpose control processor.

Hm, and if you were really craven, you could easily pop in a 12.5 MHz 68010 and build a VM-based computer out of it. This is getting Really Interesting...
>
> [Five processors do not equal five chips; see below]
>
>* Lifelike quality 32-bit color on NTSC or PAL television screens, yielding
> greater than 16 million colors (16,777,216 exactly).

32 bit? What does that mean, considering that 16M is only 24 bits? Very odd.
>
>* Screen resolution of 720 x 576.

Must be provision for an RGB output as well, else the vertical rez is wasted in the US. Of course, PAL has 625 scan lines, so I guess it's good for the Europeans... (Ah, I'm so glad I can tweak the scan rate of my 27" TV. Could be in for some way cool video games...) I hope they include both a regular composite and an S-video output. And again, RGB would be nice too...
>
>* ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
> uncompressed code. When compressed, equivalent to almost 400 megabits.
> [50 megabytes?!?]
>
>* 16 megabits [2 megabytes] of fast page-mode DRAM.

Nice, but eventually you have to put the uncompressed objects *somewhere*. And with a resolution of 720*576 with 3 bytes per pixel, you're talking over a megabyte for a single screen. I would guess, they figured on eliminating the need for double-buffering by providing for hardware scrolling. (Since typically the most time-intensive operation is updating a scrolling background, that's usually the main reason to use double buffering. If the background scrolling can be managed in hardware, as it was on the 8-bit Ataris, then the big time and memory waster is eliminated...)
>
>* An optional double speed CD-ROM drive. ($200, sometime during 1994)

Just as an aside, I saw a photo of the new Apple CD drive in one of my stereo magazines. Talk about cheesy looking, I'd never buy something like that

for my home audio system. And yet, they're hyping it as an audio/video/photo
product, not just a computer peripheral. Blech...
>
>* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
> mixture).
>
> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
> Jaguars and Lynxes is tantalizing]

Sounds good to me... ('course, I have my own reasons...)
>
>* Two (expandable to literally dozens) enhanced controller ports, supporting
> digital and analog interfaces, as well as keyboards, light guns and mice.
>
> [Expansion probably by a multiple-port tap, naturally]
>
>* High performance, ergonomically designed, controller with joypad, three
> fire buttons, Pause, Option, and 12-key keypad with game-specific
> overlays. ["Ergonomically designed"? Definitely press release hype]

Well, it had a sleek look to it, so it was certainly designed by someone
other than an electrical engineer. }-)
>
>* High speed synchronous serial port for connection to modems, cable TV,
> networks and other high performance networks.
>
> [No word of the rumored built-in modem. Darn]

They're probably still talking about a DSP-based software modem, like they
talked about for the Falcon. Could probably be done pretty easily... Hm.
The 32 MHz DSP 56001 in the Falcon is supposed to be able to execute 3
instructions per cycle, 96 MIPS. This DSP is only running at 26.6 MIPS,
although it can operate on more data at once (nearly 3 times larger word size).
Dunno...
>
>There are two custom chips, code-named Tom and Jerry, which combined contain
>four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
>"timers, UART, joysticks and clock control." Tom has the "DRAM memory
>controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
>separate as it has the DRAM and cartridge/CD-ROM ties.

So we *can* get to the 68000 itself. Good enough...
>
>No discussion of licensees signed or interested. Formal announcement(s) will
>take place in mid-September.

Oh, I guess I can't buy one this Labor Day after all. Darn...
>
> Ladies and gentlemen of the net...Let the speculation begin.

You bet...
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2921. Speedo Prob

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 22:40:21 UTC
From: kfason@csn.org
Message-ID: <CC2xnB.7EC@csn.org>
Source record: 202381
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hey yall I am curios if anyone else has this problem. I have a 4meg mega/STe w 68882 FPU and using Speedo gives me probs.. The two probs being that I cannot
configure my printer drivers or build width tables. when I goto those menus it does the bee like normal then the arrow comes back and the machine locks minus mouse movement... I do not know what versions I have, but the disks have Rev A stamped on them...

When I get new fonts or build new width tables I detach my HDD and attach it to another Mega E here at the house... But I have removed the FPU, PAL and replaced the jumper andi t works fine so I know its the FPU...

Cookie jar shows it as $00010000. And SysInfo shows it as a SFP004 or compatible...
Could it be I have the wrong PAL? I got it from a Atari dealer so I doubt it...

wonder what the chances are of atari updating those ACCs... :)

thanx!

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

2922. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-20 23:45:12 UTC
From: sef@kithrup.com
Message-ID: <CC30nr.3vo@kithrup.com>
Source record: 202384
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <253jnk$s0k@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>* Five processors:
>Hm, and if you were really craven, you could easily pop in a 12.5 MHz 68010
>and build a VM-based computer out of it. This is getting Really Interesting...
[etc]

To me, it sounds like they've got a 68000, a 64-bit-wide blitter chip, and
a 64-bit-wide DSP chip. So I suspect it's not really a "64-bit" processor,
in the sense that the r4000 or alpha are, but, instead, has 64-bit operations,
like any decent DSP these days.

2923. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:01:09 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CC31Dy.5s2@genesis.nred.ma.us>
Source record: 202204
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

Oh, ya the Portfolio was released in '89..winter I belive. I remember
reading about it in the WaldenSoftware ComputerBytes (Or something like that)
newsletter back then.

The 1450XLD sounds AWESOME! I wish I read more magazines back then.
I had a Commodore 64, but I infrequently only bought Commodore magazines
and Amiga magazines from '85 on... didn't really start reading mags a lot
until '89 or so. I missed out on a lot. I used to think my c64 was the
greatest 8 bitter... I bought an Atari800XL a few years ago, and it
surprised me! Built in 300 baud modem and a speech synthesizer? Wow!
How much did it go for?!

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2924. Re: C-Kermit 5A 189: End of thread

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:06:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <253otdINNkrt@golem.wcc.govt.nz>
Source record: 202386

In article <sourada.745882409@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
>To stop the back-and-forth of people who don't seem to know what they're
>talking about, C-Kermit 5A 189 is available in binary form (as well as source,
>of course) for the Atari ST. It is reasonable to assume that it has been out
>as long as the other versions, since Kermit News lists the ST along with the
>various other computers...
>
>As was pointed out earlier, everything can be found on watson.cc.columbia.edu
>(aka kermit.columbia.edu).
>
>And yes, I have downloaded the binaries, yes, they are 189, and yes, at
>least on some connections, it is now faster than Zmodem (and I will therefore
>switch from Zmodem to C-Kermit myself...).

>Steven Ourada --- sourada@iastate.edu

So why don't you post them to A.A. or a site were every one can get them,
I would not have a clue how to get them from Columbia or what Directory they
might be in or there masive Help files that are there..??

Is there a mail-server than I can use that has the Atari C-Kermit 5A 189
binaries, note: there are more than one binary and the Doc's...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2925. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:16:33 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug21.001633.11554@jonh.wimsey.bc.ca>
Source record: 202387
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st,rec.kibo.hunting

mathew@mantis.co.uk (mathew) writes:

>sinclap2954@cobra.uni.edu writes:
>[170+ lines of quoted text deleted]
>>
>>Today's Des Moines Register in the Business Section had a picture of Sam
>>Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
>>was connected on top of the main unit. Very impressive looking.

>[12 lines of quoted text deleted]
And original sig file by the way.
>I make that three lines of possibly interesting comment, and over 180
>lines of quoting stuff we've already read. Ever considered learning
>to use a text editor or reading the rules for posting to Usenet?

No sense responding to this one, he's either incredibly thick or in
read-only mode.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2926. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:19:53 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug21.001953.11655@jonh.wimsey.bc.ca>
Source record: 202388

tbrown@cis.ohio-state.edu (ted croft brown) writes:

>In article <2516jlINNsun@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>In article <2512r8INNd40@skink.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>
>>Well, the x86 versions aren't really quite the same. It's a lot easier
>>to port Unix stuff to the ST than it is to port it to DOS, despite the
>>existence of DJGPP. If you run Linux on your Intel box, then you have
>>a point, but many people still want to run in a DOS environment so they
>>can run standard DOS programs.

>I thought you could run DOS programs under Linux.

You can. Dosemu under linux is getting pretty good now. However, you
can also maintain both os's on the same machine, and booting between the
2 takes not much more time than booting between mono and colour modes on
an ST.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2927. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:22:45 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug21.002245.21642@microsoft.com>
Source record: 202131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such, but no MIDI? no way... it's a LOT cheaper to
>buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>no doubt) max will get you a killer ST system.

I challenge you to come up with this "$600 killer ST system". I suppose
you can MultiTOS on this system? Or Calamus SL? All on a $600 system?
Used prices, no doubt. Fire sale prices, no doubt. A used ST with a couple
meg of RAM sells for $300 to $400. Add a hard disk, a couple of monitors,
and you're still under $600? Bull!!!!! New prices you're looking at $1500
for such a system, and you can buy a brand new 486/33 with hard disk and
SuperVGA monitor and Gemulator for $1500. So economically it costs the
same to buy just an ST, or a PC with ST emulation. A PC emulator for the
ST will put you out hundreds more and not even provide 486 emulation.

Also, claiming that MIDI is 90%-95% of the MIDI market is more bullshit.
What you meant to say was that 90%-95% of the Atari ST market doesn't
give a damn about MIDI. It's a niche market and there's very little demand
for it, thus it was never added to Gemulator. Most people did not buy an
ST for its MIDI capabilities. If you dispute that, then explain to me why
MIDI is not discussed in 95% of comp.sys.atari.st messages?

This is not a flame mail, I'm just pointing out that you really don't know
much the product. Send me a mailing address and I'll send you more info.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

2928. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 00:33:03 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug21.003303.11779@jonh.wimsey.bc.ca>
Source record: 202389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?

I see 2 arguments against this. The first, and simplest, is that
Darrek has been marketting this now for over a year, and is still going,
so I would assume he's making some money from it, thus proving there is
a market.
The market, I would guess, are those who, as Howard says, have a
substantial investment in ST software. Considerably more than the cost
of a Gemulator. These people would also have to have decided that their
future needs would no longer be served by Atari, and they've decided the
PC platform is the one offering the best future for their needs. If the
replacement cost of their current software is more than the cost of a
gemulator, then it makes sense to ease the transition, as the resale
value of Atari software is in my experience so rediculously low as to be
negligable.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2929. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 02:48:03 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCC3944.9H@netcom.com>
Source record: 202390

In article <CC2B3D.8Ct@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>Bump this number up. This value delays (note that it does not get rid of)
>the TOS folder limit bug. I have mine set to 1000, but I have quite a bit
>of disk space. As a guess, I would suggest that you set it to about 200. It
>will take up a bit of memory, but this is better than frying a partition!

With TOS 1.4 or newer, you shouldn't have to worry about frying a
partition because you don't have enough folders allocated. If you don't
have enough, your ST will tell you by locking up with a message in the
upper left corner of the screen.

FWIW, I have 200megs of hard disk space with only 100 folders allocated
(40 that TOS allocates by default, plus 64 more via ICDBOOT). Haven't
fried a partition in ages.

Also, I would recommend that if you have 50megs or more of hard disk space
that you upgrade to at least TOS 1.4. The better GEMDOS code will be
something you and your hard drive will love. I'd cringe if someone said he
ran a 100- or 200meg hard drive with TOS 1.0.

Thanks for the ICDBOOT details, Mickey!
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2930. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 02:58:23 UTC
From: cupples@IASTATE.EDU
Message-ID: <1993Aug20.215823@IASTATE.EDU>
Source record: 202391
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Aug20.121641.15778@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

[lots deleted]

> Today's Des Moines Register in the Business Section had a picture of Sam
> Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
> was connected on top of the main unit. Very impressive looking.
>
> Peter

Is that thing in his hand the controller? Maybe I am looking at it wrong, but it looks like it would be rather awkward to use.

Rob Cupples
cupples@iastate.edu

2931. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 03:04:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC39vA.G9A@mailer.cc.fsu.edu>
Source record: 202394

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>
> > Number of TOS FAT buffers (0-99) 10
>
> Extends the TOS internal FAT buffers, which will speed things up quite a bit.
> There are about 4 FAT buffers per megabyte. Thus, having more than 120 on
> your device would be useless.

Er, it appears that having more than 99 might also be a problem.

<sheepish grin>

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2932. Re: C-Kermit 5A 189: End of thread

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 03:08:25 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745902505@vincent1.iastate.edu>
Source record: 202392

In <253otdINNkrt@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

[Stuff deleted. What a concept.]

>So why don't you post them to A.A. or a site were every one can get them,
>I would not have a clue how to get them from Columbia or what Directory they
>might be in or there masive Help files that are there..??

Yeah. Well, they're at a.a pending the move from New.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2933. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 03:13:07 UTC
From: keefer@rahul.net
Message-ID: <CC3A9w.1zI@rahul.net>
Source record: 202393
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <1993Aug20.121641.15778@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <rjungCC19Jx.J20@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>> [tons and *tons* and **TONS** of lines delted]

>Today's Des Moines Register in the Business Section had a picture of Sam
>Tramiel with a Jaguar. Very awesome looking machine. I think the cdrom unit
>was connected on top of the main unit. Very impressive looking.

This has got to be the absolute biggest waste of bandwidth I have seen
in a looooooong time! Jesus Christ, you quoted the *entire* 190-or-so
lines of text to add *THREE* lines?!?!? Give me a *break*! Not only
that, but the message you posted doesn't respond in any way to what you
quoted! There is *no need* for an outrage like this.

keith
--
Keith Johnson ("Keefer")	> SUPPORT <	"Cling tenaciously to my buttocks!"
VA Tech. Dept. of Computer	>SHAREWARE<	- Powdered Toast Man
Science Undergraduate	Help keep	"That's not a horse, that's my wife!"
This would be my 4th year.	prices down	- Stupid Cowboy

2934. ZRAM for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 04:06:00 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <20AUG199320063126@acad3.alaska.edu>
Source record: 202395

ZRAM memory expando w/ 2 Megs of chips for sale for less than the
cost of the chips alone! Such a deal for a mere $50! Go for it!

from Alaska,
j harris!

2935. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 04:06:53 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <25470t$5d6@terminator.rs.itd.umich.edu>
Source record: 202396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archive

```
-rw-rw-r-- entropy 6037 Aug 14 12:40 ./Mint/0index
-rw-r--r-- weiner 78091 Aug 13 15:42 ./Mint/Lib/mnthlb34.zoo
-rw-r--r-- weiner 69315 Aug 14 12:45 ./0ls-lR.Z
-rw-r--r-- weiner 69371 Aug 14 12:46 ./0ls-lRc.Z
-rw-r--r-- weiner 92481 Aug 14 12:43 ./0compind.Z
-rw-r--r-- weiner 196863 Aug 14 12:43 ./0index
-rw-r--r-- dpz 1984 Aug 15 18:46 ./Falcon/0index
-rw-r--r-- hyc 925 Aug 15 18:43 ./Falcon/fpatch2.zip
-rw-r--r-- hyc 36850 Aug 15 18:43 ./Falcon/sblaster.zip
-rw-r--r-- lenn 18272 Aug 16 01:46 ./8bit/Graphics/ged.arc
-rw-r--r-- lenn 296 Aug 16 01:46 ./8bit/Graphics/ged.txt
-rw-r--r-- lenn 39425 Aug 16 01:51 ./8bit/0index
-rw-r--r-- lenn 12344 Aug 16 01:46 ./8bit/Games/maneuv.arc
-rw-r--r-- lenn 257 Aug 16 01:46 ./8bit/Games/maneuv.txt
-rw-r--r-- weiner 4817 Aug 16 13:46 ./Languages/0index
-rw-r--r-- dpz 171008 Aug 16 02:30 ./Languages/stoberon.zip
-rw-rw-r-- entropy 6038 Aug 16 14:02 ./Mint/0index
-rw-r--r-- dpz 56029 Aug 6 05:29 ./Mint/Utilities/stcron2.lzh
-rw-r--r-- lenn 15407 Aug 18 23:44 ./Games/0index
-rw-r--r-- molin 34969 Aug 18 23:30 ./Games/4_7_11.lzh
-rw-r--r-- molin 120820 Aug 18 04:00 ./Games/reflecti.zoo
-rw-r--r-- molin 84070 Aug 17 16:01 ./Sound/Players/qdplay31.lzh
-rw-r--r-- weiner 3304 Aug 18 23:40 ./Sound/0index
-rw-r--r-- molin 15360 Aug 17 16:00 ./Utilities/runlow13.lzh
-rw-r--r-- molin 18048 Aug 17 16:01 ./Utilities/tshcpx_e.zip
-rw-rw-r-- entropy 20914 Aug 18 23:51 ./Utilities/0index
-rw-r--r-- entropy 11354 Aug 19 21:39 ./Graphics/0index
-rw-r--r-- molin 27304 Aug 19 07:41 ./Graphics/Gemview/gvw_inst.app
-rw-r--r-- molin 16850 Aug 19 07:41 ./Graphics/Gemview/gvw_lies.txt
-rw-r--r-- molin 80341 Aug 19 07:41 ./Graphics/Gemview/gvw_pic0.pax
-rw-r--r-- molin 13482 Aug 19 07:41 ./Graphics/Gemview/gvw_read.txt
-rw-r--r-- molin 201411 Aug 19 07:42 ./Graphics/Gemview/gvw_tol0.pax
-rw-r--r-- molin 356522 Aug 19 07:43 ./Graphics/Gemview/gvw_v243.pax
-rw-r--r-- molin 653869 Aug 19 21:15 ./Graphics/Gemview/gview243.lzh
-rw-r--r-- weiner 4177 Aug 19 23:29 ./Programming/0index
-rw-r--r-- weiner 69425 Aug 19 23:33 ./0ls-lR.Z
-rw-r--r-- weiner 69511 Aug 19 23:34 ./0ls-lRc.Z
-rw-r--r-- weiner 92617 Aug 19 23:31 ./0compind.Z
-rw-r--r-- weiner 197303 Aug 19 23:31 ./0index
-rw-r--r-- lenn 15606 Aug 20 13:35 ./Games/0index
-rw-r--r-- dpz 57257 Aug 20 09:28 ./Games/memory.lzh
-rw-r--r-- dpz 26368 Aug 20 09:22 ./Games/wusel.lzh
-rw-r--r-- dpz 30714 Aug 20 09:25 ./Games/primitiv.lzh
```

```
-rw-r--r-- dpz 77663 Aug 20 05:54 ./Games/ishar_sk.lzh
-rw-r--r-- entropy 11422 Aug 20 13:36 ./Graphics/0index
-rw-r--r-- dpz 33070 Aug 20 09:23 ./Graphics/sprity.lzh
-rw-r--r-- dpz 58659 Aug 19 19:48 ./Mint/tw14+w10b.zoo
-rw-r--r-- dpz 89670 Aug 19 19:48 ./Mint/tw14+w10s.zoo
-rw-rw-r-- entropy 6143 Aug 20 13:38 ./Mint/0index
-rw-r--r-- dpz 69551 Aug 20 13:45 ./0ls-lR.Z
-rw-r--r-- dpz 7440 Aug 17 18:06 ./Falcon/nvram11.zip
-rw-r--r-- dpz 2051 Aug 20 13:37 ./Falcon/0index
-rw-r--r-- dpz 69719 Aug 20 13:49 ./0ls-lRc.Z
-rw-r--r-- dpz 92791 Aug 20 13:42 ./0compind.Z
-rw-r--r-- dpz 197742 Aug 20 13:42 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2936. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 05:25:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <254bk1$mur@cville-srv.wam.umd.edu>
Source record: 202205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug21.003303.11779@jonh.wimsey.bc.ca>,
John Henders <jhenders@jonh.wimsey.bc.ca> wrote:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>Ok, if you want to talk cost, let's make something clear first - who is the
>>targeted customer for this GEMulator product? Obviously, someone who has a lot
>>of money already invested in ST software. Such a person is also likely to have
>>a substantial amount of money already invested in ST hardware. Is it likely
>>that this person is now going to shell out bucks to invest in a complete PC
>>system, and then also purchase a GEMulator, just to be able to run a fraction
>>of the ST software on it?
>
> I see 2 arguments against this. The first, and simplest, is that
>Darrek has been marketting this now for over a year, and is still going,
>so I would assume he's making some money from it, thus proving there is
>a market.

Well, he surely has made *some* money on it, but I wonder how many units
have actually been sold? I believe Darek earns his bread 'n butter working
for MS. He's not doing the GEMulator for a living... it appears to be
icing on the cake for him.

Also, the product itself is marketed by Purple Mountain Computers, right? I
believe they are also a computer dealer above and beyond the sale of the
GEMulator, so likewise, they wouldn't absorb a massive loss of income if
no GEMulators got sold at all.

So I think the product may persist partially because the company(ies?) backing
it can afford to lay this product at the feet of the masses and see who
snarfs it up. :)

<and to be clear about it, i think this is best way for ANY company to function
in a market as small as Atari's.. much less in the market of ex-Atarians who
go PC...>

[stuff deleted about the ridiculous low resale prices of used STs]

That really does bug me at times... my Mega ST 2 w/16mhz accelerator is
probably worth very little so I'll probably wind up keeping it whenever
I get my PC/Falcon/or both.

But really, this happens on every platform...the CPU dwindles in cost as
newer ones come out, but peripherals tend to decline in market value at
a slower rate. (with the exception of MAYBE hard drives!)

2937. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 05:30:38 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <254btu$lh7@cxc1.cl.msu.edu>
Source record: 202206

zap@eskimo.com (Randell Spreadborogh) writes:

> I have an ICD host for my Seagate 30 meg drive. I have a 4 meg STE
>and I don't know what all the various options mean when I am setting up the
>hard drive. I don't mind wasting ram as I seldom use more than 2 megs. My
>set-up menu looks like this:

<numbers deleted>

>The settings I have set in the system are entirely arbitrary as I have no
>idea what I am doing. Could someone please help to clarify the importance
>of different settings? I already know if I max all the numbers out I can
>suck up about 300 megs of ram. Thanks in advance for your help.

I called ICD once directly to ask them the same question, basically:
"Is there a rule of thumb for settings?" and they said , "No." What
I was told is that you should run CACHEHIT regularly to see the results
of your current settings and if you're not satisfied, then make some
adjustments bearing in mind that you lose available RAM if you increase
the numbers...

That's it. It's strictly subjective.
--
=-=-=-

2938. Re: C-Kermit 5A 189: End of thread

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 05:38:59 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <254cdj$lil@cxc1.cl.msu.edu>
Source record: 202207

sourada@iastate.edu (Steven D Ourada) writes:

>>So why don't you post them to A.A. or a site were every one can get them,
>>I would not have a clue how to get them from Columbia or what Directory they
>>might be in or there masive Help files that are there..??

>Yeah. Well, they're at a.a pending the move from New.

Done...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2939. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 06:05:18 UTC
From: blarsen@robinhood.cs.uregina.ca
Message-ID: <1993Aug21.060518.2995925@sue.cc.uregina.ca>
Source record: 202210
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>32 bit? What does that mean, considering that 16M is only 24 bits? Very odd.
8 bit z-buffer.

2940. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 06:15:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <254ehp$nsr@elroy.jpl.nasa.gov>
Source record: 202208
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CC30nr.3vo@kithrup.com> sef@kithrup.com (Sean Eric Fagan) writes:
>In article <253jnk$s0k@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>Hm, and if you were really craven, you could easily pop in a 12.5 MHz 68010
>>and build a VM-based computer out of it. This is getting Really Interesting...

>To me, it sounds like they've got a 68000, a 64-bit-wide blitter chip, and
>a 64-bit-wide DSP chip. So I suspect it's not really a "64-bit" processor,
>in the sense that the r4000 or alpha are, but, instead, has 64-bit operations,
>like any decent DSP these days.

"64-bit operations" ? That is, by definition, what constitutes a 64 bit processor. What are you trying to say? Atari doesn't bill it as an R4000 or Alpha, they come right out and say it's a custom DSP. They didn't set out to build a general purpose microprocessor. Sounds like you were trying to look at it as one, and got disappointed. Much like the folks who tried to turn the i860 into a general purpose microprocessor. "Big Mistake."

It's a video game processor. It doesn't need all the fancy memory mapping, memory protection, context-switching stuff that a contemporary general purpose computer is expected to have. My comment above was simply a bit of speculation on capabilities that a hacker like myself might like to explore. Completely tangential to the Jaguar's role as a video game machine.

Of course, there were hints that the RISC would be the main processor in the system before, and that's still not entirely ruled out. After all, a 6502 doesn't have an MMU or fancy context-switching hardware, but it could not only play games but also made an OK Central Processor...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

2941. Dialup access?

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 06:17:20 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Aug21.061720.19587@alw.nih.gov>
Source record: 202209
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to have dialup access to the files on my ST when I'm away from the house, e.g. browse text files from work or transfer GIF files, etc.

I've considered BBS software, but it seems like overkill; I'll do it if have to, but is there a simpler way? Can I dial in and run some kind of CLI perhaps, with XMODEM capabilities?

Anyway, recommendations for general approaches using TOS are invited; please E-mail, and I'll post a summary (there's enough traffic here!).

Oh, and recommendations for decent PD or shareware BBS systems are welcome, especially if I can freely access all disk volumes; ease of configuration is a highly desirable feature as well.

And one more thing-- I can't read German :-)

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
Bethesda, MD 20892 USA |
rvenable@helix.nih.gov | -- the Phantom Nerd

2942. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 07:09:50 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.0aiu@terapin.com>
Source record: 202212

Well I got it from my local ATARI BBS, called Terrapin Transit. The number is 510-644-9328. I don't know where they got it from. I will see if I get a chance and upload it to atari.archive.

afonseca@terapin.com

2943. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 07:19:07 UTC
From: sef@kithrup.com
Message-ID: <CC3LoA.wL@kithrup.com>
Source record: 202211
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <254ehp$nsr@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>"64-bit operations" ? That is, by definition, what constitutes a 64 bit
>processor.

Not really. Most current 32-bit RISC processors can do 64-bit loads and stores; it doesn't make them 64-bit processors. Almost every 32-bit processor has a 64-bit floating point type; being able to manipulate them does not make the processor a 64-bit processor. Similarly, most DSP's can do extremely limited operations on 56- or 64-bit values (load, store, fixed-point add/sub/mul/div, the occasional logical operation).

>Atari doesn't bill it as an R4000 or
>Alpha, they come right out and say it's a custom DSP.

Wrong. Read the official statements: it is described as having a custom 64-bit RISC processor. While DSP's almost always have a reduced instruction set, very few people call them "RISC," because they are not really general-purpose processors -- take a look at the instruction set: they're *very* specialized. (Although the Motorola and AT&T ones I've looked at *do* have the ability to work as GPP's [without an MMU or stuff like that, but, then, the 6502 didn't have one, either :)], and I suspect that the one in the Jaguar can, as well. But they're not *designed* to do that, and it shows.)

2944. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 07:22:26 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.0aiw@terapin.com>
Source record: 202213

warwick@cs.uq.oz.au (Warwick Allison) writes:

>afonseca@terapin.com (Alberto Fonseca) writes:
>
>>The ST will fade away soon, and the Falcon must take over.
>
>Then we'd want a TT group too? Why not:
>
> comp.sys.atari.st -> comp.sys.atari.misc
> comp.sys.atari.st.tech -> comp.sys.atari.tech
>
>Any number of other groups could be added to this hierarchy:
>
> comp.sys.atari.gem
> comp.sys.atari.hardware
> comp.sys.atari.mint
> comp.sys.atari.graphics
>
>... but I doubt the traffic warrants them.
>
>

****

Well all of this confusion is NOT necessary. READ ON:

THE WAY IT SHOULD BE:

comp.sys.atari.8bit - 8-bit Atari's.
comp.sys.atari.st - Atari ST's
comp.sys.atari.falcon - Atari Falcons, all of them.

Not that hard is it? I know the issue of the TT will come up, I say use the
Falcon group for now, until ATARI re-introduces them and theres a need for a TT
group.

afonseca@terapin.com

2945. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 08:46:48 UTC
From: seah@nebula.ee.rochester.edu
Message-ID: <254ndp$95l@nebula.ee.rochester.edu>
Source record: 202215
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <253jnk$s0k@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>* High-speed (106.4 Mbyte/sec) 64-bit data path
>
>What a weird number. 106.4 / 8 bytes -> 13.3 MHz. It's not an even multiple of
>the NTSC colorburst frequency (3.58 MHz), it's *almost* an even multiple of the
>PAL colorburst frequency (4.43 MHz, 3.00226 times faster. But I'd figure a
>power of 2, a divide by 3 doesn't make much sense...)

Does the bus have to be clocked at a multiple of some significant video
timing spec? I don't think so, unless you've got one master crystal
sourcing everything. It's possible that the transfer rate actually is
a multiple of the colorburst frequency, but perhaps 106.4 Mbyte/sec is
the average throughput.

>> > A blitter that can perform a full range of logical operations at high
>> speed, with hardware support for Z-buffering and Goudraud shading.
>
>Interesting, not sure I see how Gouraud shading is done in a blitter, but so
>it goes...

If the blitter was capable of interpolating or adding some kind of intensity
gradient between the start and end of a scan-converted line, that would be
all it needs for Gourard shading. You'd just need start and end.

>>* Lifelike quality 32-bit color on NTSC or PAL television screens, yielding
>> greater than 16 million colors (16,777,216 exactly).
>
>32 bit? What does that mean, considering that 16M is only 24 bits? Very odd.

If it can do transparency, those extra 8 bits might be used for an alpha
channel, which would be cool.

>>* ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
>> uncompressed code. When compressed, equivalent to almost 400 megabits.
>> [50 megabytes?!?]
>>
>>* 16 megabits [2 megabytes] of fast page-mode DRAM.
>
>Nice, but eventually you have to put the uncompressed objects *somewhere*.
>And with a resolution of 720*576 with 3 bytes per pixel, you're talking over
>a megabyte for a single screen.

Seems like pretty good compression...almost too good. I wonder if they're
getting the number from compressed JPEG images... I've had good luck with
7:1 or 8:1 compression ratios before the image started to degrade really

noticably. On a TV, Probably no one would notice.

Yup, more pointless speculation! :)
--
Dave Seah (seah@ee.rochester.edu, AFCDaveS@aol.com)

2946. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 11:07:35 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c754bdc@cindy.ct.se>
Source record: 202214

In a message of 20 Aug 93 11:09:06, Sheppard_r wrote:

S> Have a look at the Amiga 1200 HD, Price its nearly 1/2 of the Falcon, to
S> me the

No DSP, No LAN, No SCSI II, 256 colours, 8 bit sound, 68EC020

Naaah...

S> Amiga has far more to offer and is more compatible with software than the
S> Falcon is..

Big joke detected.

S> a 50/50 chance of the screen coming up scrambled! Another dev who

STReport .... wow ... They're very known for accurate sources .. NOT ..

I played with the Falcons video today .. no problems at all ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2947. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 15:25:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.584396@cix.compulink.co.uk>
Source record: 202217

In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>I would think there are more 'TT's' than Falcons out there and we don't have a
>'TT' group...
>
>
>Just live with the facts that the FALCON is Dead, it has a -100% performance
>rating, has far to many Bugs, no True colour in High res modes, has Big
>problems in Interlace modes, screen comes up scrambled very little software
>support, and I could go on and on...gee and the Price, what a rip off..!!
>
>
>
>Facts not Fiction...!!!!
>

It sounds to me like you haven't seen a Falcon, or that if you have seen one
it wasn't demonstrated properly. The Falcon TOS 4.01 had some problems but
later versions are in fact more reliable than older TOS releases.
There's excellent software support. For a start ALL my ST programs work on
my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
Calligrapher, NVDI, Everest, Connect, Stalker, ImageCopy, Diamond Back,
Diamond Edge, UIS, ARCShell, STZip, MultiDesk, Cubase, WordFlair, and more.
There are more than 1000-2000 users worldwide. There are probably more in
London alone.

Your tone is similar to your comments about Connect. On CIX (the biggest UK
BBS) there is general agreement that Connect is the best comms package
around. There are even scripts being written for it by UK users and someone
is already adding the UK call charges to the call cost calculator.

You will end up in everyone's kill file, so nobody except you will be able
to read your mis-informed messages.

From your comment I must deduce the following:

You have a 520ST with a single-sided external drive connected to an old B&W
TV. Wake Up !!! I always thought New Zealand was on this planet, apparently
not.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2948. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 15:27:22 UTC
From: zap@eskimo.com
Message-ID: <CC485L.Mtp@eskimo.com>
Source record: 202224

all the numbers out with little loss of ram except for the number of blocks in cache. I understand now what it does. I tried cachit under different settings and still says 86% of the blocks read were in cache so I guess I am at the point of diminishing return with some of my settings. I will try and obtain the latest version of the software. Thanks for the phone number!
--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

2949. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 15:58:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.584458@cix.compulink.co.uk>
Source record: 202218

In article <24u443$j8a@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>
>I don't know what you mean by "big problems" in interlace modes. After all
>the years of listening to Amiga owners discuss ways to minimize flicker with
>appropriate color selections, i'm sure it can't be any worse than theirs.
>(Although i must admit, the Falcons i have seen look more horrible than the
>Amiga when they flicker because the green desktop is the absolutely wrong
>color to use... Amiga users tend to prefer a black backdrop or have a picture
>in the background that reduces the effect of interlacing...)
>

Get a VGA monitor and there will be no flicker AT ALL.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2950. Wanted to buy: TOS in ROM

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 19:07:24 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug21.190724.21162@cs.yale.edu>
Source record: 202220

I am looking for a 6-chip set of TOS ROMs, version 1.4 ("Rainbow TOS")
or higher. Will pay $15 + shipping. All those upgrading to
Multi-TOS, I WANT YOUR ROMs!

Thanks,
--- Bob Fischer
bobf@milne.geology.yale.edu

2951. Re: Megafile 60's (was: Falcon new

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 19:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41931@M4.maus.de>
Source record: 202175

>Well a check on the drive told me that I have an adaptec 4000/4070 in
>my Megafile 60. But now for some serious questions:
>I only have one drive, which shows when booting with AHDI 0500 as an ID
>0, LUN 0 and identification *UNKNOWN*. What does that mean
>Identification unknown? Should there be something like Miniscribe... or
>Seagate ... where unknown shows up now? Or should it be Megafile 60 or
>something I may think up myself.

"Identification unknown" is absolutely normal for Megafile and SH drives.
They have a separate controller that doesn't know anything about the drive
connected.

>And another thing. Should a harddisk driver (AHDI) lock itself into the
>hdv_mediach, hdv_rw en hdv_bpb vectors or is that something only
>viruses do?

That's ok, this is what these vectors are for.

bye, Peter

2952. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 20:52:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.584977@cix.compulink.co.uk>
Source record: 202245

In article <251t8eINNgpa@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>Well I should post some of the articles from ST-Report that also state what I
>think, here in N.Z. the Book shops have Amiga magazines falling of there
>shelves, I have to hunt around for the only 3 UK magazines that we see here,
>and they are allmost rubish..

What exactly is almost rubbish ?

>
>Have a look at the Amiga 1200 HD, Price its nearly 1/2 of the Falcon, to me the
>Falcon does not warrant a 100% price hike over the Amiga 1200 HD, I do think the
>Amiga has far more to offer and is more compatible with software than the
>Falcon is..
>

Then get an Amiga and stop your mis-informed postings, I am sure they will
fit nicely into the Amiga newgroups. Remember your posting about the Falcon
having 8 bit audio?

>I do think that the Amiga 1200 HD has for more to offer for its PRICE..
>
>Here you will not find any Shops at all Selling Ataries even Music Shops
>here are pushing the Mac and the PC to do that...
>
>
>Please if People read in what I post, they must aggree, but then again People
>can't read, or they are just lying to them selves...

So now people can't read... It's a strange world you live in. Well, you
can't spell!

>
>I enclose this part about Screen Problems taken from ST-Report 933..
>

That does it. Bye.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2953. Re: Dialup access?

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 20:52:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.584978@cix.compulink.co.uk>
Source record: 202246

In article <1993Aug21.061720.19587@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
>I'd like to have dialup access to the files on my ST when I'm away from
>the house, e.g. browse text files from work or transfer GIF files, etc.
>
>I've considered BBS software, but it seems like overkill; I'll do it if
>have to, but is there a simpler way? Can I dial in and run some kind of
>CLI perhaps, with XMODEM capabilities?
>

STalker has a miniBBS facility which is exactly what you want. You can run a CLI and access your files remotely. Connect is also capable, but you would need to write the script to do this.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2954. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 22:20:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88539@cup.portal.com>
Source record: 202226
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Is ABSOLUTELY NECESSARY to quote *190* lines of text in order to add
* 3 * original lines..?

Just wondering...

BobR

2955. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 22:43:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88541@cup.portal.com>
Source record: 202227

Hold the phone....

Who SAYS you HAVE to have WordPerfect 6.0 for $600 if you own a PC...??

I use MicroSoft Works, which came FREE with my PC, but is available for
around $79 retail (FAR less than AtariWorks, incidentally), and it's
a nice, "low-end" wordprocessor, PLUS database and spreadsheet.

Also, who says you have to spend $2500 to $3500 for a "decent" hardware
setup.. (even considering currency conversion) that is an excessive
figure for a "decent" PC. The system I built was just over $1000.
A very good ready-to-run system should run about $1200-$1500.

The equation that PC=Expensive and Atari=Cheap just isn't true anymore.

BobR

2956. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 23:47:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <256c6sINNp3d@golem.wcc.govt.nz>
Source record: 202228

```
] You have a 520ST with a single-sided external drive connected to an old B
] TV. Wake Up !!! I always thought New Zealand was on this planet, apparent
] not.

Hey, watch it! *I* like my ST! (Albeit a 1040STfm without a Hard-Drive,
but it does everything I need!)

/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-----------------------------------------------------------------------/
```

2957. Re: Wanted to buy: TOS in ROM

Newsgroup: comp.sys.atari.st
Date: 1993-08-21 23:49:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <256cabINNp3d@golem.wcc.govt.nz>
Source record: 202229

```
] I am looking for a 6-chip set of TOS ROMs, version 1.4 ("Rainbow TOS")
] or higher. Will pay $15 + shipping. All those upgrading to
] Multi-TOS, I WANT YOUR ROMs!

Multi-TOS isn't on ROM! (At least, not to me knowledge!)
If anyone can get me a 6-chip set of TOS 1.04 for that price - let me
know! (Heck, anything below $25US will do, so if you are upgrading to
2.06 and not using your 1.04 as a switchable, I'll have 'em!)

/--------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O      |
| When all else fails - Cheat! o                                     |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/             |
\--------------------------------------------------------------------/
```

2958. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 00:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c75e134@cindy.ct.se>
Source record: 202225

In a message of 21 Aug 93 03:17:29, Howard Chu wrote:

HC>
HC> They're probably still talking about a DSP-based software modem, like they
HC> talked about for the Falcon. Could probably be done pretty easily... Hm.
HC> The 32 MHz DSP 56001 in the Falcon is supposed to be able to execute 3
HC> instructions per cycle, 96 MIPS. This DSP is only running at 26.6 MIPS,
HC> although it can operate on more data at once (nearly 3 times larger word
HC> size).

Falcon's DSP is 16 MIPS, 96 MOPS

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2959. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 00:37:52 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <109776@hydra.gatech.EDU>
Source record: 202230

In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I use MicroSoft Works, which came FREE with my PC, but is available for
>around $79 retail (FAR less than AtariWorks, incidentally),

Far less?? You consider $79 retail to $95 retail far less? I call that
ball park.

>and it's a nice, "low-end" wordprocessor, PLUS database and spreadsheet

PLUS telecommunications. I heard a rumor that Atari Works 2.0 is suppose
to implement telecommunications.
--
Opinions expressed are my own.

2960. Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 01:22:51 UTC
From: bill@main.morris.org
Message-ID: <256hpb$rp7@c3po.jvnc.net>
Source record: 202231

Several years ago, there was a game called Little Computer People. There were versions for the C64, Apple, and Amiga. Seeing that there was an Amiga version, and the age of the game (1986?) its not too farfetched to hope that there was an Atari version.

Was there? And if so, if someone has it, and wants to get rid of it, let me know.

Thanx

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

2961. Atari PLEA FOR HELP...

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 03:36:49 UTC
From: j_george@vger.nsu.edu
Message-ID: <4124.2c76b191@vger.nsu.edu>
Source record: 202247

Hello,

I have a friend that has an Atari ST (not sure of the other model specifics) and she's in desperate search for a genology program. Her husband has checked around this area (Tidewater, Virginia USA) and found no Atari support. If anyone knows of a commercial or shareware geneology package, please leave me e-mail with the details. As a matter of fact, if anyone has a list of Atari software/hardware suppliers/clubs/magazines, I'm sure they'd appreciate it.

Thanks in advance..

j_george@vger.nsu.edu

2962. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 04:36:03 UTC
From: rchan@terapin.com
Message-ID: <rchan.0aud@terapin.com>
Source record: 202232

bill@main.morris.org (Billy D'Augustine) writes:

>
> Several years ago, there was a game called Little Computer
>People. There were versions for the C64, Apple, and Amiga. Seeing
>that there was an Amiga version, and the age of the game (1986?)
>its not too farfetched to hope that there was an Atari version.
>
> Was there? And if so, if someone has it, and wants to get
>rid of it, let me know.
>
> Thanx
>
>Billy D'Augustine VAX/VMS system admin
>bill@main.morris.org Morris County Info Systems
>
>Until the blood on your sword is the blood of a king.
> Hail and kill!
>

Yes, there was an Atari version of Little Computer People! When I got my
Atari, a friend who sold his let me sift through his left over discs. I kept
the discs I wanted, but not that one. I had no idea what it was all about...
actually, I still don't know what it is about.

Ronald Chan || USDA Agricultural Research Service
A Pocket Knight *--{---------- || Crop Improvement & Utilization
rc@wet.UUCP or rc@wet.com || Albany, California
rchan@terapin.com || rchan@pw.usda.gov

2963. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 05:10:33 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <256v49$nou@cxc1.cl.msu.edu>
Source record: 202233

Bob_BobR_Retelle@cup.portal.com writes:

>I use MicroSoft Works, which came FREE with my PC, but is available for
>around $79 retail (FAR less than AtariWorks, incidentally), and it's
>a nice, "low-end" wordprocessor, PLUS database and spreadsheet.

To be fair, Bob, AtariWorks is selling for around $99 which isn't
really _FAR_ more than MS-Works. And AtWorks will do some things
that I don't think MS-Works will ever do, although most people may
think those things unimportant...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2964. VME

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 05:16:53 UTC
From: kfason@csn.org
Message-ID: <CC5Ao6.9MM@csn.org>
Source record: 202234

Is there anyone out there selling a used VME graphics card?? I have a Mega STE and want a graphics card since I cannot afford a falcon and screenblaster at the moment... thanx!

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

2965. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 06:42:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2574hjlNNq9t@golem.wcc.govt.nz>
Source record: 202235

In article <745829435.AA00172@dswhq.omahug.org>, Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
>In a message of <18 Aug 93 07:33:16>, sheppard_r (1:286/2) writes:
>
> sr> There seems to be a Big problem with Newreaders, they don't read
> sr> what is there,
> sr> they read what they think is there..
>
>With all due respect to you sir, I will quote the EXACT portion of the relevant
>text.
>
>
>sr>The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
>sr>and not EPROMS, any one can blow EPROMS but not ROMs...
>
>Your message implies that the reason you can't get TOS 1.4 in 2 chip Eproms is
>because it would be easy to copy, and that just ain't the case, which is what I
>tried to point out in my reply. Trust me, I DID read all of your message. I
>don't normally make a habit out of responding to messages that I haven't
>completely read. Causes too much confusion and headache. :-{)
>
>Later,
>Gizmo
>

I still don't think you are reading in what I posted, you are reading some think in that is not there at all..

What I was stating is that its posible for Shops to produce EPROMS easly, but they would have to buy there ROMS from Atari, hence very little ROMS out there..

I was given a 6 chip set to install from a friend, I don't think that these EPROMS came from Atari at all, these EPROMS had been used many times before and were a Big mix of brands....???

I do know some thing about EPROMS and such like as I am a Electronics/Computer Engineer for about some 35 Years...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2966. Re: Wanted to buy: TOS in ROM

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 06:45:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2574mmINNq9t@golem.wcc.govt.nz>
Source record: 202236

In article <1993Aug21.190724.21162@cs.yale.edu>, bobf@milne.geology.yale.edu (Bob Fischer) writes:
>I am looking for a 6-chip set of TOS ROMs, version 1.4 ("Rainbow TOS")
>or higher. Will pay $15 + shipping. All those upgrading to
>Multi-TOS, I WANT YOUR ROMs!
>
>Thanks,
>--- Bob Fischer
>bobf@milne.geology.yale.edu

Can you Please tell me why you need the 6 chip version, the 2 chip version is far better..

Most ST's can use the 2 chip sets, I do have the Install info on most of the Ataries...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2967. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 06:54:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <257573INNq9t@golem.wcc.govt.nz>
Source record: 202237

In article <memo.584458@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <24u443$j8a@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>>I don't know what you mean by "big problems" in interlace modes. After all
>>the years of listening to Amiga owners discuss ways to minimize flicker with
>>appropriate color selections, i'm sure it can't be any worse than theirs.
>>(Although i must admit, the Falcons i have seen look more horrible than the
>>Amiga when they flicker because the green desktop is the absolutely wrong
>>color to use... Amiga users tend to prefer a black backdrop or have a picture
>>in the background that reduces the effect of interlacing...)
>>
>
>Get a VGA monitor and there will be no flicker AT ALL.

And no more True Colour or Overscan, gee I don't think you are with it at all

PLUS I never posted any thing to do with Flicker at all, just a report
from STR that there is a Big problem with interlaced screens, I do suggest that
you go back and READ what was posted....!!!!

>Ofir ogal@cix.compulink.co.uk

There seems to be a Big problem with some of these Atari Addicts, they cant see
the Wood for the Trees..

At least I am not a Atari Bigot and not easly conned...!!!

Roger..... sheppard_r@kosmos.wcc.govt.nz

Roger..... sheppard_r@kosmos.wcc.govt.nz

2968. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 07:16:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2576gaINNq9t@golem.wcc.govt.nz>
Source record: 202238

In article <memo.584396@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>>I would think there are more 'TT's' than Falcons out there and we don't have a
>>'TT' group...
>my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
>Calligrapher, NVDI, Everest, Connect, Stalker, ImageCopy, Diamond Back,
>Diamond Edge, UIS, ARCShell, STZip, MultiDesk, Cubase, WordFlair, and more.
>There are more than 1000-2000 users worldwide. There are probably more in
>London alone.

Gee and you think this is a Lot of Software???? Please mate get your head out
of the sand..

STR stated that there were less than 1000 in Europe and that support was
droping fast..

They still stated that the Falcon is a flop...!!

>Your tone is similar to your comments about Connect. On CIX (the biggest UK
>BBS) there is general agreement that Connect is the best comms package
>around. There are even scripts being written for it by UK users and someone
>is already adding the UK call charges to the call cost calculator.

No one here uses Connect as its no good in Medium Res, that is a Fact and can't
be disputed at all, gee you are still not with it at all are you..!!

>You will end up in everyone's kill file, so nobody except you will be able
>to read your mis-informed messages.

Yes I think you should be in all the Worlds Kill files with comments like this,
how old are you, a kind of a comment from a Teenager...

>
>From your comment I must deduce the following:
>
>You have a 520ST with a single-sided external drive connected to an old B&W
>TV. Wake Up !!! I always thought New Zealand was on this planet, apparently
>not.

Na we still use 800's here, did you not know that we are 10 years behind the
rest of the World...

>Ofir ogal@cix.compulink.co.uk

Well, finaly we all came to our sences, we don't sell Ataries here any more at all, to may suicides from frustration and lack of support...?...

So pull you head out of the sand and see the Real World ....:-)..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2969. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 08:54:50 UTC
From: f92sk@efd.lth.se
Message-ID: <257c8q$hqv@nic.lth.se>
Source record: 202239
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

To: seah@nebula.ee.rochester.edu (David Seah)
Subject: Re: Atari Jaguar - FIRSTHAND REPORT

In article <254ndp$95l@nebula.ee.rochester.edu>, you write:
|> In article <253jnk$s0k@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
|> >>* High-speed (106.4 Mbyte/sec) 64-bit data path
|> >
|> >What a weird number. 106.4 / 8 bytes -> 13.3 MHz. It's not an even multiple of
|> >the NTSC colorburst frequency (3.58 MHz), it's *almost* an even multiple of the
|> >PAL colorburst frequency (4.43 MHz, 3.00226 times faster. But I'd figure a
|> >power of 2, a divide by 3 doesn't make much sense...)
|>
|> Does the bus have to be clocked at a multiple of some significant video
|> timing spec? I don't think so, unless you've got one master crystal
|> sourcing everything. It's possible that the transfer rate actually is
|> a multiple of the colorburst frequency, but perhaps 106.4 Mbyte/sec is
|> the average throughput.
|>

Look att the CPU (Mc68000) frq ,that's 13.3 MHz. Mc68000 only one half of
the total buscapacity (every two byscycle). Suppose the video-chip(s) are
running at 768*576 pixels and 60Hz that means a pixelrate of appr. 13.3Mhz
the pixels are however fetched two at a time (64/32=2). This means that both
the 68000 and video-chips can run at fullspeed and at the same time access
the dram without using sepate busses or such... How the blitter and dsp
is accessing the memory is another question. But a quess is that the dsp
is accessing memory when the videochip isn't that is "in" the borders
of the screen. Another quess is that the blitter is stealing cycles dynamically
from both video and 68000. But atari has made some awful solutions to this
problems before,think for example of the st-blitter it is blocking the processor
entirely it could have used cycles dynamicaly like the amiga-blitter :-(

The reason atari is using 13.3 MHz memoryfrequecy is that they want to have a
little "speedbuffer" between the max 14.28 MHz using 70ns Dram and 13.3MHz
(75.188 ns). I don't know any 75ns drams...

Footnote: When i'm speaking if "cycles" i mean Memorycycles,(the time it takes to
read one word from memory, in jaguar one word is 64-bit)

Regards
Sven "il Profesore" Karlsson/Istari Software
Suedes have more fun. Ingmar Bergman is one example.

Digi Composer V2.0 coming up. I hope........

2970. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 10:55:46 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.N7JG23c_dhw@albemuth.equinox.gen.nz>
Source record: 202241

ogal@cix.compulink.co.uk (Ofir Gal) writes:
> Your tone is similar to your comments about Connect. On CIX (the biggest UK
> BBS) there is general agreement that Connect is the best comms package
> around. There are even scripts being written for it by UK users and someone
> is already adding the UK call charges to the call cost calculator.

Well, some of us NZ'rs like it too.

> You will end up in everyone's kill file, so nobody except you will be able
> to read your mis-informed messages.

He could be in a few already <grin>

> From your comment I must deduce the following:
>
> You have a 520ST with a single-sided external drive connected to an old B&W
> TV. Wake Up !!! I always thought New Zealand was on this planet, apparently
> not.

New Zealand *is* definitely on this planet. We've started a fund to
transfer certain consistant flamers off planet though. Anyone have any
good suggestions for possible candidates?? (Roger, where are you Roger??)

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2971. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 12:47:02 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.4nIF25fAeBU@yonder.equinox.gen.nz>
Source record: 202242

In <ekrimenCC3944.9H@netcom.com>, Ed Krimen writes:
>Also, I would recommend that if you have 50megs or more of hard disk space
>that you upgrade to at least TOS 1.4. The better GEMDOS code will be
>something you and your hard drive will love. I'd cringe if someone said he
>ran a 100- or 200meg hard drive with TOS 1.0.

I'm using a 105 meg drive on an STE, and whenever I do a massive
file delete (a few hundred), the thing slows down towards the end
to a snails pace. Why is this?? Is it like that on all versions of TOS?
BTW: I've got Write cacheing on, it makes no difference with or without
it.

I'm deleting 100's of files every day, and it's a bit of a pain...
although i've automated it now so it happens while i'm asleep! :-)
(in case you're wondering, the 100's of files are news messages off
usenet!!)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Scattered showers my arse - Noah. ::

2972. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 16:09:50 UTC
From: hesche@gulden.cs.tu-berlin.de
Message-ID: <258289$79g@news.cs.tu-berlin.de>
Source record: 202243

Hy,

In article <1993Aug20.123247.7691@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

> |> Since version 2.22 has been released (3 weeks
> |> ago) there has been no bug-report (!)...
> |>
> |> Criss
>
> Could it be that you received no bug report because noone got
> 2.22?

No, that could not be.

> I can't find it on the major ftp-sites in germany:
> ftp.stuttgart.de, ftp.uni-muenster.de, ftp.uni-paderborn.de and
> ftp.tu-clausthal.de.

Take a look at ftp.cs.tu-berlin.de (130.149.17.7,
mail-server@cs.tu-berlin.de) in pub/atari/archiver/:
-rw-rw-r-- 1 hesche atarimod 169856 Aug 22 16:58 lha_222.tos

Because at a.a.u.e are to many anonymous users, I couldn't upload it there.

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

2973. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 16:21:41 UTC
From: hesche@gulden.cs.tu-berlin.de
Message-ID: <2582u6$7g0@news.cs.tu-berlin.de>
Source record: 202244

> Take a look at ftp.cs.tu-berlin.de (130.149.17.7,
> mail-server@cs.tu-berlin.de) in pub/atari/archiver/:
> -rw-rw-r-- 1 hesche atarimod 169856 Aug 22 16:58 lha_222.tos
>
> Because at a.a.u.e are to many anonymous users, I couldn't upload it there.

uploadet to New/ directory at a.a.u.e now.
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

2974. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 16:47:23 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1484.746038043@dhhalden.no>
Source record: 202249

Roger wrote:
>>my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
>>Calligrapher, NVDI, Everest, Connect, Stalker, ImageCopy, Diamond Back,
>>Diamond Edge, UIS, ARCShell, STZip, MultiDesk, Cubase, WordFlair, and more.
>>There are more than 1000-2000 users worldwide. There are probably more in
>>London alone.
>
>STR stated that there were less than 1000 in Europe and that support was
>droping fast..
>
>They still stated that the Falcon is a flop...!!

Suppose the Atari folks for once are right and that
the machine has sold 7000 in the UK, 4000 in Germany
and perhaps another 8-9000 in the rest of the world.
(generous numbers, IMO)

Q: What does that mean ?
A: That it's a flop.

Who wants to support such low numbers ? How many
Falcon SPECIFIC titles are available ?

2975. 520ST/MonoMonitor/DSDD For sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 17:06:03 UTC
From: kolkmeie@cse.uta.edu
Message-ID: <1993Aug22.170603.20953@news.uta.edu>
Source record: 202152

I have the following for sale:

520ST w/TOS 1.0 and 512k
Third Party ST DS Drive (less than 6 mos. old)
Monochrome SM124 monitor

Will sell entire set for $250 - may consider splitting.

Please send to kolkmeie@cse.uta.edu if interested.

Thanks. Eric Kolkmeier.

2976. Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 17:07:28 UTC
From: Thomas.Klevenberg@f100.n30.z47.byte.bbs.no
Message-ID: <746044780.AA00236@byte.bbs.no>
Source record: 202250

Help!

I'm going to by an ATART ST...

I've never used ATARI before so I'm vondering what I should be "aware" of...

Is there any spesific model etc. I should know about? Any models with a lot of errors?

How is it with the RAM? How much is normal? How much do I need for normal use?

Thomas Klevenberg SysOp Byte BBS

2977. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 17:17:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <2589n4$7es@cville-srv.wam.umd.edu>
Source record: 202151

In article <2576gaINNq9t@golem.wcc.govt.nz>,
<sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>STR stated that there were less than 1000 in Europe and that support was
>droping fast..
>
>They still stated that the Falcon is a flop...!!
>

Well, what ST Report states has to be taken with a grain of salt, much like we all take Atari press releases or Bob Brodie when he says "Real Soon Now".

Let's look at what has happened to ST Report in the past few years... the "publisher" (Mariano) has constantly been at odds with Atari, in that he has felt the urge to play Citizen Kane and be a voice for the users to get Atari do something to make the machines successful. Soemwhere along the line, though, I think it has turned ugly, into a personal war between him and some of the other Atari people.

Ralph is not a bad guy, per se, but he is too eager to report something in the tabloid fashion. He's an alarmist. I don't know what is worse, an Atari cheerleader or an Atari basher, because both are about as deluded as one can get.

2978. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 20:28:32 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CC6GvL.8yG@freenet.carleton.ca>
Source record: 202153

In a previous article, sheppard_r@kosmos.wcc.govt.nz () says:

<someone writes>
>>Get a VGA monitor and there will be no flicker AT ALL.
>
>And no more True Colour or Overscan, gee I don't think you are with it at all
>
>PLUS I never posted any thing to do with Flicker at all, just a report
>from STR that there is a Big problem with interlaced screens, I do suggest that
>you go back and READ what was posted....!!!!

Blow it out your ear....and get the SCREENBLASTER demo from a.a.u.e;
Without any extra hardware at all (just an Autofolder program and CPX) I
can get overscan on my IBMPS2 VGA with no flicker in any collor mode
except TC. But the True Collor mode is usually needed to view pictures and
it looks AWESOME on an Atari SC XXXXX monitor even in interlace mode.
I have had my falcon for almost a month now and have not had ANY (read
that again) ANY problems whatsoever with the video; even with the screen
blaster demo. It really is a great computer! :)

<more BS from Mr Sheppard deleted>

>Roger.................. sheppard_r@kosmos.wcc.govt.nz
>
>

--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
------------------------ac382@freenet.carleton.ca-----------------------------

2979. AEO: Special Jaguar Edition and AEO Programmers Journal availbile now!

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 20:38:22 UTC
From: wilsont@rahul.net
Message-ID: <CC6HBz.7p6@rahul.net>
Source record: 202154

Now at my site (to be put on atari.archive ASAP)

A special edition of Atari Explorer Online, the first Jaguar Edition.

Included are:
The main Press release and other info in a 33k text file, Jaguar Logo (.IMG),
Bus Block Diagram (.IMG) (have at it Howard Chu!), and 4 GIF's
(2 of TinyToons, 1 Raiden, and 1 Dinolympics)

Sadly, the GIF's are 320x200 and only 256 colors. :(
There are Targa's on GEnie, for the above, but its a big file, and it
costs me (LD charges) to call.

The AEO:PJ has gobs of programmers info, from beginners(begining C) to advanced
(FLEX)

You can get these files *now* by FTP'ing to:

rahul.net

and looking in the directory
/pub/wilsont

AEO02_15 should be out soon too.

Enjoy!
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

2980. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 20:59:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug22.155938.15814@cobra.uni.edu>
Source record: 202155
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <rjungCC19Jx.J20@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> Okay, folks. At last, we've got a first-hand account of a live sighting of
> the Atari Jaguar! Coming fresh from the machine's official rollout on August
> 18th, the following is an electronic chat between Chris Millar of Delphi and
> Andy Eddy, well-known video-gaming journalist and net.lurker. B-)
>
> I've cleaned up the stuff to make it a little more presentable, but I have
> not altered anything vital. Andy and Chris' exchange is below; comments in
> [square braces] are from yours truly.
>
> ''''''

> greater than 16 million colors (16,777,216 exactly).
>
> * Screen resolution of 720 x 576.
>
> * ROM cartridge capacity to 48 megabits [6 megabytes] of compressed or
> uncompressed code. When compressed, equivalent to almost 400 megabits.
> [50 megabytes?!?]
>
> * 16 megabits [2 megabytes] of fast page-mode DRAM.
>
> * An optional double speed CD-ROM drive. ($200, sometime during 1994)
>
> * ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
> mixture).
>
> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
> Jaguars and Lynxes is tantalizing]
>
> * Two (expandable to literally dozens) enhanced controller ports, supporting
> digital and analog interfaces, as well as keyboards, light guns and mice.
>
> [Expansion probably by a multiple-port tap, naturally]
>
> * High performance, ergonomically designed, controller with joypad, three
> fire buttons, Pause, Option, and 12-key keypad with game-specific
> overlays. ["Ergonomically designed"? Definitely press release hype]
>
> * High speed synchronous serial port for connection to modems, cable TV,
> networks and other high performance networks.
>
> [No word of the rumored built-in modem. Darn]
>
> There are two custom chips, code-named Tom and Jerry, which combined contain
> four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
> "timers, UART, joysticks and clock control." Tom has the "DRAM memory
> controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
> separate as it has the DRAM and cartridge/CD-ROM ties.
>
> No discussion of licensees signed or interested. Formal announcement(s) will
> take place in mid-September.
>
>
>
> <<Chris>>
> What games did you see?
>
> <<Andy>>
> The games are much like the 3DO stuff that has been shown.
>
> CYBERMORPH is a side-scrolling shoooter, and there was a way to move ahead in

> the game with a button push (I suspect as a demo), and it screamed the data
> past the screen F-A-S-T. CYBERMORPH has been renamed to something like "Trevor
> McFur in Crescent Galaxy" [Uh-huh...]
>
> There was also on-the-fly rendering, much like STARFOX, but without the ship
> "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You
> can go anywhere. [Is this CYBERMORPH, or some other game? CM is a
> side-scrolling shooter, but "going anywhere" requires a first-person
> perspective...]
>
> Also, a scene from ALIEN VS. PREDATOR.
>
> I missed all but the last two questions in the presentation, so I'm going to
> try to get a copy of the videotape they made of the event.
>
>
>
> <<Chris>>
> Would you say the 3DO stuff you have seen surpasses what you have seen thus
> far for the Jaguar?
>
> <<Andy>>
> I'd say it's comparable. That's an important note, given that the Jaguar is
> one third the price, or about half if you add the CD-ROM drive.
>
> [Maybe not that low. A $199 Jaguar and a $200 CD-ROM drive totals $400. And
> now there are rumors that the 3DO unit from Panasonic may sell for $499. But
> then, you don't _need_ to get a CD-ROM with the Jaguar...]
>
>
>
> <<Chris>>
> Can you describe the physical Jaguar unit?
>
> <<Andy>>
> Sleek, black, kinda like a Merlin: Rounded corners on a square unit. Like
> someone said, though, when the CD is on top, it looks like a toilet...
> (especially when the CD cover is popped up). [This implies, of course, that
> Atari was showing either a CD-ROM prototype of some kind with the Jaguar, or
> an illustration of the same]
>
> Also, Atari is dropping the "only Ataris" policy for development and such.
> [YAY!] Because of that, there is an [Atari] TT development station and a PC
> station, but tools are being used on Macs and others. They are still talking
> about using high-end computer rendering software that already exists (like
> SoftImage, which was used on commercials and on Sega's Virtua Racing).
>
>
>
> <<Chris>>

> Can you desribe the scene from ALIENS VS. PREDATOR you saw?
>
> <<Andy>>
> It was just a representation of what the halls would look like while you moved
> through them. Very cursory. I was going to sign an NDA to see more of the
> stuff upstairs, but they didn't have one handy (the guy was out to lunch) and
> I wouldn't be able to talk about them anyway (hehe).
>
> Also, I'm trying to get disk files of pictures, which Bob [Brodie] is working
> on. Oh, and there will be a detailed conference with Bob and Sam [Tramiel]
> next Wednesday, in the World of Video Games SIG, right here on Delphi!
>
> They handed out great T-shirts. (hehe)
>
> ''''''

2981. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:00:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug22.160008.15815@cobra.uni.edu>
Source record: 202156
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <rjungCC19Jx.J20@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> Okay, folks. At last, we've got a first-hand account of a live sighting of
> the Atari Jaguar! Coming fresh from the machine's official rollout on August
> 18th, the following is an electronic chat between Chris Millar of Delphi and
> Andy Eddy, well-known video-gaming journalist and net.lurker. B-)
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> digital and analog interfaces, as well as keyboards, light guns and mice.
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> fire buttons, Pause, Option, and 12-key keypad with game-specific
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> networks and other high performance networks.
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> [No word of the rumored built-in modem. Darn]
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> four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
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> McFur in Crescent Galaxy" [Uh-huh...]
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> "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You
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> SoftImage, which was used on commercials and on Sega's Virtua Racing).
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> I wouldn't be able to talk about them anyway (hehe).
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> on. Oh, and there will be a detailed conference with Bob and Sam [Tramiel]
> next Wednesday, in the World of Video Games SIG, right here on Delphi!
>
> They handed out great T-shirts. (hehe)
>
> ''''''

2982. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:17:04 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.0bhx@terapin.com>
Source record: 202157

I agree that there should be a 'comp.sys.atari.falcon' newsgroup area. The Falcon and the Jaguar deserve more recognition than they have been getting. Simply a subject of another newsgroup area is not enough, we need to have an Atari Falcon ONLY newsgroup to handle all these extra mesasges. The Falcon is a brand new breed of ATARI, much like the Atari 520ST was back in 1985, now we have the new generation of computer systems. I can say I'm very impressed at what you get with the Falcon out of the box for the price.

ST MASTER -- Sysop of CYBERNET Node I BBS
Oakland, CA (Soon to be supporting the Falcon and Jaguar)

2983. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:20:40 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.0bi3@terapin.com>
Source record: 202158

Bob_BobR_Retelle@cup.portal.com writes:

>I agree... FTL should just write an ST version of Dungeon Master II out
>of loyalty to Atari... why should they expect to make enough money to
>cover their expenses to convert the program for the dozen or so sales
>they could expect to make..?
>
>BobR
So what is Chaos Strikes Back? I thought that WAS Dungeon Master II!?!?

Am I missing something?

ST MASTER -- Sysop of CYBERNET BBS Node I
Oakland, CA

2984. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:36:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <258otbINNjo@golem.wcc.govt.nz>
Source record: 202159

```
] that there was an Amiga version, and the age of the game (1986?)
] its not too farfetched to hope that there was an Atari version.
]
] Was there? And if so, if someone has it, and wants to get
] rid of it, let me know.

It exists - looks like a direct port from the C64 Version!

/---------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\---------------------------------------------------------------------/
```

2985. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:38:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <258p0pINNjo@golem.wcc.govt.nz>
Source record: 202160

```
] >Get a VGA monitor and there will be no flicker AT ALL.
]
]
]
] And no more True Colour or Overscan, gee I don't think you are with it at

VGA handles True Color easily, and emulates Overscan!

/----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\----------------------------------------------------------------------/
```

2986. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:39:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <258p2IINNjo@golem.wcc.govt.nz>
Source record: 202161

```
] >BBS) there is general agreement that Connect is the best comms package
] >around. There are even scripts being written for it by UK users and some
] >is already adding the UK call charges to the call cost calculator.
]
] No one here uses Connect as its no good in Medium Res, that is a Fact and
] be disputed at all, gee you are still not with it at all are you..!!
```

You mean out of the say about 10 people in the country who have it!?

```
] >You will end up in everyone's kill file, so nobody except you will be ab
] >to read your mis-informed messages.
]
] Yes I think you should be in all the Worlds Kill files with comments like
] how old are you, a kind of a comment from a Teenager...
```

Get original....

```
/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-----------------------------------------------------------------------/
```

2987. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 21:43:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <258paqINNjo@golem.wcc.govt.nz>
Source record: 202162

] So what is Chaos Strikes Back? I thought that WAS Dungeon Master II!?!?

Dungeon Master I - Part 2!?

Dungeon Master 2 has been out for quite a while on some other platforms,
I was talking to someone on IRC who was stuck on a bit in it....

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\--/

2988. Re: Lharc....

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:06:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9784@S2.maus.de>
Source record: 202045

C>Wait a moment!

Dito!

C>Could it be that you received no bug report because noone got 2.22?

Almost all bug reports I received after publishing version 2.20 and 2.21
came from the Mausnet. There were only 3 or 4 bug reports from the Internet.
Anyway, I'll try to find a server where you can find Lharc...

Criss

2989. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:09:10 UTC
From: keefer@rahul.net
Message-ID: <CC6LJA.AtF@rahul.net>
Source record: 202163
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <1993Aug22.160008.15815@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

[quoting of Jung's 186-line article removed]

Gee. There's nothing left. Now, this happens from time to time, but
you are the 2nd person to do this, and if that wasn't bad enough, not
only is it 186 lines long, BUT YOU DIDN'T WRITE *ANYTHING* NEW.

Man, at least the first clueless moron added a whopping 3 lines to the
discussion.

keith
--
keefer@rahul.net	DISCLAIMER:	"Cling tenaciously to my buttocks!"
Keith P. Johnson	Wedon'tneed	- Powdered Toast Man
1711 Whipple Dr. Apt. 11	nosteenking	"That's not a horse, that's my wife!"
Blacksburg, VA 24060	disclaimer!	- Stupid Cowboy

2990. Re: ICD Host Default Settings

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:18:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.587019@cix.compulink.co.uk>
Source record: 202180

In article <H.eg.4nIF25fAeBU@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>
>I'm using a 105 meg drive on an STE, and whenever I do a massive
> file delete (a few hundred), the thing slows down towards the end
> to a snails pace. Why is this?? Is it like that on all versions of TOS?
>BTW: I've got Write cacheing on, it makes no difference with or without
> it.
>

Try to use ColdHardCache, it works very well although I wouldn't recommend caching removable media like floppy drives.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2991. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:18:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.587017@cix.compulink.co.uk>
Source record: 202176

In article <2576gaINNq9t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <memo.584396@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>
>>In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>>
>>>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>>>I would think there are more 'TT's' than Falcons out there and we don't have a
>>>'TT' group...
>>my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
>>Calligrapher, NVDI, Everest, Connect, Stalker, ImageCopy, Diamond Back,
>>Diamond Edge, UIS, ARCShell, STZip, MultiDesk, Cubase, WordFlair, and more.
>>There are more than 1000-2000 users worldwide. There are probably more in
>>London alone.
>
>Gee and you think this is a Lot of Software???? Please mate get your head out
>of the sand..

Well, that's all the software I personally have and use, you don't expect me
to buy each program in existence, do you?

>
>STR stated that there were less than 1000 in Europe and that support was
>droping fast..

This number is wrong, period.

>
>No one here uses Connect as its no good in Medium Res, that is a Fact and can't
>be disputed at all, gee you are still not with it at all are you..!!

I don't know what _here_ means. I except that Connect is not ideal for
med-res, but why would I want to run in med-res anyway.

>
>Yes I think you should be in all the Worlds Kill files with comments like this,
>how old are you, a kind of a comment from a Teenager...
>

On the contrary, I actually get paid for writing my opinions. Wish I was a
teenager...

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2992. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:18:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.587021@cix.compulink.co.uk>
Source record: 202177

In article <746044780.AA00236@byte.bbs.no>, writes:
>Help!
>
>I'm going to by an ATART ST...
>
>I've never used ATARI before so I'm vondering what I should be "aware" of...
>
>Is there any spesific model etc. I should know about? Any models with a lot of
>errors?
>
>How is it with the RAM? How much is normal? How much do I need for normal use?
>

A full answer to your question would require a whole book... Instead let me just say this - if you can afford a Falcon get one, if not get a MegaSTE, if not then an STE. ST programs do not require much memory, so 1MB of RAM is enough, although 2MB is more usable. I have 4MB.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2993. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:18:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.587018@cix.compulink.co.uk>
Source record: 202178

In article <H.eg.N7JG23c_dhw@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
[..]
>
>New Zealand *is* definitely on this planet. We've started a fund to
>transfer certain consistant flamers off planet though. Anyone have any
>good suggestions for possible candidates?? (Roger, where are you Roger??)
>

Sorry if I offended any other NZers, but Roger is a definite candidate for transfer. Still, he provides me with some amusement.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2994. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 22:18:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.587020@cix.compulink.co.uk>
Source record: 202179

In article <jorngh.1484.746038043@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>Roger wrote:
>
>Who wants to support such low numbers ? How many
>Falcon SPECIFIC titles are available ?
>

The advantage of the Falcon is that it runs most ST programs. As far as specific titles go:

Cubase Audio
DigiTape
ScreenBlaster
BlowUp030
FalconSpeed
EagleSonic and MightySonic
Various fractal generators and similar
Chagal

ST programs that were enhanced to make use of Falcon specific features:

ImageCopy
Diamond Edge
HiSoft BASIC
Lattice C
GEMView
PhotoStudio

This is just off the top of my head, there's plenty more, I just don't have the time to go through the magazines.
I don't see the point of this arguement. The Falcon is a great piece of hardware, regardless of how many people buy it. For me, the availability of Cubase Audio alone is a good enough reason to buy it. If the Falcon fails it will be a loss to all users of all platforms, because competition is healthy. The last thing we need is for MicroSoft to totally take over...

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

2995. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-22 23:16:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49952@SL.maus.de>
Source record: 202043

Hi Billy!

B>Was there?
Oh yes, there was :-)

B>And if so, if someone has it, and wants to get rid of it, let me know.
Sorry, didn't get it anytime. But: If there are two wanting to offer it,
send me a message too!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

2996. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 00:13:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug23.001346.5415@jonh.wimsey.bc.ca>
Source record: 202166
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

keefer@rahul.net (Keith P. Johnson) writes:

>In <1993Aug22.160008.15815@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>[quoting of Jung's 186-line article removed]

>Gee. There's nothing left. Now, this happens from time to time, but
>you are the 2nd person to do this, and if that wasn't bad enough, not
>only is it 186 lines long, BUT YOU DIDN'T WRITE *ANYTHING* NEW.

>Man, at least the first clueless moron added a whopping 3 lines to the
>discussion.

He is the first clueless moron. He's now reposting the article with
no included text. There's 4 copies of it on this system. Maybe he'd
smarten up if everyone mailed the articles back to him.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

2997. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 01:31:17 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.0bjo@terapin.com>
Source record: 202165

Hmm.. Very intersesting message here.. It really got me thinking.. I own an ATARI 1040 STE, and am selling it to upgrade to a much bigger/better computer. The truth is, I guess I could keep this system and do what I need to do with it, but I want more for myself.. I want a powerfull computer with the ability to multi-task, and that has alot of great software to explore.

I naturaly am thinking of the Falcon 030. Its close to my STE in terms of the OS, and allows multi-tasking, etc.. But I would love to be compatible with the "industry standard".. Being able to say, yes I have Word Perfect at home.. Or being able to go to almost any store and browse through a library of software, with many new titles. I can either get a Falcon 030, or an IBM 486. Of course the 486 would be alot faster, more powerfull, offer better graphics, same sound.. I don't know if there would be very much of a price difference either.. And I would instantly know ALOT of people that I could talk to about computers without them saying, "ATARI makes computers?", and being able to share files.. If I got a Falcon030, I would have a computer I feel more confortable with, always having used ATARI's from 8-bit to STE, and being different from the rest. But there isn't much software, and no security.

I am currently saving up money to buy this new computer, whatever it is.. By the time I have enough I will make my decision. Right now, I'm keeping a watchfull eye on all computers.

What about Mac and Amiga? Some may be wondering.. Mac is a great computer, but not as supported as IBM, simple as that.. Amiga, is like ATARI, very iffy, and I don't like it.

I know alot of you only need a computer to do what you NEED to do, or maybe some may need it to do specific things.. For me, computers is a hobby. Yes, I need to do Word Processing, Telecommunications, Programming, and games.. Thats all I NEED to do, but I WANT to do much more.. I have not decided one way or another, but IBM is looking good again. I've been swaying back and forth for a while, but it is my money, and I've had to save for a while, I have to make the right choice for me.

Any comments welcome.

afonseca@terapin.com

2998. Re: Fuse for 1541

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 02:57:35 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <259bmv$phn@cxc1.cl.msu.edu>
Source record: 202167

jfoy@rbdc.wsnc.org (John Foy) writes:

>Can anyone tell me what fuse goes in the back of the 1541 disk drive?

15 Amps.

What are you doing in an Atari group asking this question? (just
curious...)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2999. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:06:26 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c773cdc@cindy.ct.se>
Source record: 202164

In a strange ;-) little letter Billy D'Augustine wrote:

> Several years ago, there was a game called Little Computer
> People. There were versions for the C64, Apple, and Amiga. Seeing
> that there was an Amiga version, and the age of the game (1986?)
> its not too farfetched to hope that there was an Atari version.
Yes there was!!!

> Was there? And if so, if someone has it, and wants to get
> rid of it, let me know.
>
I have it.. i will E-mail you about it..

Grtz:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

3000. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:31:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88658@cup.portal.com>
Source record: 202173

Ok, if AtariWorks is actually retailing for $99, then $79 for MicroSoft Works isn't "FAR" less... (the last I heard, Bob Brodie had been saying it would be priced at $139).

And yes, MicroSoft Works includes a Telecommunications module (which I don't use), and Charting of data from other modules (which I also don't use, and thus forgot about).

The point being, (not a comparison of features with AtariWorks), that you don't HAVE to shell out $600 for WordPerfect, as the original article seemed to imply, if you want wordprocessing on a PC.

BobR

3001. Re: Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:37:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88659@cup.portal.com>
Source record: 202172

"Chaos Strikes Back" was considered an "Expansion Module" for
Dungeon Master, even though it was truly a full standalone game, but not
a "II" version of the game.

I wasn't aware that a "Dungeon Master II" had been released on any other
platform... I'd be interested in any info about it...

BobR

3002. A few more things about the Jaguar...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:46:38 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Aug23.034638.22652@mnemosyne.cs.du.edu>
Source record: 202168

Some stuff derived from an article by John Enders (AP writer) printed in the Sunday, 22 AUG 93 Rocky Mountain News (Denver, Colorado, USA):

- "We've never believed in launching incrementally better designs. You really have to make quantum leaps in perfromance," Richard Miller, Atari vice president for technology.

- It will be introduced in New York and San Francisco by the end of the year, with a nationwide launch in January.

- The two main microprocessors in the Jaguar have 600,000 and 750,000 transistors per chip, respectively.

- "These two chips took about three years to develop." Miller said.

- Atari predicts that 80 percent of its `94 revenue will be generated by sales of Jaguar and Lynx. They hope to rejuvenate Lynx sales by heavy advertising. "We plan to market and advertise Jaguar very, very. heavily. We realize that's been our weakness in the past," said Atari President Sam Tramiel.

- Atari will spend $3 million on marketing in 4th quarter `93 and $45 million in 1994.

- In 1982, Atari had 10,000 employees and $2 billion in sales; in 1992 they lost $73.6 million on sales of $127.3 million and laid off more than 10 percent of its 500-person work force.

- At the end of fiscal 1992 Sega sales were $3.62 billion; Nintendo had sales of $4.9 billion.

- Atari says it hs about $40 million in cash on hand, enough to launch Jaguar, and is consdiering going to the public for additional finance in 1994.

- The combination of the Jaguar's $200 price tag and the 64-bit tech-nology is "totally revolutionary" said Bill Kunkell, executive editor of _Electronic Games_ magazine.

--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "The imagination is a dangerous thing."
rcarter@nyx.cs.du.edu \ - Tropicana Twister promotional t-shirt

3003. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:53:58 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug22.225358.15827@cobra.uni.edu>
Source record: 202169
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Aug23.001346.5415@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> keefer@rahul.net (Keith P. Johnson) writes:
>
>>In <1993Aug22.160008.15815@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>[quoting of Jung's 186-line article removed]
>
>>Gee. There's nothing left. Now, this happens from time to time, but
>>you are the 2nd person to do this, and if that wasn't bad enough, not
>>only is it 186 lines long, BUT YOU DIDN'T WRITE *ANYTHING* NEW.
>
>>Man, at least the first clueless moron added a whopping 3 lines to the
>>discussion.
>
> He is the first clueless moron. He's now reposting the article with
> no included text. There's 4 copies of it on this system. Maybe he'd
> smarten up if everyone mailed the articles back to him.
>
>
> --
> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3004. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:54:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug22.225420.15828@cobra.uni.edu>
Source record: 202170
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Aug23.001346.5415@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> keefer@rahul.net (Keith P. Johnson) writes:
>
>>In <1993Aug22.160008.15815@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>[quoting of Jung's 186-line article removed]
>
>>Gee. There's nothing left. Now, this happens from time to time, but
>>you are the 2nd person to do this, and if that wasn't bad enough, not
>>only is it 186 lines long, BUT YOU DIDN'T WRITE *ANYTHING* NEW.
>
>>Man, at least the first clueless moron added a whopping 3 lines to the
>>discussion.
>
> He is the first clueless moron. He's now reposting the article with
> no included text. There's 4 copies of it on this system. Maybe he'd
> smarten up if everyone mailed the articles back to him.
>
>
> --
> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3005. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 03:54:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug22.225442.15829@cobra.uni.edu>
Source record: 202171
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Aug23.001346.5415@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> keefer@rahul.net (Keith P. Johnson) writes:
>
>>In <1993Aug22.160008.15815@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>[quoting of Jung's 186-line article removed]
>
>>Gee. There's nothing left. Now, this happens from time to time, but
>>you are the 2nd person to do this, and if that wasn't bad enough, not
>>only is it 186 lines long, BUT YOU DIDN'T WRITE *ANYTHING* NEW.
>
>>Man, at least the first clueless moron added a whopping 3 lines to the
>>discussion.
>
> He is the first clueless moron. He's now reposting the article with
> no included text. There's 4 copies of it on this system. Maybe he'd
> smarten up if everyone mailed the articles back to him.
>
>
> --
> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3006. Jaguar commercial idea (some stuff borrowed) just for fun...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 04:00:08 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Aug23.040008.22957@mnemosyne.cs.du.edu>
Source record: 202174

```
Camera pulls slowly back to reveal:
Close up shot of the eye of a live Jaguar.
Drums start beat.
Jaguar begins to run, zigging and zagging; camera follows.
Drums beat faster.
Jaguar jumps high in the air, as if pouncing on prey.
Jaguar gutteral roar.
Halfway through leap, animal Jaguar morphs into Atari Jaguar.
Roar heard throughout morph, with echoes.
Closeup of Jaguar landing on top of color monitor.
Camera pulls back to reveal:
Computer generated image of animal Jaguar running on screen.
Camera continues pull back to show:
Two teens playing Jaguar "game".
Fade to black with super lettering in white:
JAGUAR (fade to) ATARI (fade to) TOMORROW (fade to) TODAY
Fade to black. Drums in background over entire ending.

--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "The imagination is a dangerous thing."
rcarter@nyx.cs.du.edu \ - Tropicana Twister promotional t-shirt
```

3007. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 07:05:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88671@cup.portal.com>
Source record: 202181
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

That's no longer funny...

If you've got something to say, say it...

If not...

\BobR

3008. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 07:23:54 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <D6KGB11N@isys-hh.hanse.de>
Source record: 202194

Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:

>In a message of <18 Aug 93 16:47:33>, Mark Cookson (1:286/2) writes:

> MC> TOS 4.04 - 2 chip set - for FALCON
> MC> The newer STs (TT, Falcon) have 32 pin sockets, and use 2 chips.

>TOS for the Falcon does NOT come on two chips, nor are they 32 pin chips.
>Instead, TOS for the Falcon comes on ONE 16 bit wide 44 pin quad flat pack that
>is socketed.

And TOS3.06 for the TT comes in 4 EPROMs (Hi, HiMi, LoMi, Lo)...

cu, Eddi
--

+--------------------------------------+
| AMPRNET: dk3uz%dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |

3009. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 08:03:36 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug23.080336.11934@dcs.warwick.ac.uk>
Source record: 202183
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Aug22.225442.15829@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
<A copy of jhenders article with nothing on the end for the 3rd time, just
after posting a copy of the 200 line Jaguar article 3 times>

Well, that was mature wasn't it?

jhenders suggested:
>> Maybe he'd smarten up if everyone mailed the articles back to him.

But, on the other hand maybe he won't, and it would be far better to write
to postmaster@cobra.uni.edu and get him suspended.

However, since I have just done so, don't bother.

- Leo

3010. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 08:03:49 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CC7D2E.LDo@cs.ruu.nl>
Source record: 202182

In <2c773cdc@cindy.ct.se> jesper.kock@cindy.ct.se (Jesper Kock) writes:

> > Several years ago, there was a game called Little Computer
> > People ... hope that there was an Atari version.
> >
>I have it.. i will E-mail you about it..

Why not post it right away? [:-), for those who need it]

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3011. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 08:40:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <259vp7INN368@golem.wcc.govt.nz>
Source record: 202184

Hi there, I did not see your name in your post but was it Ofir..

I am puzzed in why people don't understand that my comments about the Falcon. is just my opinion..

Why is it that people are so defensive about there Falcons, or is it that I hit on a raw nerve, and they wished they have never brought one in the first place..

We have been biten here in many ways, there were a few TT and MEGA/STES sold here but with the old TOS's and now they find that they can't upgrade the TOS here or Fit 1.4 meg disk drives...

Commodore C64 sell for 100% more that a ST or STE here....

Kmart here just dumped there stock of ST's for $140/200nz that is about 70 pounds for a STFM...

We no longer have any one selling Atari or uptodate Software here...

I have read in a number of places that the 16 bit sound on the Falcon is not upto scratch, no better that a good tape recorder, this has also come from some German midi Software firms....

I have had Ataries from way back, I now have 2, but no they are not 520 with single drives and 1/2 meg of ram...

And they are not Mega STEs or TT, the price they whanted for those were a rip of here, more like 5 * the Pound price, and we never got the reduced price here when it droped for those machines in the UK, I think are agent folded then....

PC Clones here are cheaper than any were in the World, as there is no Duty on them, just 12.5 % GST/VAT..

a 486DX2-50 with 170 meg HD, 4 megs of Ram, 2 VERSA slots, Local buss video car, True Colour, programble monitor and with DOS/WINDOW/WORKS for 1000 Pounds plus 12.5 % Tax...

A Flacon would be at least $3000nz and with out a Monitor...

Food for thought.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

3012. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 08:51:15 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug23.085115.10776@microsoft.com>
Source record: 202136

In article <14938@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>You odds of a game working on GEMulator are infinitesimally small.
>
>How can you expect a game to work on an emulator when 90% of them
>don't even work on a TT, and heaps not on the MSTe!
>
>GEMulator is for GEM applications only. Take a look at the list
>of compatible software in the original posting.

The above statement is half right, half wrong. Games do not work on Gemulator due to several things: timing factors, copy protection, TOS version dependancy, etc. Just like the TT, MegaSTE, and Falcon do not run many games designed for use on the 8 Mhz 1040ST, neither does Gemulator. It does not exactly emulate an 8 Mhz 68000. The clock speed varies with the PC you are running on. So any software that depends on tight timing loops might break. Copy protection is a typical case of that. Also, many games were written for TOS 1.0 or other non-2.06 versions of TOS. Gemulator comes bundled with TOS 2.06 ROMs, but certainly there are sockets to plug in earlier versions.

However, saying that Gemulator only runs GEM programs is absolutely false. That implies that Gemulator hooks into GEM and emulates the calls, similar to what NVDI does. WRONG!

Gemulator completely emulates the underlying ST hardware: the MFP, the sound chip, the ACIA chip for the mouse/keyboard, the video chip. You can read and write any hardware register that exists on a real ST. The TOS ROMs themselves are just run as any other 68000 code. There is no distinction between the TOS code and any other 68000 code.

Look again at the list of compatible programs. TEMPUS II is an extremely hardware dependent program. It pokes directly to screen memory and the video chip, (and thus fails to run on the TT or Falcon in non-ST modes) but it runs just fine on Gemulator.

Look at Flash and other terminal software. It writes directly to the MFP chip to do the serial I/O. Gemulator translates hardware accesses to the MFP to the equivalent hardware locations on the PC.

Look at Hotwire, Warp 9, NVDI, Multidesk, Geneva, MultiTOS, etc. They call hook GEM, replace GEM, access hardware

directly, and they are all 100% compatible with Gemulator.

Even several video games do run. Arkanoid, Silent Service, all the Infocom stuff, Chessmaster 2000, Flight Simulator, etc. So you can't even make a blanket statement that games don't work.

So before you go making any more stupid statements Warwick I suggest you read the literature. You obviously haven't seen the product, or seen the demo video, or read the newsletter.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3013. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 08:55:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC7FGv.D10@barclays.co.uk>
Source record: 202035

In article <251t8eINNgpa@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> Well I should post some of the articles from ST-Report that also state what I
|> think, here in N.Z. the Book shops have Amiga magazines falling of there
|> shelves, I have to hunt around for the only 3 UK magazines that we see here,
|> and they are allmost rubish..
It's not so different in the UK. The only mag that is easily bought is ST Format which is a pity as it is trash. Inaccurate and written by people with no knowledge of the ST scene. ST Review & ST User are a lot better the former especially but these magazines are sold as firm sale only so a lot of shops don't bother stocking them. That leaves subscription or asking the newsagent to keep a copy each month. There are about 8 maybe more Amiga magazines that fill the rest of the shelfspace.

|> Have a look at the Amiga 1200 HD, Price its nearly 1/2 of the Falcon, to me the
|> Falcon does not warrant a 100% price hike over the Amiga 1200 HD, I do think the
|> Amiga has far more to offer and is more compatible with software than the
|> Falcon is..
Very cheap machine. About 299GBP last time I looked. Actually rather more than 50% cheaper! After speaking to my Amiga owning friend, it would seem the alcon runs more applicationd and the Amiga runs more games, but only just. A lot of stuff breaks on the 1200. I did look at the 1200 when I was shopping for a new machine but heard so much flack about it from Amiga owners to the effect it was released in a half baked form, I decided to leave it.

|> Here you will not find any Shops at all Selling Ataries even Music Shops
|> here are pushing the Mac and the PC to do that...
|>
The UK still has a predominately ST/Falcon music scene with a lot of Falcon only MIDI stuff already appearing. The PC/Mac are increasing market share though at the moment. Having said that, Cubase for Windows is not very good at all by all accounts.

|> Please if People read in what I post, they must aggree, but then again People
|> can't read, or they are just lying to them selves...
Sorry, I don't understand what you are saying here

|> I enclose this part about Screen Problems taken from ST-Report 933..
I was not aware of this problem. Still, few Falcon owners will use interlace and the overlay bit so it's hardly a show stopper. Anyone that uses a Falcon for video work where they will be using the overlay bit, will have a decent monitor and not require interlace. 1024x768 with no overlay is acheivable no problem.

3014. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:05:27 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug23.090527.11460@microsoft.com>
Source record: 202135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug16.193734.7935@oucsace.cs.ohiou.edu> gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>Though this looks like a great product, its flaws (which are freely
>and openly advertised by Darek, to his credit) are:
>
>1. No joystick support (scratch any idea of playing most atari games
>on your PC).

See below.

>2. Can't read some copy protected disks (ditto).

Can't help you there. It's partly the same reasons the
Mega STE, TT, and Falcon can't run some ST games.

>3. No MIDI (though I don't think anyone would buy it for MIDI anyways).

A few people would, but not enough people have requested MIDI
to warrant weeks or months of work for a handful of sales.

>4. Doesn't support Spectre GCR, "at the request of Dave Small". I
>take this to mean that it easily could support Spectre, but Dave said
>"don't do it or I'll sue you". I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

Actually, he said "I'll sue you" in 3 pages of text. He's really
gone off the deep end, but hey, for a guy who's been in bed
with Atari Corp for years, can you expect him to support a
product that competes with the ST?

>Anyways, if Darek could fix the joystick support, I'd buy one of
>these things.
>
>--
>Greg Bernath gbernath@oucsace.cs.ohiou.edu

Ok Greg, is that a promise? Joystick support is very easy
to add in and 3.0 doesn't ship for another month. Plenty
of time to add that feature. The question is, will you
be paying by check or credit card or would you like me
to just bill you? You know that I have your home address. <grin>

- Darek
--
/--------------------------------------\

```
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/
```

3015. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:18:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC7GIt.DH2@barclays.co.uk>
Source record: 202036

In article <745816788.AA00207@byte.bbs.no>, Thomas.Klevenberg@f100.n30.z47.byte.bbs.no (Thomas Klevenberg) writes:
|> I'm considering to get a Atari for Music-production.... Could anyone give me
|> some advice about spec's etc. I need? How is it with the MIDI interface etc?
Get at least a 1Mb machine and ideally 4Mb. In the UK, a 4Mb STe is 299GBP complete with Pro24 III sequenceing software. There are a great many MIDI apps available, squencers, direct to disk samplers, sample editors, voice editors, composer aids, music DTP and much more.

Iain

3016. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:21:43 UTC
From: mathew@mantis.co.uk
Message-ID: <25a277$q35@news.mantis.co.uk>
Source record: 202187
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> He is the first clueless moron. He's now reposting the article with
>no included text. There's 4 copies of it on this system. Maybe he'd
>smarten up if everyone mailed the articles back to him.

I already did.

mathew

3017. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:28:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug23.092844.5072@jonh.wimsey.bc.ca>
Source record: 202007
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Bob_BobR_Retelle@cup.portal.com writes:

>That's no longer funny...

Was it ever, Bob? Except to maybe a 7 year old?

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3018. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:32:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC7H66.DM2@barclays.co.uk>
Source record: 202037

In article <257573INNq9t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> And no more True Colour or Overscan, gee I don't think you are with it at all
|>
Loss of True Colour is a pain but I never use it anyway, 256 colour is fine for me. Overscan is only of use when outputting to a VCR or a TV for display purposes and in both these cases, it will overscan. Don't thibk of overscan as a set of extra pixels for free, that's not what it's about. It's for removing the borders when outputting to video.

|> There seems to be a Big problem with some of these Atari Addicts, they cant see
|> the Wood for the Trees..
|> At least I am not a Atari Bigot and not easly conned...!!!
Believe me, Ofir can see the woods AND the trees. He's a well known and trusted journalist and software developer who knows what he is talking about.

Iain

3019. Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 09:45:30 UTC
From: piet@cs.ruu.nl
Message-ID: <CC7Hrv.MDK@cs.ruu.nl>
Source record: 202188

>>>>> slyster@outb.wimsey.bc.ca (Stuart Lyster) (SL) writes:

SL> Atari's market share is the German business low-end, and the potential
SL> of the home user everywhere else. For some reason, possibly because
SL> the Germans prefer the Motorola chip, the ST/Falcon is competitive for
SL> the business low end over there. It is non-existent here.

By the way, does anybody know if there will be a Duesseldorf Atari Messe
this year?
--
Piet van Oostrum <piet@cs.ruu.nl>

3020. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c78583c@cindy.ct.se>
Source record: 202185

In a message of 22 Aug 93 13:07:36, Sheppard_r wrote:

S> >Get a VGA monitor and there will be no flicker AT ALL.
S>
S> And no more True Colour or Overscan, gee I don't think you are with it at
S> all

True Colour works just fine on VGA.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3021. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c78589a@cindy.ct.se>
Source record: 202186

In a message of 22 Aug 93 13:07:49, Sheppard_r wrote:

S> STR stated that there were less than 1000 in Europe and that support was
S> droping fast..
S>
S> They still stated that the Falcon is a flop...!!

Why read a mag that has never been right about anything?

I stopped reading it almost a year ago, it's also BANNED from my BBS since they
do noting but spread lies.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3022. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:19:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.588391@cix.compulink.co.uk>
Source record: 202111

In article <259vp7INN368@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>Why is it that people are so defensive about there Falcons, or is it that I hit
>on a raw nerve, and they wished they have never brought one in the first
>place..

I do not regret buying the Falcon at all, I am very excited about it and it
has earned me its value many times over by now.

>
>We have been biten here in many ways, there were a few TT and MEGA/STES sold
>
>[...]
>
>Food for thought.....
>

It just sounds like you need a good distributor/dealer in NZ, the hardware's
fine. The audio quality is very good, comparable to a domestic CD player.
However, for pro use, it is possible to bypass the a/d and d/a convertors
and record in the digital domain, so audio quality is not an issue.
I think that if you have a Falcon for a few days you'll never want to give
it back.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3023. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:46:19 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25aambINN2fs5@rs1.rrz.Uni-Koeln.DE>
Source record: 202190

In <mcarrico.0bhx@terapin.com> mcarrico@terapin.com (Michael Carrico) writes:

>I agree that there should be a 'comp.sys.atari.falcon' newsgroup area. The
>Falcon and the Jaguar deserve more recognition than they have been getting.
>Simply a subject of another newsgroup area is not enough, we need to have an
>Atari Falcon ONLY newsgroup to handle all these extra mesasges. The Falcon is a
>brand new breed of ATARI, much like the Atari 520ST was back in 1985, now we
>have the new generation of computer systems. I can say I'm very impressed at
>what you get with the Falcon out of the box for the price.

Just my DM 0.03 (that's approx. $0.02), I don't mind the Falcon
messages, as the Falcon is an ST/TT compatible (well, to some
quite large extent), but I have little interest in all that
Jaguar stuff that's coming up lately. As I see it, th Jaguar has
nothing to do with ST(e)s, TTs and Falcons, except it comes from
the same corporation.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3024. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:52:55 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug23.115255.13919@rhrk.uni-kl.de>
Source record: 202193

piet@cs.ruu.nl (Piet van Oostrum) writes:

>By the way, does anybody know if there will be a Duesseldorf Atari Messe
>this year?

No, there won't be any Atari fair in Germany this year.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3025. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:57:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25abbbINN24cm@rs1.rrz.Uni-Koeln.DE>
Source record: 202191

In <CC7Hrv.MDK@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:

>By the way, does anybody know if there will be a Duesseldorf Atari Messe
>this year?

It seems that there will be no more Atari Messen anymore :-(. A
dealer told me that this was due to the restructuring of the
European branch of Atari -- it seems that Atari Germany was
shrinked, and that a new European central located in Rotterdam,
NL is going to take care of most of the European market.
It seems that Atari Germany used to organize the Atari Messen,
and since they don't exist in the old form anymore, there will be
no more Atari Messen.
I was told that Atari now plans to present their products in a
lot of local fairs and shows. The Atari management didn't like
the Messe because cheap vendors dumping hardware at the Messe
always attracted most of the attention.
Another question, does anyone know if there will be a CSS
(Computer Shopper Show) this year. Last year, such a show was in
Cologne, and there were quite nice deals to be made (scanners,
mice etc. -- perhaps just the kind of stuff the Atari officials
didn't like...). Most of the stuff was for Amiga, though.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3026. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 11:58:40 UTC
From: hesche@alaspin.cs.tu-berlin.de
Message-ID: <25a7t9$40h@news.cs.tu-berlin.de>
Source record: 202189

In article <CC7Hrv.MDK@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:

> By the way, does anybody know if there will be a Duesseldorf Atari Messe
> this year?

There will be none.
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

3027. 687d: C-Lisp on Atari St

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 12:03:14 UTC
From: winters@access.digex.net
Message-ID: <25abm2$omd@access.digex.net>
Source record: 202192

Anyone have any experiences using Current Notes ST Library 687d:C-Lisp implementation of Lisp? I just got a copy of it and it seems kind of interesting....

---- Michael Winters

3028. Falcon harddisk partition crash

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 12:42:09 UTC
From: chemmac4.unibe.ch!user
Message-ID: <chemmac4.unibe.ch-230893143233@chemmac4.unibe.ch>
Source record: 202197

Hi,
you know the problem... Partition E: or F: or X: is crashed...
"Drive not responding"... Okay, it's an error in the AHDI driver...
But now you got your new driver... and it's crashing another time...
what's wrong..? You got an "old" Falcon... there is a problem with a
wire... this wire too near of a magnetic spool... and so, all data
is magnetisized... and you know what this will mean... you do not?
okay, hold your favourite gamedisk onto a strong magnet... and try
to load the game!!
what you have to do!!:
open your falcon and bend it away from the spool... first you have
to remove the coverplate... (or so!) or you give the falcon back to your
local dealer... or you order an other guaranteesticker... or you buy a
pc! (hehe)... or you commit a suicide... or you drink some coke...!
Greetings from the alps... DR. CH/|\OS

3029. Family Tree (really TeX)

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 13:27:20 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <25agjo$god@violet.csv.warwick.ac.uk>
Source record: 202195

I'm trying to print out the TeX documentation that came with the
Family_Tree pd package.

The README file indicates that one just needs plain TeX, but this
fails when it finds references to .toc files (presumably table
of contents) and \graphic{...} macros (that appear to be for
including .img files).

Has anyone successfully printed the documentation or can you
suggest anything? I use CS-TeX with a DeskJet 500.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

3030. VGA simulator for TT mono?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 13:28:20 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25aglkINN1k1r@rs1.rrz.Uni-Koeln.DE>
Source record: 202196

Hi folks,

I have a TT with a 19 inch monochrome monitor, and I have neither the $$$ nor the space to afford a VGA monitor. Along with the TT, which I bought used, I got a program called VGA_SIMU, which simulates a VGA display on a TT mono monitor. However, VGA_SINU sometimes doesn't notice changes made to the screen contents, which leads then leads to a partial display of screen updates, or complete failure to display an update, if the changes are only small. All programs that do animations or similar things look like complete garbage with VGA_SIMU. Does anyone know of an update or an alternative to simulate a VGA display on a TT mono display?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3031. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 14:15:51 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Aug23.141551.19261@aber.ac.uk>
Source record: 202198

In article <jorngh.1484.746038043@dhhalden.no> jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>Roger wrote:
>>>my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
>>They still stated that the Falcon is a flop...!!
>
>Suppose the Atari folks for once are right and that
>the machine has sold 7000 in the UK, 4000 in Germany
>and perhaps another 8-9000 in the rest of the world.
>(generous numbers, IMO)
>
>Q: What does that mean ?
>A: That it's a flop.
>
>Who wants to support such low numbers ? How many
>Falcon SPECIFIC titles are available ?

I think I have to agree that the Falcon is not living up to expectations. An estimate of 20,000 units sold so far is probably about right - just consider Ataris' present quarterly turnover figures (10 million dollars), matches about 20,000 units. I saw the Falcon a year ago at the German Atari computer show and as far as I feel, the Falcon has been around that long and they've only sold 20,000 units in that time, also the price hasn't changed, far too expensive. The falcon is already one year old technology, Atari should be thinking about producing an updated model NOW, otherwise it will go the way the TT went, too expensive and too late. With Atari more concerned with the other animal, I don't suppose we're going to see much falcon support from them. If the basic falcon (no memory please, their board is a waste of time - get one of the new simm boards), were 400 pounds I'd probably buy one.

Herb

3032. Problems with Civilization (the game)

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 14:23:47 UTC
From: doucet@ripolin.laas.fr
Message-ID: <10096@laas.laas.fr>
Source record: 202200

I've got some problems with Civilization and was wondering
if anybody else have resolved (or at least by-passed) them ?

(Before starting mourns, I'd like to say I've spent *many* hours
playing Civ with much pleasure. But...)

The more frustating: by the year 1950AD, having discovered all
the advances, I make many of my cities to construct SpaceShip's
parts: modules, structurals, components. Each time, a city
completes its job ("Somewhere constructed SS Component"),
I get a black screen with the following text:
docker.lbm
Program halted.... 0
After a Return, I get to the SS control panel, and there the
parts of the SS are replaced by bits and pieces of some ministers,
or of the last advance I've discovered or... Anyway, nothing
that can resemble to any space ship part... The game
resumes from there, but without seeing what you're building,
it's almost impossible to complete the SS construction.

Another strange one: when a city has a population of 1, it seems
that there's no way for the game to find one of the advisors'
panel: disk drive goes into a *very* long search whose end I've
usually not enough patience to wait for. This happens when
trying to modify production either for my cities or for cities
I've just captured.
(Note: I have no HD, and play with some options: Animation,
Palace, ... turned off).

Yet another one: near the end (~2000AD), when trying
to change a city's production, I get the beginning of the panel
(with all military units) and a "More" option; clicking on More
usually gives the rest of the possible constructs the city can
make; but sometimes this "more panel" consists only of two lines
that say "more", one going nowhere and the other back to the
military units. From there, it's impossible to build something
else than a unit, but no more improvements nor SS parts.

Also, it happened twice that 2 bombs appeared terminating game
immediately: when restarting from a saved game, all went right...

I know it's wise to same game often and that's what I do.
However I'd like to have this great game working well on my comp:
520 STE, 2.5Megs, no HD, TOS 1.62.

Much thanks in advance for any help/hint;
also I'd like to exchange ideas with other Civ players.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| "On dit que la lumiere du soleil va tres vite, en |
| attendant elle met toute la nuit avant d'arriver."|
| (Anonyme, XXeme siecle) |
+--+

3033. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 14:24:10 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CC7uoB.2Lp@cs.ruu.nl>
Source record: 202001

In <2c78583c@cindy.ct.se> rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:

>In a message of 22 Aug 93 13:07:36, Sheppard_r wrote:
>
>S> >Get a VGA monitor and there will be no flicker AT ALL.
>S>
>S> And no more True Colour or Overscan, gee I don't think you are with it at
>S> all
>
>True Colour works just fine on VGA.

And Overscan is redundant (you get the same resolutions).
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3034. Syquest's address

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 14:37:32 UTC
From: ad533@yfn.ysu.edu
Message-ID: <25aknc$j8p@news.ysu.edu>
Source record: 202015

Hello everyone. I am purchasing a used Syquest 88meg removable hard drive. The problem is that there is no documentation with this unit. Does anyone have an address or phone number where I can reach Syquest and request this information. Thanks in advance for the help. Kevin

3035. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 14:56:46 UTC
From: blk@mitre.org
Message-ID: <BLK.93Aug23095646@vanity.mitre.org>
Source record: 202002
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

```
>* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
> mixture).
>
> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
> Jaguars and Lynxes is tantalizing]

That is fascinating. Think of how two player sports simulations could
be improved by including a "private screen" like an attached lynx for
input of selected moves or plays. Or several lynxen with first person
views, and a central screen with a "battle view".

I wonder how much market would be restricted for a game design which
requires use of a lynx (or three)? Might it be that most Jaguar
owners would also own lynxen?

--
Brian L. Kahn "In theory, there is no difference between theory and practice.
blk@mitre.org In practice, of course, there is."
```

3036. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 15:12:09 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug23.151209.21831@dcs.warwick.ac.uk>
Source record: 202003

In article <memo.587017@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
<Almost exactly what I was about to post with before the link went down>

Roger wibbled:
>>Yes I think you should be in all the Worlds Kill files with comments like this,
>>how old are you, a kind of a comment from a Teenager...

ogal@cix replied:
>On the contrary, I actually get paid for writing my opinions. Wish I was a
>teenager...

Calling somebody a teenager seems to be the best put down good old Bodger can
come up with - you're at least the second person who has been wrongly accused
in the last few days.

However, beware - simply following up to Roger's articles will probably lead
some people to put you in their kill files.

>
>Ofir ogal@cix.compulink.co.uk
>

Oh, and I was going to ridicule the spurious capital letters he comes out
with when he gets excited, and the incredible 3 dots at the end of sentences
that have become synonamous with the phrase "The previous sentance was utter
rubbish".

I won't mention his spelling for obvious reasons :-).

- Leo

3037. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 15:51:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <25ap2rINN79l@golem.wcc.govt.nz>
Source record: 202026

In article <2c78583c@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
>In a message of 22 Aug 93 13:07:36, Sheppard_r wrote:
>
>S> >Get a VGA monitor and there will be no flicker AT ALL.
>S>
>S> And no more True Colour or Overscan, gee I don't think you are with it at
>S> all
>
>True Colour works just fine on VGA.

Gee and you know more than Atari does, you should tell them this...

This is not what I have been reading many many times..??

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3038. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 15:54:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <25ap84INN79l@golem.wcc.govt.nz>
Source record: 202027

In article <2c78589a@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
>In a message of 22 Aug 93 13:07:49, Sheppard_r wrote:
>
>S> STR stated that there were less than 1000 in Europe and that support was
>S> droping fast..
>S>
>S> They still stated that the Falcon is a flop...!!
>
>Why read a mag that has never been right about anything?
>
>I stopped reading it almost a year ago, it's also BANNED from my BBS since they
>do noting but spread lies.
>
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

So the Forbes Report was also a lie to...

It back up a lot of thing that STR was stating..

No get your head out of the sand and be real.....

Another Atari bigot here I see..........

Roger..... sheppard_r@kosmos.wcc.govt.nz

3039. Atari 1040 System 4Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 15:55:19 UTC
From: jku@netcom.com
Message-ID: <jkuCC7yw7.GHC@netcom.com>
Source record: 202004

I have the following Atari 1040 System. I'm looking
to sell the whoooole thing. I'll be moving soon and I really
don't have the room to take it with me. You can e-mail me
at jku@netcom.com.

System Description
- Atari 1040ST w/ 1MB Memory
- SM124 HiRes Monochrome Monitor
- SC1224 Color Monitor
- MegaFile 30; 30MB HardDrive
- Spectre GCR w/ Roms
- Monitor/Printer Stand
- 1200 Baud Avatex Modem; no serial cable
- Assorted Programs

I can delivery to anywhere in the SF Bay. I'll entertain
any resonable offers.

Later,
James

--
/\
//\\
James Ku \\//
jku@netcom.com /\ \/ /\
NeXTMail Accepted but Not Preferred //\\ //\\
Mountain View, Ca \\// \\//
USA \/ /\ \/
//\\
#import <std/disclaimers.h> \\//
\/
--

3040. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 15:58:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25apebINN79c@golem.wcc.govt.nz>
Source record: 202028

```
] >True Colour works just fine on VGA.
]
]
]
] Gee and you know more than Atari does, you should tell them this...
]
]
] This is not what I have been reading many many times..??

You notice he chopped out the 'Overscan does work' bit.....

Somewhere said that the 65536 color mode would work if you had a Multi-Sync
S-VGA Monitor. Anyone shed any light on this!?

/----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\----------------------------------------------------------------------/
```

3041. Sinclair wins Jerk of the Week Award

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 16:43:52 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Aug23.124352@helix.nih.gov>
Source record: 202005

No, that's not Clive Sinclair; I'm refering to Peter Day-Sinclair, who hit an all-time high for offending as many people as possible by a triple re-posting of ca. 200 line message with no new remarks (not that anyone wants to read his drivel). Once several people complained about having to pay download fees for newsgroups, the epitome of clueless morons discovered he could strike at Atari owners wallets, and has had the bad taste to do so.

This same idiot consistently posts price lists for Mac Centris systems in this newsgroup, and otherwise snipes at the Falcon. The dunderhead (dumkopf) won't take the hint about posting such discussions in comp.sys.atari.advocacy, where we can safely ignore them, but persists in annoying us all, despite pleas for sanity by E-mail and in the comp.sys.atari.st newsgroup.

By all means, send mail to his postmaster, or you could try root as well; mail to sinclap2954@cobra.uni.edu does little good.

By the way, runner-up is that lovable Kiwi, Roger Sheppard :-)

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
Bethesda, MD 20892 USA |
rvenable@helix.nih.gov | -- the Phantom Nerd

3042. Gemulator GEnie Conference <Long>

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 17:22:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug23.172236.28085@newshost.lanl.gov>
Source record: 202006

```
==========================================================================
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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========================================================================

Wednesday Night Real Time Conference

August 18, 1993

Host - Brian H. Harvey

Guest Speaker - Darek Mihocka
BRANCH ALWAYS SOFTWARE

<[Host] BRIAN.H> On behalf of the Atari ST Roundtable, I welcome all
of you to this BRANCH ALWAYS SOFTWARE Round Table Conference. Tonight
I would like to welcome Darek Mihocka to the ATARI ST RTC!

Welcome Darek, do you have a few words to begin this evening RTC?

<BRASOFT> Thank you for coming to the BraSoft Gemulator RTC. I'm
Darek Mihocka of Branch Always Software and the creator of Gemulator,
ST Xformer, and Quick ST. Gemulator 3.0 is an Atari ST emulator that
runs on DOS, Windows, and OS/2 based PCs, and emulates virtually 100%
of the Atari ST: the 68000 chip, 4096 color graphics, sound, 300-9600
baud modem port, printer port, mouse, keyboard and numeric keypad,
real time clock, floppy disk controller, hard disk controller, MFP
chip, and TOS. Gemulator can run Calamus SL, Pagestream, Pha$ar, GFA
Basic, etc. and most other Atari ST software.

Gemulator is an alternative to buying a real Atari computer and it
also provides enhancements over a real ST, such as higher disk
capacity, a larger memory limit, and much better graphics. So if
you're curious about Gemulator, now is the time to ask me. Gemulator
3.0 goes on sale in about 2 weeks and will also be shown and sold at
the Glendale show next month.

After this CO you can also download file #29642 with more information,
or write to us at:

Branch Always Software
14150 NE 20th St. #302
Bellevue, WA 98007
```

to receive a newsletter with Gemulator 3.0 info. But everybody feel free to ask me questions about it now!

<[Host] BRIAN.H> First question, Darek, PMC is not the sole distributor for your product anymore? Who should dealers contact?

<BRASOFT> PMC handled most North American distribution of Gemulator for the 11 months it has been on the market so far. But I've just recently picked up additional dealers like Toad Computers, Rising Star, Floppy Wizard, Xanth, and others who will all be carrying Gemulator 3.0. Dealers interested in carrying should contact me directly now. Until the Glendale show (one month from today) most of the dealers I just mentioned will have an introductory price on Gemulator 3.0 for $199 (including TOS 2.06 ROMs).

<[Host] BRIAN.H> What are you doing to get other developers to have their products GEMULATOR compatible?

<BRASOFT> Last summer and again this summer I'm doing a product swap with many Atari ST developers. I give them a Gemulator and they give me the latest copies of their software. This has been one way that Gemulator's compatibility has been made very high. About 20 developers, including DMC, Gribnif, Codehead, Fair Dinkum, Dave Beckemeyer and others have participated in this. By Glendale I will have a newer compatibility list of software. The one I uploaded has about 70 programs listed currently, but that is by far not a complete list of compatible ST software.

<[Host] BRIAN.H> Thanks Darek! Up next to the podium is Doug Hodson. GO Doug!

<D.HODSON> Is GEMULATOR compat with DOS 6.0 and Double Space?

<BRASOFT> Yes on DOS 6 and yes on Double Space. You can store ST files on a double spaced or "stacked" drive. You can't perform direct sector I/O to a stacked drive, but almost no ST software does this anyway.

<[Host] BRIAN.H> Next in line to the mike is T.Jones. Come on down and ask away!

<T.JONES21> How much hard disk space does Gemulator 3.0 require? And how about ICD drivers (your press release only mentions SUPRA and HDX)?

<BRASOFT> Gemulator requires 1.3 meg of hard disk space, plus any hard disk space you use to store your ST files of course. Gemulator can access your C: D: E: and F: hard disk partitions giving you total online storage of up to 128 meg. The press release mentioned the Supra and HDX drives. I just haven't recently tested with the Supra driver, so that's why I didn't include it. Any driver, whether Supra or HDX will work equally fine.

<[Host] BRIAN.H> Nice question. Ok, up next is Tim.

<[Tim@TWP] P-DIRECT2> I was just wondering... does ANSITerm work on the Gemulator? It does quite a number of 'illegal' things, but it works just fine on the Falcon, amazingly enough.

<BRASOFT> I've never tried ANSITerm so I can't say for sure, but I can verify that Flash, Interlink, Stealth, and the VT52 emulator accessory all do work right up to 9600 baud. It doesn't matter that a program does "illegal" thing. Gemulator emulates the ST hardware, it is not just a TOS emulator. So you can run programs that access hardware directly, or write to screen memory directly etc. Gemulator takes those "hardware peeks and pokes" and converts them to real hardware accesses on your PC. A lot of programs might not run on the Falcon due to hardware differences and differences between the 68000 and 68030. But Gemulator emulates the 68000 chip giving you maximum compatibility.

<[Tim@TWP] P-DIRECT2> Thanks.

<[Host] BRIAN.H> Next in line to the mike is Ed from Vancouver, CANADA. Come on down and ask away Ed!

<[Ed] E.MUI> Does Gemulator require any special partition of it's own or can you use the IBM hd just as if it was an ST hd? Also the max baud rate is 9600? Why can't it go faster?

<BRASOFT> Gemulator _does_ not require its own partition. Since MS-DOS and GEMDOS format disks the same way, you can freely put ST files on any ST floppy or hard disk partition smaller than 32 megabytes. Beyond 32 megabyte partitions, MS-DOS and GEMDOS do use different formats, so Gemulator provides a feature called "virtual partitions" to allow you to use 32 megabytes of any hard disk partition, large or small. Thus the 128 megabytes of possible storage: 4 partitions * 32 meg = 128. As for the baud rate, how much higher would you like to go? 19200 is about the standard max on PCs.

<[Ed] E.MUI> Recently I've heard about Geneva, will that work as well on the Gemulator?

<BRASOFT> Yes, Gribnif is one of the developers that provided us with their software. I have the Geneva beta up and running no problem. In the Gemulator newsletter you'll see a screen dump of Geneva.

<[Ed] E.MUI> May I get a copy of the newsletter?

<BRASOFT> Sure. After the CO just email me your mailing address.

<[Ed] E.MUI> Ok, thanks a lot and I can't wait to see the Gemulator.

<[Host] BRIAN.H> Thanks Ed. I liked those questions! Next we have the honour of having Charles Smeton to ask a thought provoking question or two. Please speak Charles!

<C.S.SMETON> Darek, you just sort of touched on my question. FAX operation requires 19200 baud. This is a hardware thing that can't be changed in the FAX Modem.

<BRASOFT> I've personally tested XMODEM transfers at 9600 baud. 19200 is definitely possible on a PC, and I'll need to test that out with a null modem cable since I don't have a 19200 baud modem. So don't take the fact that I said "300-9600" as meaning it won't do 19200, I just haven't tried it. I'll let you know in a few days when I get a chance to do that.

<[Host] BRIAN.H> Go again Charles!

<C.S.SMETON> The PC BIOS supports 9600 directly, 19200 requires some hardware fiddling... Any V.42bis type of Modem should auto baud up to 19200, even a 2400 with V.42bis..

<BRASOFT> Hardware fiddling is what Gemulator does. <grin> We should talk about a product swap.

<C.S.SMETON> Sounds good.I have another question... Any chance of a Hybrid between a Gemulator and Spectre ?

<BRASOFT> Dave Small and I had a long discussion about that at the Glendale show last year. Apparently he decided against it and as you may have seen has been posting messages on the Gemulator topic here on GEnie making sure SPectre doesn't even RUN on Gemulator. I don't know why Dave would want to prevent his customers from running Spectre, but I am abiding by his wishes and Gemulator is crippled in the sense that you cannot run Spectre on it. I do allow you to run other Mac emulators like Magic Sac, and Dave hasn't had a cow about that.

<C.S.SMETON> OK, one last question... How about porting NT to the Atari hardware -- that would even out do Gemulator.

<[Host] BRIAN.H> hehe. Comment Darek?

<BRASOFT> I guess. For what purpose though? A PC is cheaper than an ST, so if you need an NT platform, it's cheaper to just use a PC.

<[Host] BRIAN.H> Thanks Charles. Me again. This goes along with Charles hybrid question. Are there any other products planned for BAS? What about Amiga emulation? What about your own MAC emulator?

<BRASOFT> If you've been reading the previous newsletters, you will know that I am working on an emulator for the PC to emulate something other than an ST. That's still in the works but not ready for prime time, so that's all I'll say for now. Maybe at next year's Glendale show (probably sooner) I"ll have a working product to demo.

<[Host] BRIAN.H> Thanks Darek. Up again is T.Jones. Go!

<T.JONES21> Your press release states that there are 8 ROM sockets on the card. Are these in addition to the sockets used by the included TOS 2.06 ROMs?

<BRASOFT> 8 ROM sockets on each card. TOS 2.06 occupies 2 of those, leaving 6 more sockets free for other ROMs. This can be a 6-chip set of TOS 1.0, TOS 1.2, or TOS 1.4, or 3 2-chip sets. You can also plug

in up to 4 Gemulator cards into your PC for a total of 32 ROM sockets. Gemulator will detect them automatically and give you a menu of ROMs that it detected. Then you simply pick from the menu and it boots up using that TOS version. This allows you to VERY easily switch from running TOS 2.06 to some other version for software that doesn't' run on TOS 2.06.

<T.JONES21> Wow! That's really versatility! With the Gemulator currently running on Intel hardware, are you giving any thought to a version which will run on the upcoming PowerPC RISC chip?

<BRASOFT> That all depends on whether PowerPC machines will have similar slots to regular PCs. From what I just read in this month's issue of BYTE, it's looking like the PowerPC will emulate the 486 and so I can envision a PowerPC based PC that has regular PC style slots and offers full 486 compatibility. But that's up to Apple and IBM and Motorola to decide.

<[Host] BRIAN.H> anymore T.J.?

<T.JONES21> Also, are you going to do 68030 TOS code emulation?

<BRASOFT> At the moment probably not. There isn't really any 68030 specific software out there, and the 68030 TOS (like TOS 3.06 or TOS 4.02) doesn't really provide anything that you don't get using TOS 2.06 and MultiTOS/Geneva. (actually, if you want 3-D dialog boxes like on the Falcon, just use Geneva on your ST)

<T.JONES21> Thanks for all the good information. I'm excited about the Gemulator and I don't even have a PC but I'm going to go see TOAD tomorrow!

<BRASOFT> Good. Toad does have a beta of Gemulator 3.0 that you may be able to look at. They'll have the real product in about 2 weeks.

<[Host] BRIAN.H> Thanks. You even asked questions that other in the line were going to ask! Thus real good questions [grin]. Up next is Doug Hodson again. Go Doug!

<D.HODSON> Does the Gemulator support higher resolutions than a standard ST?

<BRASOFT> Yes. Because the PC's VGA card supports 640x480 color graphics standard, Gemulator lets you take advantage of that. So in addition to 320x200, 640x200, and 640x400, Gemulator lets you do 640x480 in color and monochrome. IF you have a VESA compatible SuperVGA card, you can also do 800x600 mono and color. That's twice the resolution of regular ST monochrome and 7 times the resolution of ST 16 color mode. It makes for really kick butt desktop publishing, and is fully supported by Pagestream and Calamus SL. Most other GEM based software also supports 800x600.

<D.HODSON> Thats all, thanks.

<[Host] BRIAN.H> What is your vision of the future of Atari ST(E)/ Falcon? Can it be a positive future? I know I hope it is. You must have hope in it to sell an ATARI emulator

<BRASOFT> Well certainly there are still a lot of developers out there putting out some very nice software. That's why I'm working with developers to make sure their software can be certified as Gemulator compatible. But Gemulator on a PC is an Atari ST clone, so I am competing with Atari in the area of hardware. You can buy an ST, or an STE, or Mega ST, or TT, or a Falcon, or a "gemulated" PC. It's just another hardware platform. Since we are up to almost 600 Gemulator users already, I believe this already exceeds the number of Falcons out there and is catching up closely to the number of TTs. So in the future I would hope that people will treat a PC with Gemulator as just another model of the Atari ST.

With such wide availability of PCs and their cheaper and cheaper prices, it's an economically good decision to buy an ST clone. And the more of these there are out there, the larger a market Atari developers will have to sell to. Atari themselves have not done such a great job of expanding the market and is on their way to choking their own market by never having machines ready or available. So, the future for Atari the company may not be so bright (has it ever been) but that's no reason people can't be using Atari software 10 or 20 years from now on a PC.

<[Host] BRIAN.H> I would like to know what changes are planned for the future for GEMULATOR? I know you are just releasing version 3.0, however I am really interested in its future. You mention a few thing already but what else?

<BRASOFT> Well, as I add more and more features that emulate more chips and ports of the ST, it raises the compatibility of Gemulator. Right now the big gaps are joystick port support and MIDI port support. You'll probably see those in a future release. I'm also always working on speeding up the emulator and improving its limits. Already it double's the ST's 4 meg RAM limit to 8 (EIGHT), doubles the floppy disk capacity to 1.44 meg, double the screen resolution, but those can all be pushed more. 1024x768 is something I'd like to support in the future, especially if people start writing more and more software for the Falcon's and TT's higher graphics modes. So those are a few things. But a lot of features I add to Gemulator are as a result of existing Gemulator users giving me suggestions or ideas to improve it, so who knows. As an example, people hated the fact that when you ran Gemulator 2.1 you had to always specify the TOS version and the amount of ST RAM you'd like to emulate. So I automated that in the form of an INI file and preset settings. You can now literally turn on your PC and a minute later have the Atari ST desktop (or an program) running on the screen without any typing on your part. So it's like turning on a real ST!

<[Host] BRIAN.H> Thanks. Ok, Offy will take his turn at questioning Darek about GEMulator. Go Offy!

<OFFY> How do you use things like Spectre GCR, digitizers, and scanner carts?

<BRASOFT> You don't. As I explained Gemulator specifically prevents you from running Sprectre as per the wishes of Dave Small. But other than cartridge ROMs, you can't plug in non-ROM cartridges like digitizers. That could be a possibility for a future version but would require additions to the card. Possibly a higher priced version of Gemulator.

<OFFY> Ok. In realistic figures, what PC is required to emulate my Mega STE in 16Mhz/cache mode, cycle for cycle?

<BRASOFT> The emulation works such that for every 3 clock cycles of the 486 you emulate 1 clock cycles of the ST. So to emulate an 8 Mhz ST, you need a 25 Mhz 486 or 486SX. To emulate a 16 Mhz Mega STE you need a 50 Mhz 486. The 3:1 ratio is a good rule of thumb. On the 386, which is a slower chip, it is a 5:1 ratio. So a 40 Mhz 386 is roughly equivalent to a 25 Mhz 486SX, meaning it emulates roughly an 8 Mhz ST.

<OFFY> Finally, how are you handling the sound of a normal ST or STE? Do you utilize the Soundblasters, etc to at least provide the true sound of the ST machines?

<BRASOFT> Yes, actually any AdLib compatible card (and the Sound Blaster is a clone of the AdLib) will work. Gemulator emulates the 3 voices of sound of the ST and Mega ST. It does not emulate the stereo sound of the STE, but that's a possibility on the Sound Blaster Pro for a future version. Let me just add that when buying Gemulator, a lot of ST dealers now also sell PCs and will even allow you to trade in an ST for a PC. Those of you who read ST Informer have probably seen the ads from Rising Star about that. Last I heard, they sell a 33 Mhz 486 with Gemulator and a 200 meg drive for about $1500, less if you trade in an ST. So check around, keep the 3:1 and 5:1 formulas in your head and buy yourself a good system.

<[Host] BRIAN.H> OK, Offy, anymore?

<OFFY> What feedback do you get from ST or STE owners that have switched to PC and purchased a GEMulator to get back to the feel of a real computer? Do they miss the features that you are still working on implementing? MIDI, stereo sound, etc?

<[Host] BRIAN.H> good question!

<BRASOFT> Joystick support and MIDI are the big ones. I know last year at the Glendale show there were a lot of musicians interested and asking about MIDI, but at the time there were more urgent issues like improving the hard disk support and graphics. Not many requests for stereo sound yet, but if more really cool stereo sound programs come out then that's a possibility. It's surprising, but a lot of Gemulator users buy it to run some specific program. Perhaps they keep all their records in a specific database, or do all their desktop publishing in Calamus and don't want to start from scratch when they buy a PC. I

myself use Gemulator all the time when I'm on the modem because for 6 years I've used FLASH and have yet to find anything half as decent on the PC. I"m doing this RTC right now in FLASH and can't imagine doing it in WinTerm or Procomm or anything like that. That's one of the reasons I added modem support. <grin>

<[Host] BRIAN.H> Up next is DMJ owner and operator, Damien (Splat!). Go Damien!

<[Splat!] DMJ> I just joined the conference, Darek, so if I ask something that's already been covered, please forgive me. <g> What's the GEMulator's current compatibility with GEM programs?

<BRASOFT> Glad you could join us Damien. Not including software that uses MIDI ports or the joystick or is timing dependent (typically copy protection schemes), Gemulator should run 100% of your GEM programs, whether they use "legal" TOS/GEM calls or whether they access hardware directly. Talk to me later about the product swap deal I have for developers like yourself.

<[Host] BRIAN.H> anymore Damien?

<[Splat!] DMJ> More questions in a bit, but for now, I assume anything that writes directly to the video hardware wouldn't run too well.

<BRASOFT> no, no, that's not what I said. It's perfectly ok for a program to write to video hardware. Gemulator DOES NOT emulate TOS. It just runs the TOS ROMs as straight 68000 code, just like any other program. It traps all accesses to hardware and converts them to PC hardware references. So you can peek and poke to screen memory, to the hard disk controller, sound chip, whatever. Gemulator takes care of all that.

<[Splat!] DMJ> After doing some Windows programming myself, I've gained a new appreciation for TOS and I can imagine how much trouble GEMulator must have been to put together. About how much does the card & software cost?

<BRASOFT> First, Gemulator is not a Windows specific program, so you can run it just fine from DOS. The card with emulation software and TOS 2.06 ROMs has a list price of $229 although the street price is $199 at most of the mail order Atari dealers. See file #29642 in the ST library for a list of dealers.

<[Splat!] DMJ> Thanks, that's all for now... but if I get a chance I've got a few more, for later.

<BRASOFT> Ask now. The RTC will be over soon!

<[Splat!] DMJ> There's more people waiting to ask questions, I don't want to shut them out.

<[Host] BRIAN.H> up next is Doug from ... Rising Star. Go Doug.

<D.HODSON> How long before MIDI support?

<BRASOFT> Whenever I get to it. I don't know when the next Gemulator after Gemulator 3.0 will be, and I don't like to set expectations by giving dates. That's Atari's practise, and it's bad. I have released 4 versions of Gemulator in 11 months, so probably not too long into the future.

<[Host] BRIAN.H> anymore Doug?

<D.HODSON> Understand, just was thinking of a PC/ST portables.

<[Host] BRIAN.H> Have the planned audience for your product been smaller or larger than expected? Also, has BRANCH ALWAYS SOFTWARE been a success in your opinion? That is, Darek did you believe you would be where you are today? (The two questions tie together.)

<BRASOFT> Well, the potential audience is each and every single Atari ST user out there. 600 is obviously not all of them. <grin> But about 18 months ago when I first started demoing Gemulator at shows, I figured I'd do well if I sold 100 units. All of the original pricing was based on the cost manufacturing and shipping 100 Gemulator boards. That's why originally I was talking about a $300 or $400 emulator. But as you know, the more hardware you make the cheaper it gets, and when over 200 advance orders for Gemulator came in before it even shipped, I knew that was a good sign! 600 is more than I expected by this point, and with all the new dealers signing on to sell it, I have no doubt it will sell thousands of units over the next few years. That definitely makes me happy! <grin> I have no regrets about what I did 18 months ago, which was to sell off the Quick ST product to Codehead. Codehead has made some nice improvements to it and at $229 instead of $24.95, I can't complain about the profit margin on Gemulator either. <grin>

<[Host] BRIAN.H> Glad to hear it Darek! If it helps ATARI developers, it helps all of us. Last question of the night, Darek, what is the upgrade policy for owners of older versions of GEMULATOR?

<BRASOFT> It's a very inexpensive upgrade. $30 from any earlier version if you upgrade by September 3. By that date we'll already start shipping the product to dealers and be shipping the upgrades. After September 3 the upgrade cost will be $60 and you may have to wait as I"ll be headed for Glendale. So the sooner you upgrade the sooner you get to use 800x600 graphics, sound, modem, and all the other new cool features!

<[Host] BRIAN.H> We're drawing to a close for the formal portion of the BRANCH ALWAYS SOFTWARE RTC. Before I put the room into Frenzy Mode, do you have any closing words, Darek?

<BRASOFT> Well, I just want to thank everyone for coming! Email me if you have any questions. Don't be afraid to ask. Thanks.

<[Host] BRIAN.H> I wish to thank you Darek for making it here tonight.
I also wish to thank all the attendees for their questions and
patience. In frenzy mode ...now!

End of Formal RTC

****

Be sure to stop by on Wednesday, Aug. 25th for our next RTC with Bob
Luneski of Oregon Research Associates. Bob will discuss the exciting
new disk doubler DATAlite. Setting a new standard for transparent real
time disk compression on the Atari, be sure to attend for the chance
to take one home as a DOOR PRIZE! For more information, type "ST" and
go to CATegory 33, TOPic 16. Your host will be Brian Harvey. See you
then.

3043. Wanted: Window-using Gnuplot port

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 18:11:34 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25b18mINN1bo5@rs1.rrz.Uni-Koeln.DE>
Source record: 202009

Hi folks,

is there a port of Gnuplot that uses GEM windows (as opposed to the
whole screen) for screen output? The current port (sorry, I don't have
the version number handy) clears the entire screen and plots on it,
which tends to be a bit of a problem with MultiTOS.

Oh -- I'd like to ask the same question for GhostScript.

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3044. Re: Sinclair wins Jerk of the Week Award

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 18:19:17 UTC
From: sjg@asterix.ph.kcl.ac.uk
Message-ID: <25b1n5$39r@sol.ctr.columbia.edu>
Source record: 202008

} No, that's not Clive Sinclair; I'm refering to Peter Day-Sinclair,
} who hit an all-time high for offending as many people as possible
} by a triple re-posting of ca. 200 line message with no new remarks
} (not that anyone wants to read his drivel). Once several people
} complained about having to pay download fees for newsgroups, the
} epitome of clueless morons discovered he could strike at Atari
} owners wallets, and has had the bad taste to do so.
}
} By all means, send mail to his postmaster, or you could try
} root as well; mail to sinclap2954@cobra.uni.edu does little
} good.

I seriously considered setting up an account on one of our machines
that doesn't do very much, and using crond to mail him something
like /usr/dict/words every 2 minutes... I didn't, because I'm a
"nice" (hah!) person. He's a real pain inthe ar*e though.

Simon.

3045. Re: Atari PLEA FOR HELP...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 18:36:43 UTC
From: rrice@netnews.upenn.edu
Message-ID: <142636@netnews.upenn.edu>
Source record: 202010

j_george@vger.nsu.edu wrote:

: Hello,
: I have a friend that has an Atari ST (not sure of the other model specifics)
: and she's in desperate search for a genology program. Her husband has checked
: around this area (Tidewater, Virginia USA) and found no Atari support. If
: anyone knows of a commercial or shareware geneology package, please leave
: me e-mail with the details. As a matter of fact, if anyone has a list of
: Atari software/hardware suppliers/clubs/magazines, I'm sure they'd appreciate
: it.
: j_george@vger.nsu.edu

AHA! When Mom got the old 1040STf, Geneology was her top priority! It just so happens that I can help you!

We experimented with the demo availble from BRE software for the program from Flying Pigs--drat, can't recall the name. It was a nightmare, and the developer wouldn't answer Mom's phone calls---SO...

We went to Compute Your Roots--bought it from Toad computers, but is probably availible elsewhere. Mom had loved the 8-bit version, she loves the ST version, which works in color or monochrome, is easy to learn, and was written by a friendly and decent individual who HAS answered Mom's question. It prints geneology charts, allows the insertion of lengthy ASCII notes, and processes linkages in a variety of different ways. Trust me, also--Mom has really tested the thing. LDS fields optional, you'll know what that means if you want that.

Good hunting!

rrice@mail.sas.upenn.edu

3046. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 18:39:13 UTC
From: sys1@exnet.co.uk
Message-ID: <CC86HE.JMz@exnet.co.uk>
Source record: 202022

In article <afonseca.0bjo@terapin.com> afonseca@terapin.com (Alberto Fonseca) writes:
>Hmm.. Very intersesting message here.. It really got me thinking.. I own an
>ATARI 1040 STE, and am selling it to upgrade to a much bigger/better computer.
>The truth is, I guess I could keep this system and do what I need to do with
>it, but I want more for myself.. I want a powerfull computer with the ability
>to multi-task, and that has alot of great software to explore.
>

I know what you are on about. The problem is, as far as I can see, that
mega-machineitus is completely incurable. I have a problem with it myself.

I mean, for word processing there was a time when a 48K Atari 800 would do,
or a 16K spectrum. *sigh* no more. These days a 640K 286 isn't good enough
for the job. It is *silly* but people actually seems to believe they really
cannot do anything without oodles of memory and more MHz than fingers.

I blame marketing. Nothing feeds the "I want" troupe like marketing.

But then I see marketing as the ultimate distorter, making features out of
kludges, and hammering good products because they lack glamour.

>I naturaly am thinking of the Falcon 030. Its close to my STE in terms of the
>OS, and allows multi-tasking, etc..

Ohhhh, so am I, so am I. Gimme gimme gimme:)

>But I would love to be compatible with the
>"industry standard".. Being able to say, yes I have Word Perfect at home.. Or

Ohh, so would I. But is it that important. I use LaTeX as my one and only
text processor and I *love* it. It doesn't sparkle, it doesn't shine and
it is not user friendly, but I am very fast with it and I have complete control,
and I can mail the source file anywhere in the world and the output can
recompiled from that.

You only need *one* good text processor.

>being able to go to almost any store and browse through a library of software,
>with many new titles. I can either get a Falcon 030, or an IBM 486. Of course
>the 486 would be alot faster, more powerfull, offer better graphics, same
>sound.. I don't know if there would be very much of a price difference either..
>And I would instantly know ALOT of people that I could talk to about computers
>without them saying, "ATARI makes computers?", and being able to share files..
>If I got a Falcon030, I would have a computer I feel more confortable with,
>always having used ATARI's from 8-bit to STE, and being different from the
>rest. But there isn't much software, and no security.
>

This is my problem too. I have money to spend (indeed it is burning a hole in my pocket) and I want a computer. The problem is I have a sun 3/50 that does for my comms and word processing but I keep thinking it is a waste of space because it does not *inspire* me. my flatemate has a 486DX2-50MH which bores me silly and for the life of me the Amiga just leaves me cold (It has the i/o abilities of a potato, but without the looks:)). Lets face it, for the work I do the set up is almost perfect. Why do I need another machine.

I want to be inspired, I want to create, I want options. No other machine sparks my interest like the Falcon. I mean that.

I also want to play games. But *the* games machine (the Amiga) is just a one trick dog, it can do graphics. To expand at all you need to buy and buy and buy again. The same goes for the IBM.

But there is no security on the road I am going to follow. I **want** the Falcon 030. So that is what I will get. And if anyone wants to start a software co operative to support it all they need do is email me.

>What about Mac and Amiga? Some may be wondering.. Mac is a great computer, but
>not as supported as IBM, simple as that.. Amiga, is like ATARI, very iffy, and
>I don't like it.
>

I would buy a mac over the IBM, and Amiga? well, haven't commodore just made it the heart of their CD^32 games console. Haven't they just admitted what people have been saying for years?

>I know alot of you only need a computer to do what you NEED to do, or maybe
>some may need it to do specific things.. For me, computers is a hobby. Yes, I
>need to do Word Processing, Telecommunications, Programming, and games.. Thats
>all I NEED to do, but I WANT to do much more.. I have not decided one way or

My needs are met by my current set up. My wants....I want a Falcon.

>
>afonseca@terapin.com

Xavier

3047. Re: Jaguar commercial idea (some stuff borrowed) just for fun...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 19:18:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug23.141836.15854@cobra.uni.edu>
Source record: 202011

In article <1993Aug23.040008.22957@mnemosyne.cs.du.edu>, rcarter@nyx.cs.du.edu (Ron Carter) writes:
> Camera pulls slowly back to reveal:
> Close up shot of the eye of a live Jaguar.
> Drums start beat.
> Jaguar begins to run, zigging and zagging; camera follows.
> Drums beat faster.
> Jaguar jumps high in the air, as if pouncing on prey.
> Jaguar gutteral roar.
> Halfway through leap, animal Jaguar morphs into Atari Jaguar.
> Roar heard throughout morph, with echoes.
> Closeup of Jaguar landing on top of color monitor.
> Camera pulls back to reveal:
> Computer generated image of animal Jaguar running on screen.
> Camera continues pull back to show:
> Two teens playing Jaguar "game".
> Fade to black with super lettering in white:
> JAGUAR (fade to) ATARI (fade to) TOMORROW (fade to) TODAY
> Fade to black. Drums in background over entire ending.

The Jaguar will be an awesome machine, But Atari is too cash poor to fund commercials.

Peter

"What do you do with one billion in cash -- Apple Computer"

>
> --
> Ron Carter \ Director \ Center for the Study of Creative Intelligence
> CSCI \ Denver, CO USA \ "The imagination is a dangerous thing."
> rcarter@nyx.cs.du.edu \ - Tropicana Twister promotional t-shirt

3048. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 19:29:41 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug23.192941.11035@btree.uucp>
Source record: 202012

In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Hold the phone....
>
> Who says you have to spend $2500 to $3500 for a "decent" hardware
>setup.. (even considering currency conversion) that is an excessive
>figure for a "decent" PC. The system I built was just over $1000.
>A very good ready-to-run system should run about $1200-$1500.

Yeah, but suppose you want more than just a "decent" system? Suppose you want something with power equivalent to the Atari Falcon? You've got to buy a high-end MS-DOS box ('486 @ 66 MHz) to even come close. Surprise: you're talking $2500 to $3500. To do better, you're talking about a $5000.00 pentium.

-- George Crissman

* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *

--

3049. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 19:42:46 UTC
From: renfro@bnr.ca
Message-ID: <25b6jm$16e@crchh327.bnr.ca>
Source record: 202013

In article <257573INNq9t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
<stuff deleted>
|>
|> And no more True Colour or Overscan, gee I don't think you are with it at all
|>
|> PLUS I never posted any thing to do with Flicker at all, just a report
|> from STR that there is a Big problem with interlaced screens, I do suggest that
|> you go back and READ what was posted....!!!!
|>
|>

Well when you post something as descriptive as 'big problems', then I don't think you can complain when someone fills in the holes and comments on what they think you might have meant (like flicker being as big a problem as they have seen).

If you are worried about True Colour modes, you can get a ScreenBlaster and I believe have up to 640x480 True Color (though it is close to that, the exact resolution may be incorrect).

RandyH

3050. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 19:50:26 UTC
From: healy@nosc.mil
Message-ID: <1993Aug23.195026.16144@nosc.mil>
Source record: 202014

Well, I keep Roger out of my kill file because
I find his ranting entertaining :-) I sure
hope he is a better engineer than he is a
speller :-)

BTW, Roger, I am 42, so please don't spew
out your New User Teenager rant.

Mike Healy

healy@nosc.mil

3051. Re: Atari PLEA FOR HELP...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 19:53:42 UTC
From: zap@eskimo.com
Message-ID: <CC89t3.Ky3@eskimo.com>
Source record: 202041

forget the name of the program. It would only allow 15 entries so you needed to get a registered version for sure. Maybe someone else has seen it and can remember the name?

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

3052. STalker >3.2?

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 20:28:58 UTC
From: kfason@csn.org
Message-ID: <CC8BKB.D60@csn.org>
Source record: 202016

Does anyone know if there are any plans to update STalker past 3.2??? I really like it but its starting to lag behind other terms...

Does the author have an Email address? I could just write to him about it? have some ideas and such for it...

thanx!

-Kevin Fason


```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

3053. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 20:44:28 UTC
From: tsang@austin.ibm.com
Message-ID: <CC8CA4.205o@austin.ibm.com>
Source record: 202021
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <BLK.93Aug23095646@vanity.mitre.org> blk@mitre.org (Brian L. Kahn) writes:
>
>>* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
>> mixture).
>>
>> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
>> Jaguars and Lynxes is tantalizing]
>
>That is fascinating. Think of how two player sports simulations could
>be improved by including a "private screen" like an attached lynx for
>input of selected moves or plays. Or several lynxen with first person
>views, and a central screen with a "battle view".

You're thinking too small. The Jag might make a great *server* machine
for a bunch of Lynxen. I can envision a "Jaguar downloader" cartridge
for the Lynx, which would let it bootstrap down the ComLynx from the
Jaguar.

The complex calculations could be done by the Jaguar's processors, then
sent out on the ComLynx as sprite ID's/locations.
(I'm thinking Netrek/Jag-Lynx...)

Then the console/TV could be the "galactic map", while the tactical
screens would be the little Lynxen...

>I wonder how much market would be restricted for a game design which
>requires use of a lynx (or three)? Might it be that most Jaguar
>owners would also own lynxen?

Lots, and probably not _old_ owners, since there just aren't *that* many
of us out there. Imagine, say, $90 for the Lynx, ComLynx, and
bootstrap cartridge... and then you won't need to buy N extra cartridges
for every new game...

Yeah...

--
| "True Love is the greatest thing in the world, except
Donald Tsang | for a nice MLT -- mutton, lettuce and tomato sandwich,
tsang@austin.ibm.com | where the mutton is nice and lean, and the tomato is
| ripe... they're so perky. I love that."
| -- The Princess Bride

3054. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 21:04:24 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug23.210424.166859@zeus.calpoly.edu>
Source record: 202024
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

>> CYBERMORPH is a side-scrolling shoooter, and there was a way to move ahead in
>> the game with a button push (I suspect as a demo), and it screamed the data
>> past the screen F-A-S-T. CYBERMORPH has been renamed to something like "Trevor
>> McFur in Crescent Galaxy" [Uh-huh...]
>>
>> There was also on-the-fly rendering, much like STARFOX, but without the ship
>> "on rails", in the words of [Atari Technical Spokesperson] John Skrutch. You
>> can go anywhere. [Is this CYBERMORPH, or some other game? CM is a
>> side-scrolling shooter, but "going anywhere" requires a first-person
>> perspective...]

I have played Cybermorph. You can go anywhere on the playing area.
It is not "side-scrolling". You use the control pad to move
forward/backwards/right/left.

- mike

p.s. The 3D0 is 32 bits. That doesnt necessarily mean it is slower
than the Jaguar, but judging by the MIPs numbers you listed, I believe
the 3D0 will be significantly slower.

3055. Re: Jaguar commercial idea (some stuff borrowed) just for fun...

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 21:14:34 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Aug23.211434.22444@mnemosyne.cs.du.edu>
Source record: 202023

>sinclap2954@cobra.uni.edu writes:

>>rcarter@nyx.cs.du.edu (Ron Carter) writes:

((Commercial idea of mine deleted by me (RC) to save space))

>The Jaguar will be an awesome machine, But Atari is too cash poor to fund
>commercials.

Well, if you read my post that was just previous to this one, you would
have seen that Atari says they will spend $3 million, 4th quarter 1993,
and $45 million in 1994 on marketing, with the possibility of going to
the public for additional financing in 1994 as well.

Granted, not $1 billion in cash reserves, but $45 million will buy a few
ads for them...

--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \
rcarter@nyx.cs.du.edu \ Are you sure -you- would pass a Turing test?

3056. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 21:59:08 UTC
From: oracle@iastate.edu
Message-ID: <oracle.746143148@pv0a27.vincent.iastate.edu>
Source record: 202030

In <1993Aug23.192941.11035@btree.uucp> crissman@btree.uucp (George Crissman) writes:

>want something with power equivalent to the Atari Falcon? You've got to
>buy a high-end MS-DOS box ('486 @ 66 MHz) to even come close. Surprise:
>you're talking $2500 to $3500. To do better, you're talking about a
>$5000.00 pentium.

>-- George Crissman

>**
>* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
>* George Crissman San Diego, California, USA *
>* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
>* **
>* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
>* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
>**

Don't get me wrong, the Falcon is a NICE machine, I've had one since June, but in most ways it is not nearly as fast as a 486DX66. If you want to do spread sheets, ray traces, and stuff like that then the 486 is probably the way to go.

I feel that the whole argument can best be summed up by saying this: If you want lots of easy to get software then get a 486. But if you like Atari and don't care about having the latest and greatest software every day, then you will most likely be more happy with a Falcon.

I have chosen to take the second path and I'm enjoying the Falcon a great deal. I don't believe that a machine can be 'dead' _OR_ 'thriving' in the short time that the Falcon has actually been available but there certainly seems to be enough things trickling out to keep me happy until the next machine that really catches my eye comes out.

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

3057. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 22:02:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <25bep6$kmb@cville-srv.wam.umd.edu>
Source record: 202025

In article <1993Aug23.192941.11035@btree.uucp>,
George Crissman <crissman@btree.uucp> wrote:
>In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Hold the phone....
>>
>> Who says you have to spend $2500 to $3500 for a "decent" hardware
>>setup.. (even considering currency conversion) that is an excessive
>>figure for a "decent" PC. The system I built was just over $1000.
>>A very good ready-to-run system should run about $1200-$1500.
>
>Yeah, but suppose you want more than just a "decent" system? Suppose you
>want something with power equivalent to the Atari Falcon? You've got to
>buy a high-end MS-DOS box ('486 @ 66 MHz) to even come close. Surprise:
>you're talking $2500 to $3500. To do better, you're talking about a
>$5000.00 pentium.
>

I think a 486DX33 is comparable to a Falcon. The thing is, by the time I outfit one with a all the audio, MIDI, etc.. to do the same job, it would get expensive quickly. Although as a qualifier to that, I'd have to add that some (if not many!) of the components would be of higher quality.

I think the key to buying the right system is to have at least a general idea of the machine's intended purpose and pick from there. The Falcon (to my eyes and ears) seems impossible to top for MIDI and digital audio. Also might be fun to program, too. :)

3058. Announcing... NetHack-- 3.1.3!

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 22:07:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.MkEj9VUZfwo@semprini.tdkcs.waterloo.on.ca>
Source record: 202032
Cross-posted to: rec.games.hack,comp.sys.atari.st,comp.os.os2.misc,comp.os.msdos.misc

Announcing...

NetHack-- 3.1.3!

Yes, finally, the wait is over!

After years of intensive debugging (ok, a couple of hours) I tracked down the vicious shopkeeper bug that was preventing me from releasing NetHack-- to the world.

Watch for the NetHack-- 3.1.3 patch (which requires the NetHack 3.1.3 source code), coming soon to rec.games.hack and alt.sources!

Atari ST/TT/Falcon030 binaries of NetHack-- 3.1.3 will be available on atari.archive.umich.edu (and its mirrors) in Games/nhmm31c.zoo real soon now. Don't download nhmm31c.zip, it's a copy of the buggy binary (with the nasty shopkeeper bug intact).

OS/2 binaries of NetHack-- 3.1.3 will be available on ftp-os2.cdrom.com in 2_x/games/nh31c--.zip real soon now.

DOS binaries of NetHack-- 3.1.3 will be available real soon now; I have to finish building it and figure out where to put it (I don't frequent DOS ftp sites). The DOS binary will require a '386 or better.

Please don't bug me for copies of the patch or the binaries; I'm a UUCP site and will not send anyone copies. Watch rec.games.hack for the patch, and check your favourite ftp sites for the binaries.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3059. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 22:20:23 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Aug23.172023.15863@cobra.uni.edu>
Source record: 202031

In article <1993Aug23.192941.11035@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
> In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Hold the phone....
>>
>> Who says you have to spend $2500 to $3500 for a "decent" hardware
>>setup.. (even considering currency conversion) that is an excessive
>>figure for a "decent" PC. The system I built was just over $1000.
>>A very good ready-to-run system should run about $1200-$1500.
>
> Yeah, but suppose you want more than just a "decent" system? Suppose you
> want something with power equivalent to the Atari Falcon? You've got to
> buy a high-end MS-DOS box ('486 @ 66 MHz) to even come close. Surprise:
> you're talking $2500 to $3500. To do better, you're talking about a
> $5000.00 pentium.

You cannot compare a 16 mhz 030 Falcon to a 486 box @ 66 mhz. IBM sells such a system in a tower case for under $2300(includes OS2).

>
> -- George Crissman
>

Peter

> **
> * Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
> * George Crissman San Diego, California, USA *
> * UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
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> **
>
>
>
> --

3060. Re: Wanted: Window-using Gnuplot (and Ghostscript) port(s)

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 22:52:57 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <25bho9$9io@geraldo.cc.utexas.edu>
Source record: 202033

In article <25b18mINN1bo5@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.d400.de writes:
>Hi folks,

[Question about a GEM version of Gnuplot deleted.]

>Oh -- I'd like to ask the same question for GhostScript.

Mr Kim (and anyone else who might be interested),

Ghostscript 2.52 (atari.archive) can use windows, but not very well.
The port of 2.61, on which I am currently working, should be MultiTos
compatible -- i.e. a well-behaved full GEM application. Text is
redirected to a window, etc.

GS 2.52 looks at an environment variable named GS_WIN to decide whether
to use windows. If you set GS_WIN to "batch" and run GS with the
following options, everything should work as long as your postscript
code does not crash.

gs -q -dNOPAUSE yourfile.ps quit.ps

The -q and NOPAUSE options keep GS from sending anything to stdout. They
do not keep things written to stderr from messing up the screen however,
so it will only work nicely with clean postscript code.

Depending on what MTOS does with character output (I don't have it so I
don't know), you may be able to run GS (with GS_WIN set to batch) and
have MTOS direct stdout/stderr to a window. In that case, you wouldn't
need the -q and -dNOPAUSE options and everything should work fine.

Look in the ST-specific documentation for details of window usage, or
run GS from the gem shell (GemGS, also on atari.archive), which will do
all this for you automatically if you specify the use of windows in the
startup file.

Tim Gallivan
timg@landau.ph.utexas.edu

3061. advice?: jet-printer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 23:00:37 UTC
From: greg@walrus.encore.com
Message-ID: <greg.746146837@walrus>
Source record: 202034

I have an Atari 1040ST (mono) and am interested in getting a bubble jet or laser printer and software for it. My wife is familiar with Word on both Macintosh and DOS, and would want something similar to that. I'd probably try to get LaTeX to work (after adding memory and hard-disk...)

Any suggestions for choice of printer and software?
Is there a port of Microsoft Word to the Atari ST?
Does it come with drivers for jet-printers?
I've seen a couple references to Atari Works?
Finally are there any places in Eastern Massachusetts area that carry such software, and/or where would I mail order it from, etc?

Many thanks,

Greg Schaffer // Encore Computer // 300 Nickerson Rd, Marlborough MA 01752
greg@encore.com

3062. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-23 23:55:47 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug23.235547.13366@jonh.wimsey.bc.ca>
Source record: 202038

crissman@btree.uucp (George Crissman) writes:

>Yeah, but suppose you want more than just a "decent" system? Suppose you
>want something with power equivalent to the Atari Falcon? You've got to
>buy a high-end MS-DOS box ('486 @ 66 MHz) to even come close. Surprise:
>you're talking $2500 to $3500. To do better, you're talking about a
>$5000.00 pentium.

You're dreaming. I've had a Falcon sitting on my desk beside a
386-40, and the Falcon is not even as fast as my 386. (except maybe
running OS/2's PM in 1024x768 at 256 colours) To get decent performance
out of the thing you have to cripple it by booting into a 2 or 4 colour
video mode. The scrolling at 640x480x256 is slower than Windoze at
800x600x256 on my machine. The printing output for Atari Works is not
even as good as the Write program that comes with Windoze on the same
printer. (Epson LQ850)
And the price comparison just doesn't work. A system like mine
sells right now here for $1500 with monitor. That's 8 meg, 200 meg HD,
non-interlaced monitor. A 4/80 Falcon is being advertised locally here
for $1499, regularly $1799.
Atari seems to have lost the Power without the Price war and has
nothing to replace it, unless you're a musician.
<Note, as this is liable to attact a lot of flames, I've set the
followup accordingly>

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3063. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 00:00:48 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c78db06@cindy.ct.se>
Source record: 202029

In a message of 23 Aug 93 00:10:11, Michael Carrico wrote:

MC> Atari Falcon ONLY newsgroup to handle all these extra mesasges. The Falcon
MC> is a brand new breed of ATARI, much like the Atari 520ST was back in MC>
1985, now we have the new generation of computer systems. I can say I'm MC>
very impressed at what you get with the Falcon out of the box for the MC>
price.

Amen. I've had lots of Amiga and PC owners over at my place since I bought my
Falcon, and they've ALL been VERY impressed with it! Currently I know *7*
people in my neighbourhood switching platform after having seen a Falcon in
action!

It deserves it's own newsgroup. (No, I don't think I can create it since I'm
gated into this forum)

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

3064. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 00:59:52 UTC
From: Daron.Brewood@f401.n255.z2.FIDONET.ORG
Message-ID: <2446.2C7E64F0@mechanic.fidonet.org>
Source record: 201830

Original Msg: From sheppard_r@kosmos.wcc.govt.nz (1:3603/330) to All ---->
sr> Just live with the facts that the FALCON is Dead, it has a -100%
sr> performance rating, has far to many Bugs, no True colour in High res
sr> modes, has Big problems in Interlace modes, screen comes up scrambled
sr> very little software support, and I could go on and on...gee and the
sr> Price, what a rip off..!!

Just goes to show yu have never used a Falcon, software compatability is high, and it beats all comers found so far.

Daron

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!2!255!401!Daron.Brewood
Note: The opinions stated in this post are only my own!

3065. MegaSTE4 + Misc Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 01:21:02 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Aug24.012102.8382@galileo.cc.rochester.edu>
Source record: 202040

Haven't thought that I would need to upgrade up MegaSTE until
now when I moved to use MiNT. With a remote teminal hard wired and
ka9q running to let my friend remote login, this is now too slow
and small for me. So it's time for me to sell this and hopefully get
a TT or Falcon. However, this is a very nice system that is always
fast and big (RAM) enough for all the GEM programs under TOS for me.

The System:

Atari MegaSTE (16Mhz 68000) with 4 Meg of RAM,
50 MB internal hard disk
Tos 2.05
720k Internal Floopy drive
w/ 2 modem ports, 1 high speed serial/vme port/slot,
Midi in/out, ROM catridge port, LAN port,
external hard disk port, external floopy port,
parallel printer port, TV port, RCA audio left & right.

Hard Disk is now formatted for 4 TOS partition and 1 Spectre Mac partition.
Will reformat it and filled with PD/Shareware programs if wanted.

Atari SC1435 14" color monitor
Atari SC124 Monocrome monitor (bright and display size never adjusted)

Please send resoanble for the above as a whole.

Also, some softwares and misc stuffs:

Games:
SDI * $15
Balance of Power * $13
ST Karate * $10
Battletech * $15
Silent Service * $15
Championship Wrestling * $7
Roadwar 2000 * $13
Universe II * $15
Universe III * $15
Deep Space * $10
Falcon $15
MicroLeage Wrestling $7
Captain Blood $13
StarGlider $10
Leisure Suit Larry $10 (original disk gone, manual and backup disks only)
HardBall $7
Speed Ball $5 (original disk gone, manual and backup disks only)

Star Raiders $10
Air Ball * $10
Marble Madness (disks only) $5
Jewels of Darkness $10
Tanglewood $10

Other softwares:
Procopy $10
Timeworks Word Writter ST * $17
Art & Film Director * $20
STTalk $5
PC-Ditto (no manual, w/ original disk) $7
Music Studio $15
Mark William C $30

Software w/ * come w/ original boxes, disks and manuals.
Others have manuals and original disks unless specified.

VidiST Video Digitizer * $70
Computer Eye Video Digitizer $60
Epstart - Epson Printer Driver for the Mac in MagicSac (readable by Spectre GCR) format. * $20
ICD ADSCSIPlus hostadapter $75 (can't sell this before I sell the MegaSte)

All the price excluding shippin.
The first offer over $1100 get the whole thing (computer + softwares + misc stuff)

thanks

...
ling cherd
(716)271-5822 evening only, working during the day
lchd_ss@uhura.cc.rochester.edu

[A[A
External SyQuest SQ555 44 Meg removeable drive in a Mini PC Tower case including the ICD SCSIplus hostadapter. (1 catridge included)

Zoom 2400b fax modem (9600b for send/receive fax)

Computer Eye color video digitizer catridge

Vidi ST color video digitizer catridge

Star NX1020Rainbow Color 9-pin dot matrix printer. (1 color ribbon and 1 black ribbon)

Softwares:
Laser C, Prospero C, Mark William C, Art and Film Maker, Music Studio, PC Ditto software version, Word Writer ST, ST Talk, NeoDesk 3, ProCopy, Personal Pascal, etc plus many games.

Everything is in very good condition and looks like new (except the
catridges and some of the software manuals).

I am looking for $1600 for eveything. But please feel
free to offer for individual items. I am most interested in selling
the MegaSTE w/ monitor first however.

Thanks
...
ling cherd

3066. Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 01:33:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <5904.78.uupcb@uttsbbs.uucp>
Source record: 202103

Yeah, there is/was an Atari version, I've got a copy of it around
somewhere.... Where're you located?

+--+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+--+

3067. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 02:23:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15066@uqcspe.cs.uq.oz.au>
Source record: 202042
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

f92sk@efd.lth.se (Sven Karlsson) writes:

> [very interesting technical stuff deleted]
>for example of the st-blitter it is blocking the processor

I wouldn't worry too much about the 68000 in the Jaguar. I would imagine
it plays a very minor role in the machine. Many arcade games have very
low-powered processors (including *6502* and 68000) driving very powerful
hardware. The reason is pretty obvious: there is no general-purpose
CPU work to DO. Most games are Graphics + Sound + DinkyAlgorithm.
And if you take the Graphics + Sound load completely off the processor,
even a wimpy 13MHz 68000 can do a LOT of processing: ask any games
programmer where 60 to 80% of CPU processing is spent: graphics.

--
Warwick

3068. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 03:06:38 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c795445@cindy.ct.se>
Source record: 202039

> From: Thomas.Klevenberg@f100.n30.z47.byte.bbs.no (Thomas Klevenberg)

> Help!
> I'm going to by an ATART ST...
> Is there any spesific model etc. I should know about? Any models with a
> lot of
> errors?

Yes..Dont buy an Atari STE with TOS 1.60.. There are a lot of errors in that
TOS Version.. F.ex,you cant bootup the computer in mediumres!
If you want an STE,buy one with TOS 1.62 instead.. Thats bugfixed..

(Jesper.Kock@kockens.ct.se)

3069. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 03:22:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <25c1igINNa8g@golem.wcc.govt.nz>
Source record: 202104

In article <1993Aug23.195026.16144@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
>
>Well, I keep Roger out of my kill file because
>I find his ranting entertaining :-) I sure
>hope he is a better engineer than he is a
>speller :-)
>
>BTW, Roger, I am 42, so please don't spew
>out your New User Teenager rant.
>
>Mike Healy
>
>healy@nosc.mil
>

Yes you still are, as I am 53 and a Limey as well..

I do enjoy all this rubish that I see here, but when things get up my Nose
I reply to correct the incorrect statements that I see here..

How come that the Amiga 1200 has sold some 500,000 in one year and every
one here claims that its a load of rubish, so who is telling the truth...

So come on you Atari Bigots get real, if you can.....??

We can stand upto the Yanks and there Nuk ships from coming here and I can
stand up to these false Falcon claims as well...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3070. Re: advice?: jet-printer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 03:39:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <25c2hgINNa8g@golem.wcc.govt.nz>
Source record: 202105

In article <greg.746146837@walrus>, greg@walrus.encore.com (Greg Schaffer) writes:
>
>I have an Atari 1040ST (mono) and am interested in getting a bubble jet or
>laser printer and software for it. My wife is familiar with Word on both
>Macintosh and DOS, and would want something similar to that. I'd probably
>try to get LaTeX to work (after adding memory and hard-disk...)
>
>Any suggestions for choice of printer and software?
>Is there a port of Microsoft Word to the Atari ST?
>Does it come with drivers for jet-printers?
>I've seen a couple references to Atari Works?
>Finally are there any places in Eastern Massachusetts area that carry such
>software, and/or where would I mail order it from, etc?
>
>Many thanks,
>
> Greg Schaffer // Encore Computer // 300 Nickerson Rd, Marlborough MA 01752
> greg@encore.com

Well a Low Cost printer that comes to mind and is mentioned in Byte and some
Atari magazines is the EPSON Stylus 800..

This is faster than a Bubble Jet and cheaper to run and also a lot cheaper
and better than a HP DeskJet 500 from what I have read..

I don't know if there are any Atari driver for it though, has 7, ? built in
Fonts and two of these are scalable from 8 to 32 points..

This is a Piezo-electric printer, and you only replace the ink cartridge
when the ink runs out, a lot less than a HP Cartridge.......

May be there are some users here that can give us some feed back...???

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3071. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 03:54:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <25c3dhINNa8g@golem.wcc.govt.nz>
Source record: 202106

In article <CC8yK3.F3z@mailer.cc.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Billy D'Augustine (bill@main.morris.org) wrote:
>
>> Several years ago, there was a game called Little Computer
>> People. There were versions for the C64, Apple, and Amiga. Seeing
>
>> Was there? And if so, if someone has it, and wants to get
>> rid of it, let me know.

*** Bits removed because of Followup restrictions.. ***

Mickey Boyd *

>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

TASS TIMES IN TONETOWN....!!!!

Well correct me if I am wrong, but I think there was a sequel to
Little Computer People called 'Tass Times in ToneTown' I has a copy some were
and will try and boot it up, its a few years old now....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3072. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 04:33:50 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <25c5ne$re8@cxc1.cl.msu.edu>
Source record: 202044

Bob_BobR_Retelle@cup.portal.com writes:

>you don't HAVE to shell out $600 for WordPerfect, as the original
>article seemed to imply, if you want wordprocessing on a PC.

Thank God!
--
=-=-=-

3073. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 04:45:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC8yK3.F3z@mailer.cc.fsu.edu>
Source record: 202047

Billy D'Augustine (bill@main.morris.org) wrote:

> Several years ago, there was a game called Little Computer
> People. There were versions for the C64, Apple, and Amiga. Seeing
> that there was an Amiga version, and the age of the game (1986?)
> its not too farfetched to hope that there was an Atari version.

> Was there? And if so, if someone has it, and wants to get
> rid of it, let me know.

Yup, it does exist. It did captivate me for awhile, for some reason. BTW,
if you leave it running for a couple of days without feeding or watering
the little person, his face gets green and he stomps around with an angry
look on his face :-).

I think I'll hold onto mine. However, I would think that you won't have
a problem finding a one for sale used. If all else fails, you might try
Video Place at (407)465-4745. I have not called the guy in ages, but
he ran an ST software mail order operation from his video store. If he is
still in operation, I would bet that he has it for sale (he had lots of
old games that I could not find anywhere else).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3074. Re: Syquest's address

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 04:49:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC8yq2.F7H@mailer.cc.fsu.edu>
Source record: 202048

Kevin Boyer (ad533@yfn.ysu.edu) wrote:

> Hello everyone. I am purchasing a used Syquest 88meg removable
> hard drive. The problem is that there is no documentation with
> this unit. Does anyone have an address or phone number where I
> can reach Syquest and request this information. Thanks in advance
> for the help. Kevin

Syquest Tech Support: (407)998-5403.

They sent me an OEM manual and software drivers for both PC and Sun, for free.
Nice folks.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3075. Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 05:11:48 UTC
From: oracle@iastate.edu
Message-ID: <oracle.746169108@pv0a27.vincent.iastate.edu>
Source record: 202046

I am curious if anyone knows if there is a new version of Lattice C for the Falcon? I have heard from some sources that there is a special upgrade for the Falcon, and others say that there is nothing newer then v5.5. Does anyone know what the deal is?

--

```
-------------------------------------------------------------------------------
||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
-------------------------------------------------------------------------------
```

3076. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 05:15:35 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.05lh@outb.wimsey.bc.ca>
Source record: 202089

James Hague Writes.....

SL >The point is - who is looking out for the home user? Who is
SL> looking out for those of use who are BELOW the extreme low end,
SL> as defined by WP?

JH> I've been wondering the same thing. The way I see it, the
JH> current PC market is getting very similar to the mainframe
JH> industry of the 1970s. Those 900 numbers for user support are
JH> another bad sign.

I have been getting E-Mail on my original post, from folks not wishing to bash the Atari world of STs and TTS and Falcons, but disputing my claim that Atari and Amiga are the only ones supporting the 'below the Low-End', as defined by WP.

The folks are claiming that there is PLENTY of stuff out there in the IBM world that is cheap, and does the job as well as anything (at comparible price) with Atari or Amiga.

Well, I still stay that IBM, Atari AND Amiga are straying away and going into the high end (from my point of view). Even the Atari is going 'high end' in the sense that the Falcon030 is really a 'niche' machine - and the Jaguar is aimed only at the home entertainmetn market (albeit in a BIG way!)

Who is looking out after the home user, though? I agree, when the '900-number' support lines start coming out, I worry. I want my computer to be user-friendly out-of-the-box. Point and click and all that. And I don't want it to be the pig that Windows is.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3077. ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 07:07:31 UTC
From: bonnie@netcom.com
Message-ID: <bonnieCC954J.E2z@netcom.com>
Source record: 202049

I have many documents over the years that I've had on my Atari. But I've bought a 486PC a few months ago. How do I get my Atari text files over to my PC? I thought the best way would be to make the Atari floppies readable by the PC. I put "EB3490" in my sector 1 of track 0 using Norton Disk Doctor to make my Atari disk readable to my PC. The disk became readable in terms of the directories, but type I'd say "type filename.txt", I'd get garbage characters or "Bad sector messages". Does anybody know how to do this? The FAQ answer for this group seems to be WRONG!

bonnie

3078. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 07:50:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <25ch8i$qf5@elroy.jpl.nasa.gov>
Source record: 202050
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <254ndp$95l@nebula.ee.rochester.edu> seah@nebula.ee.rochester.edu (David Seah) writes:
>In article <253jnk$s0k@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>>* High-speed (106.4 Mbyte/sec) 64-bit data path

>>What a weird number. 106.4 / 8 bytes -> 13.3 MHz. It's not an even multiple of
>>the NTSC colorburst frequency (3.58 MHz), it's *almost* an even multiple of the
>>PAL colorburst frequency (4.43 MHz, 3.00226 times faster. But I'd figure a
>>power of 2, a divide by 3 doesn't make much sense...)

>Does the bus have to be clocked at a multiple of some significant video
>timing spec? I don't think so, unless you've got one master crystal
>sourcing everything. It's possible that the transfer rate actually is
>a multiple of the colorburst frequency, but perhaps 106.4 Mbyte/sec is
>the average throughput.

It's not a requirement in a computer system, but it tends to be true of
video game systems. A system designed to use a TV for a display is pretty much
going to require a color crystal, and if they can use it to derive any other
required frequencies, they save by not needing more space for other crystals
or extra timing circuitry. That's why the 8-bit Ataris ran at 1.79 MHz in
the US and at 2.21 MHz in Europe (1/2 of the respective colorburst frequencies).
Also, as a bit of interesting trivia, the original IBM PC was clocked at
4.77 MHz because it was originally envisioned as a Personal Computer, i.e.,
something that would be used in the home, with a TV as a display. (4.77 is
1.5 times the 3.58.) Just like every other backwards-compatible decision IBM
has made, that idea has left it's mark in the ISA bus spec to this day...

>>> > A blitter that can perform a full range of logical operations at high
>>> speed, with hardware support for Z-buffering and Goudraud shading.

>>32 bit? What does that mean, considering that 16M is only 24 bits? Very odd.
>
>If it can do transparency, those extra 8 bits might be used for an alpha
>channel, which would be cool.

Yeah, I overlooked that note about Z-buffering before. Oops...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3079. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 08:54:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CC9A2n.4qn@cs.bham.ac.uk>
Source record: 202102

In article <oracle.746169108@pv0a27.vincent.iastate.edu> oracle@iastate.edu (Jason Brunken) writes:
>I am curious if anyone knows if there is a new version of Lattice C for the
>Falcon? I have heard from some sources that there is a special upgrade for
>the Falcon, and others say that there is nothing newer then v5.5. Does anyone
>know what the deal is?
>--

Version 5.6 is just about out now. It (the adverts say) supports
Falcons, M-TOS, Speedo, NVDI (huh?)

--Chris

3080. Re: Sinclair wins Jerk of the Week Award

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 09:09:44 UTC
From: djs@jet.uk
Message-ID: <1993Aug24.090944.20090@jet.uk>
Source record: 202109

In <1993Aug23.124352@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:

>No, that's not Clive Sinclair; I'm refering to Peter Day-Sinclair,
>who hit an all-time high for offending as many people as possible
>by a triple re-posting of ca. 200 line message with no new remarks
>...
>By the way, runner-up is that lovable Kiwi, Roger Sheppard :-)

So Roger finally relinquishes his well-earned title! Never mind, I'm sure
he'll be back with a vengeance next week.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3081. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 09:12:11 UTC
From: djs@jet.uk
Message-ID: <1993Aug24.091211.20192@jet.uk>
Source record: 202110

In <oracle.746169108@pv0a27.vincent.iastate.edu> oracle@iastate.edu (Jason Brunken) writes:

>I am curious if anyone knows if there is a new version of Lattice C for the
>Falcon?...
Version 5.6, with Falcon support, is available `Real Soon Now', and has
been for some months :-)
HiSoft are currently doing cheap offers on the pre-Falcon v5.52

--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk') |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3082. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 09:57:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC9Cz5.6pp@barclays.co.uk>
Source record: 202141

```
In article <1993Aug23.172023.15863@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1993Aug23.192941.11035@btree.uucp>, crissman@btree.uucp (George Crissman)
writes:
|> > In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
|>
|> You cannot compare a 16 mhz 030 Falcon to a 486 box @ 66 mhz. IBM sells such a
|> system in a tower case for under $2300(includes OS2).
|>
Surprisingly, Peter is talking reality here for once. There is no way on earth a
16Mhz 68030 equates to a 66Mhz 486. I dearly love my Falcon but I'm also very
aware that in terms of brute horsepower, it is 'challanged'.

+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3083. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 10:10:08 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <25cpe0$11t@fleming-10.cs.strath.ac.uk>
Source record: 202107

In article <Aug.19.13.02.14.1993.15734@ece.rutgers.edu> tnewsome@ece.rutgers.edu (Tim Newsome) writes:
>afonseca@terapin.com (Alberto Fonseca) writes:
>
>>Hi everyone. I recently downloaded the demo of CIVILIZATION for the ST, and
>>have to say that its a great game! They did what they could to provide a
>>really great game for the ST, as far as I can tell from the demo. What is the
>>real game like? Is it worth the price? I am thinking of buying it, but want
>>some opinions first.. Is it Falcon Compatible? I think the makers should be
>>sent a letter to thank them for the conversion and hopefully get more over to
>>the Falcon.
>

Yeah,Civilization is pretty much compatible with the Falcon.

The only problem is that all the colours are wrong!!!
This is not as major as it seems,it only takes an hour or so to become fully versed in the new colour scheme.

Also,it cannot be run from inside a folder,that is,all the files must be on the root directory of your hard drive partition.

Apart from thes minor quibbles,Civiization runs fine and is a classic game.
Anyone fancy trading hints/tips/achievements ?

Brian.

3084. Re: Wanted: Window-using Gnuplot port

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 10:18:46 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CC9DzB.ByI@dscomsa.desy.de>
Source record: 202101

In article <25b18mINN1bo5@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.d400.de writes:
>is there a port of Gnuplot that uses GEM windows (as opposed to the
>whole screen) for screen output? The current port (sorry, I don't have
>the version number handy) clears the entire screen and plots on it,
>which tends to be a bit of a problem with MultiTOS.

In principle this is possible with CoNnect under MultiTOS. As the
original gnuplot supports TEK 4014 and CoNnect can run external
programs in windows unter MTOS and even allows TEK output there
gnuplot could be run in CoNnects windows. The problem is, I didn't
get the author of the atariport to reimplemet TEK-Output in the
ATARI-version. Perhaps you have more luck?

Wolfgang

3085. Slideshow program

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 11:01:54 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <25csf2$2nf@unicorn.ccc.nottingham.ac.uk>
Source record: 202108

Does anyone know of a PD / Shareware program to create slideshows from either existing imported graphics or with an editor built in. Da's Vektor would probably do the trick but it's a bit expensive for my needs. A simple run time prog that will display a sequence from floppy disk is what I need though the ability to do dissolves, wipes etc would be nice.

Any suggestions much appreciated...

--
David Valentine-Hagart ...**... cczdvh@uk.ac.nottingham.vme

3086. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 12:05:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC9Ix7.7pw@barclays.co.uk>
Source record: 202142

Sheesh. Here we go again. Format the floppy on the PC. End of problem.

In the unlikely (extremely) that this doesn't work, use any ST formatter that formats to PC standard. The other thing is to use the PC to delete the files afterwards rather than the ST as *sometimes* STs delete files in such a way as to upset the PC when the disk is reused.

I've never ever had a problem with 4 different STs (STM, STe, MSTe, Falcon) and probably 10 different PCs, when copying files.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3087. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 12:47:59 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.746196260@rw8.urc.tue.nl>
Source record: 202114

sheppard_r@kosmos.wcc.govt.nz writes:

>>True Colour works just fine on VGA.

>Gee and you know more than Atari does, you should tell them this...

>This is not what I have been reading many many times..??

Yep, correct. According to specs a Falcon cannot do hi-res TrueColor on a VGA monitor. But then I have seen some software (a picture slide show) demonstrated by people from Atari that did just that. They said it was actually impossible because of the monitor, but it still worked okay. I have seen this with my own eyes, but I am still in doubt wether I should believe it or not. Maybe it was an SC1224 with the TT vga monitor case around it (the sign said PTCxxxx or something. don't remember)

Erlend.

3088. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 12:54:34 UTC
From: glens@natinst.com
Message-ID: <25d32a$fqm@falcon.natinst.com>
Source record: 202113
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

While we're on the topic of 3rd party support of the Jaguar,
Since Aliens vs. the Predator and Tiny Toon Adventures are coming out for
the Jaguar does that mean that Activision and Konami are Jaguar developers?
(they are the ones making those games for the other systems)

Hmmm,

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3089. Re: Little Computer People?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 13:35:19 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.746199249@rw8.urc.tue.nl>
Source record: 202115

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>Sorry, didn't get it anytime. But: If there are two wanting to offer it,
>send me a message too!

Ah Little Computer People, the doll house for adults ;-)
And if someone from the Netherlands is selling a copy please mail me
too!

Erlend. wmtwen@urc.tue.nl

3090. Odds and ends for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 13:37:30 UTC
From: jharres@batman.bmd.trw.com
Message-ID: <1993Aug24.063730.1200@batman.bmd.trw.com>
Source record: 202112

I found a few more items. Any reasonable offer accepted.

Atari mouse - unused

Apple 64K ROMS

FastBase 2.0 - A real good database (shareware fee paid)

Dollars and Sense - I could never get this one to print out a report.

Winnie the Pooh - A kid's (7-10 years) game.

Jim

3091. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 13:43:26 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.746199693@rw8.urc.tue.nl>
Source record: 202116

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>It seems that there will be no more Atari Messen anymore :-(. A
>dealer told me that this was due to the restructuring of the
>European branch of Atari -- it seems that Atari Germany was
>shrinked, and that a new European central located in Rotterdam,
>NL is going to take care of most of the European market.
>It seems that Atari Germany used to organize the Atari Messen,
>and since they don't exist in the old form anymore, there will be
>no more Atari Messen.

Well there has been some discussion about this on the Atari benlux BBS.
According to Atari they were too late and there was no more room in the
Duesseldorfer messe.
I believe they have tried to do the show at another place, but I think
nothing resulted from these efforts.

Erlend.

3092. MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 14:01:25 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Aug24.140125.23103@ibr.cs.tu-bs.de>
Source record: 202117

A couple of weeks ago there was a discussion wether MiNT was or was not
slower than TOS.
I have installed MiNT 1.08 yesterday and played around with it for a while.
Some testing of its performance on GEMDOS filesystems showed MiNT indeed
to be significantly slower than TOS.
After a cd to /usr/users/thuerman I tested
du . (there were 2673 Kbytes in 588 files and 63 dirs)
cp -r . /d/tmp
rm -r /d/tmp/*
four times, with and without MiNT installed and using the built-in commands
of the mupfel shell and the GNU file utils 36.
Here are the results:

mupfel futils36
TOS MiNT TOS MiNT

du . 0:09 0:17 0:28 1:21
cp -r . /d/tmp 16:52 18:47 19:20 24:07
rm -r /d/tmp/* 1:35 2:40 1:56 3:54

What is the reason for this difference? Does MiNT have its own routines for
dealing with GEMDOS partitions or does it use the TOS in ROM (I have
TOS1.04)? Also, why are the GNU utils so slow compared to mupfel?

With the GNU cp under MiNT I got some error messages which didn't occur when
running TOS:
cp: /d/tmp/./bin: file not found
cp: /d/tmp/./lib: file not found
cp: /d/tmp/./src/chess: file not found
...

Despite these error messages the directories named were created and the
copying worked well. Anyway, how can I get rid of these annoying messages?

Urs

3093. Re: MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 14:24:17 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <25d8ah$j7@sol.ctr.columbia.edu>
Source record: 202119

} I have installed MiNT 1.08 yesterday and played around with it for a while.
} Some testing of its performance on GEMDOS filesystems showed MiNT indeed
} to be significantly slower than TOS.
} After a cd to /usr/users/thuerman I tested
} du . (there were 2673 Kbytes in 588 files and 63 dirs)
} cp -r . /d/tmp
} rm -r /d/tmp/*
} four times, with and without MiNT installed and using the built-in commands
} of the mupfel shell and the GNU file utils 36.
} Here are the results:
} mupfel futils36
} TOS MiNT TOS MiNT
}
} du . 0:09 0:17 0:28 1:21
} cp -r . /d/tmp 16:52 18:47 19:20 24:07
} rm -r /d/tmp/* 1:35 2:40 1:56 3:54
}
} What is the reason for this difference? Does MiNT have its own routines for
} dealing with GEMDOS partitions or does it use the TOS in ROM (I have
} TOS1.04)? Also, why are the GNU utils so slow compared to mupfel?

I don't think there's any disagreement that MiNT slows the computer down, the argument was about filesystems as I recall. The statement was that the minixfs filesystem is faster than the tosfs filesystem. In some respects, minixfs ought to be intrinsically faster - for example, moving files is simply an inode change, in other ways, it just seems to be much faster of itself. If you were to install minixfs on a partition, then re-run the tests and compare the tosfs results with the minixfs results, I think you'd find (well, *I* do) that the minixfs filesystem under MiNT is actually faster than the GEMdos filesystem under TOS 1.4 - especially for things like du, rm, and mv on large numbers of files.

As for why futils are slow, that's because of the way they're written (unless thi shas changed since I last looked). They were written to take advantage of un*x systems filesystem buffering, so that they read and write a byte at a time, and leave it up to the os to buffer that into large enough chunks to be efficient. Neither MiNT nor TOS do this efficiently yet.

} With the GNU cp under MiNT I got some error messages which didn't occur when
} running TOS:
} cp: /d/tmp/./bin: file not found
} cp: /d/tmp/./lib: file not found
} cp: /d/tmp/./src/chess: file not found

} ...
}
} Despite these error messages the directories named were created and the
} copying worked well. Anyway, how can I get rid of these annoying messages?

well, you can (in sh) cp -r . /d/tmp > /dev/null 2>&1 :-))
(tcsh) cp -r . /d/tmp >& /dev/null :-))

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3094. RE: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 14:30:09 UTC
From: wilkinsons@cc4.crl.aecl.ca
Message-ID: <24AUG93.10300952@cc4.crl.aecl.ca>
Source record: 202118

The easiest way I know of is to format the floppies on the 486PC first, and then write the files onto these floppies using the Atari. The PC should be able to read these without problem.

3095. STalker >3.2

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 14:33:16 UTC
From: rrice@netnews.upenn.edu
Message-ID: <142807@netnews.upenn.edu>
Source record: 202120

STalker 3.2? You mean STalker 3.02, don't you? Otherwise I've been really out of the loop!

Both Gribnif and Eric Rosenquist, brilliant author, are accessible from the net and Rosy, at least, monitors this newsgroup. He tried to help me with a few annoying bugs in my STalker/STeno setup, although he quit answering my letters after a while. There is a need for an update--STalker should support Kermit protocols, prefereably in the their latest incarnations, there seems to be some sort of bug with TAB characters in some Unix systems, and programs such as AUXINIT should be embedded in STalker. Just today I stumbled over an annoying bug in probably the Unix's Z-Modem protocol that makes the Unix delete the ST file since the size/checksums don't match--I have to see if it does this with files besides ASCII.

I honestly don't think there's a better telecommunications program--and I've played on multiple systems. A "Fetch" like interface would be nice (swiped from the Mac). The ability to "grab and shoot" off the screen is absolutely priceless. I wish I knew a good BackTalk script programmer from whom I could buy some scripts! Every time I try it, the roof falls in.

Rob S. Rice
rrice@mail.sas.upenn.edu

3096. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 14:58:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25dab8INNcpd@golem.wcc.govt.nz>
Source record: 202132

Format a disk on the PC.

(Normally!)

It is then 100% readable & Writable by the ST and the PC!

```
/---------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\---------------------------------------------------------------------/
```

3097. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 15:03:30 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug24.150330.28464@btree.uucp>
Source record: 202121

In article <1993Aug23.172023.15863@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>You cannot compare a 16 mhz 030 Falcon to a 486 box @ 66 mhz. IBM sells such a
>system in a tower case for under $2300(includes OS2).
>

Sure I can! At CeBIT last month, Digital Equipment Corporation was
proudly displaying their new Alpha-based computer. For comparison
purposes, they were displaying a 256-color Mandelbrot benchmark
(considered to be a good overall indicator of system performance).
The results:

Apple MacIntosh Quadra 12 Seconds
MS-DOS '486 @ 66 MHz 6 Seconds
DEC Alpha @ 150 MHz 5 Seconds

Sixty feet away, Atari was performing the same benchmark in

>>> 4 Seconds <<<

Sure, I can compare an Atari Falcon to a '486 @ 66 MHz!

-- George Crissman

* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *

--

3098. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 16:43:38 UTC
From: ken@isgtec.com
Message-ID: <5529@isgtec.isgtec.com>
Source record: 202134

In article <2c795445@cindy.ct.se> jesper.kock@cindy.ct.se (Jesper Kock) writes:
> Yes..Dont buy an Atari STE with TOS 1.60.. There are a lot of errors in that
> TOS Version..

Uhh, right, a lot... 2, actually, bugs that were fixed in 1.62, hence
the .02 difference.

> F.ex,you cant bootup the computer in mediumres!

Bullsh*t, you can, you just have to run an AUTO patch or fiddle with
your DESKTOP.INF(s).

--
If everything is coming your way then you're in the wrong lane.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3099. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:07:34 UTC
From: gbennett@friendly.es.com
Message-ID: <25dhsm$guk@cnn.sim.es.com>
Source record: 202122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
^^^ Likely,
but not necessarily, I have probably $1000 invested in music software, but
not very much in the hardware.

>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?

The GEMulator's targeted customer is not intended for those with a large
investment in the ST, I don't know anyone that would buy a PC just to emulate
the ATARI. I believe that it is mainly targeted at the many Atari enthusiasts
that have some investment in Atari software, but for one of a million different
reasons, also own a PC (perhaps they like support). If you already own a PC (as
in my case) the GEMulator is much cheaper than upgrading the hardware on my the
Atari, and despite your argument to the contrary, it IS cheaper to buy add-ons
for the PC than the ATARI (and you can probably find a local dealer to purchase from)

>For most ST users, the cost to be able to use GEMulator has a floor of $500 to
>$1000, to obtain a usable 386-based PC system. Who knows what kind of video
>and disk controller cards you'll get in such a machine, what kind of memory

Even a generic VGA video card (which can be bought for $25-30 still has
better resolutions than an ST

>size, etc... On the other hand, the raw components are the same, and cost the
^^^ Granted the RAW compnents cost the
same, but there is a big difference in the final costs, like where are you
going to put the drive. Chances are you will need an external case and an
extra power supply

>same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST?
^^^ Right! try it
on a 1040ST and tell me how cheaply (or easily) it is done. (And you'll still
probably be limited to 4MB)

>(In particular, why buy a PC with 8MB of RAM when most applications still only
>use 640K; the extended RAM can only be used as virtual disk, file cache, and
^^^ NOT true, in the past maybe, but today almost all major software
(ie software requiring more than 640k) uses either expanded, extended, or
DPMI memory

>swap, most of the time. Not that an 8 MB disk cache is bad, mind you, but it
>*is* a little silly when you really want to be using a large program on a
>large data set...) If you want a high density floppy drive, it costs the same
>to buy the mechanism, whether you install it in a PC or an ST. If you buy a
>PC disk controller, it typically will only handle 1 or 2 each of floppy and
>hard drives, whereas a SCSI host adapter for an ST will allow you to connect
>8 SCSI devices. Sure, you can buy a SCSI controller for a PC, but it's much
>more expensive, less compatible, and much slower than an ST, unless it's a
^^^ REALLY? I think you don't
shop for hardware very well
>Localbus card, but the cost and compatibility problems are magnified then.
^^^ VESA is a standard and the current cost of most local bus cards
is equivalent to an ISA card.

>The argument that a stock PC has equivalent hardware at a cheaper price is
>just flat wrong - it may have the same hardware, at the *same* price, and
>still in some cases, the ST will be cheaper to upgrade.

The hardware may be the same price, but the price to utilize the hardware is
NOT! and customer support is definitely worth something.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> "Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3100. VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:15:21 UTC
From: tla@wolfson.demon.co.uk
Message-ID: <9308241715.AA19846@wolfson.demon.co.uk>
Source record: 201916

Hi there,

I am looking for a version of Vi which works on the ST. Could
someone please let me know where to find it.

Many thanks in advance

Tom Laird, Edinburgh, Scotland.

<tla@wolfson.demon.co.uk

3101. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:29:25 UTC
From: renfro@bnr.ca
Message-ID: <25dj5l$5la@crchh327.bnr.ca>
Source record: 202124

In article <1993Aug23.235547.13366@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|>
|> You're dreaming. I've had a Falcon sitting on my desk beside a
|> 386-40, and the Falcon is not even as fast as my 386. (except maybe
|> running OS/2's PM in 1024x768 at 256 colours) To get decent performance
|> out of the thing you have to cripple it by booting into a 2 or 4 colour
|> video mode. The scrolling at 640x480x256 is slower than Windoze at
|> 800x600x256 on my machine. The printing output for Atari Works is not
|> even as good as the Write program that comes with Windoze on the same
|> printer. (Epson LQ850)

What you're talking about here is output to the screen and there are known deficiencies with Atari's VDI code. A utility like NVDI (and hopefully Warp 9 soon) will make a big difference in the appearance of low performance. When talking raw processing power, the 16 MHz Falcon stacks up nicely with at least a 33 Mhz clone. Add to this the abilities of the DSP (standard on the Falcon so anyone can design code to use it) and in many applications the Falcon will keep up with even a 486DX50. In fact, a friend with such 50 Mhz machine was impressed with the Falcon and when showed the ability to record high quality audio to disk and perform effects (echo, reverb, etc) in real time, commented that he didn't think his 486 with DSP eqquiped sound board could even to that. We also found that the Fractal demo that uses the DSP takes 4.26 seconds to generate the mandlebrot set on the Falcon and 3.5 to 4 seconds on the 50 Mhz 486.

I agree that many things will do better on a 50 Mhz Intel than a 16 Mhz 68030, but if programs make use of available resources (like the DSP), then the Falcon becomes much more comparable to the mid to upper range clones.

RandyH

3102. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:33:44 UTC
From: zap@eskimo.com
Message-ID: <CC9xzq.5zt@eskimo.com>
Source record: 202059

If you have trouble with land pirates raiding your cities, identify
the exact square they are generating from and place a military unit on that
square. Presto! They cannot generate from there any longer! Once you attain
the ability to fortify a sector you can neutralize the sea faring pirates
also by finding out where they land and preparing a landing field for them
surrounded by military units inside fortifications. They do help out the
treasury by capturing the leader without fail.
--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

3103. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:48:15 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.24.13.48.14.1993.20652@ece.rutgers.edu>
Source record: 202123
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

rjung@netcom.com (Robert A. Jung) writes:

> Okay, folks. At last, we've got a first-hand account of a live sighting of
>the Atari Jaguar! Coming fresh from the machine's official rollout on August
>18th, the following is an electronic chat between Chris Millar of Delphi and
>Andy Eddy, well-known video-gaming journalist and net.lurker. B-)

> I've cleaned up the stuff to make it a little more presentable, but I have
>not altered anything vital. Andy and Chris' exchange is below; comments in
>[square braces] are from yours truly.

Thanks for posting this here, I really appreciate it. (Could you post the
Deplhi roundtable to?
My comment: If Atari's gonna manage this thing well, and it is what they say,
they've definitely got a good chance of getting big again.

Greetings, Tim

3104. Where to buy a FALCON!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 17:52:22 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4gSZJKa00iUx056rt=@andrew.cmu.edu>
Source record: 202125

Just got over here to Pittsburgh, PA and I am looking desperately for a computer dealer/shop over here that sells Atari stuff, especially the Falcon. Does anyone where is the nearest place I could get that??

3105. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 18:03:17 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CC9zHI.Ars@genesis.nred.ma.us>
Source record: 202055
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

AAAaaAAAAAaaaaaaaaaaaaaAAAAAAAAAAAaaaaaAAaAaAAaAAaAaAAaAaAa
AaaaaaaaAAaAaaAAaAAaAAaAAaAAAAAAAAAAaaAaAAaaAaaAAaAAAaaaAaaAAaAaaAaaAaa
AaaaaaaAAaAaaAAaAaaAaAAaAaAAaArrrrrrrrRRrRRRRrrRrrrrRgGggGggGHHHHhh!

G I V E M E A J A G U A R !!!!!!!!

AaaaAAAAAAAAAAaaaaaaaaaaAaaaaaaaAaaAAAAAAAAAaAAAAaaaaAAaArRRRRRRrRrrgh!

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

3106. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 18:07:23 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CC9zoB.Asq@genesis.nred.ma.us>
Source record: 202056
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

This is going to be intense! I love this lynx up feature! That
way you can have some intense multiplayer 3-D games... SCREW SEGA Virtua!
This is going to be THE system... I gutta have it. I've been waiting for
a system that can be networked like that for multiplayer games... that's where
the money is in the future. I think I'd opt for one of these over 3DO since
3DO (at least the first generation machines) don't seem to have the networking
ability (as stated in Wired 1.2).

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

3107. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:04:45 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746219085snz@falcon.demon.co.uk>
Source record: 201918

In article <1993Aug24.091211.20192@jet.uk> djs@jet.uk writes:

>In <oracle.746169108@pv0a27.vincent.iastate.edu> oracle@iastate.edu (Jason
> Brunken) writes:
>
>>I am curious if anyone knows if there is a new version of Lattice C for the
>>Falcon?...
>Version 5.6, with Falcon support, is available `Real Soon Now', and has
>been for some months :-)

Someone decided I should rewrite the manuals... hence the delay :-(

--
Alex Kiernan
alex@falcon.demon.co.uk

3108. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:05:22 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25dopiINN1pe3@rs1.rrz.Uni-Koeln.DE>
Source record: 202126

In <wmtwen.746199693@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>Well there has been some discussion about this on the Atari benlux BBS.
>According to Atari they were too late and there was no more room in the
>Duesseldorfer messe.
>I believe they have tried to do the show at another place, but I think
>nothing resulted from these efforts.

Well, if this is a forum which is read by Atari officials, then please
make sure to remind them of looking for a location for next year's Atari
Messe early enough ;-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3109. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:05:24 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug24.190524.118508@zeus.calpoly.edu>
Source record: 202127

In article <A41663@m4.maus.de>, Achim Wilhelm <Achim_Wilhelm@m4.maus.de> wrote:
>M>TOS 4.04 - 2 chip set - for FALCON
>Are you shure? My FALCON definitely has only *one* ROM. The equal EPROM-type is
>a 27C4096, for example a HN27C4096CC-10. This one I'm using with my TOS 4.04.

No, I am not sure. I assumed it was two chips. I will note that it
is apparently one chip. That would make perfect sense, as there are
ROMS large enough to hold TOS (easily). How many pins are there on your
ROM?

I assumed that since the TT and Mega-STE use 2 chip sets, that the
Falcon did as well.

3110. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:06:24 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746219184snz@falcon.demon.co.uk>
Source record: 201921

In article <CC9A2n.4qn@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>Version 5.6 is just about out now. It (the adverts say) supports
>Falcons, M-TOS, Speedo, NVDI (huh?)

NVDI's vq_scrninfo & offscreen bitmap stuff. vq_scrninfo is just the call
you always needed to roll your own device specific rasters in a portable
manner (which if you're doing hi/true color work is essential, since there
is no device independent TC raster).

--
Alex Kiernan
alex@falcon.demon.co.uk

3111. Re: Where to buy a FALCON!?!

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:20:26 UTC
From: oracle@iastate.edu
Message-ID: <oracle.746220026@vincent1.iastate.edu>
Source record: 202128

In <4gSZJKa00iUx056rt=@andrew.cmu.edu> Jinlung Fung <jf4y+@andrew.cmu.edu> writes:

>Just got over here to Pittsburgh, PA and I am looking desperately for a
>computer dealer/shop over here that sells Atari stuff, especially the
>Falcon. Does anyone where is the nearest place I could get that??

If worst comes to worst, you can call Atari at 408-745-2000 and they can
direct you to the nearest dealer. I was suprised to find a dealer in my
area (Iowa) so I bet you will have good luck also. If need be, Atari will
authorize the nearest dealer to send you a Falcon mail order.
--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

3112. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 19:40:27 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CCA3zJ.E1y@cbnewsc.cb.att.com>
Source record: 202129
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

From article <253jnk$s0k@elroy.jpl.nasa.gov>, by (Howard Chu):

> In article <rjungCC19Jx.J20@netcom.com> (Robert A. Jung) writes:

>> Okay, folks. At last, we've got a first-hand account of a live sighting of
>>the Atari Jaguar! Coming fresh from the machine's official rollout on August
>>18th, the following is an electronic chat between Chris Millar of Delphi and
>>Andy Eddy, well-known video-gaming journalist and net.lurker. B-)
>
> Awesome. So does this mean I could buy one of these on my trip up to
> San Francisco Labor Day weekend?
>
>><<Andy Eddy>>
>>To quote from Atari's press handout, the Jaguar has the following features --
>>
>>* 64-bit RISC multiprocessing architecture.
>>
>>* High-speed (106.4 Mbyte/sec) 64-bit data path
>
> What a weird number. 106.4 / 8 bytes -> 13.3 MHz. It's not an even multiple of
> the NTSC colorburst frequency (3.58 MHz), it's *almost* an even multiple of the
> PAL colorburst frequency (4.43 MHz, 3.00226 times faster. But I'd figure a
> power of 2, a divide by 3 doesn't make much sense...) But, it's nice to know
> that the bus is a single-cycle architecture, no delays between transfers of
> words. Very nice, that gives it an effective throughput equivalent to a
> conventional (68000, 68030-style) processor running 4 to 8 times faster...
> (Factor of 2 for the doubled bus width. Gee, theoretical performance equivalent
> to a 106 MHz 68030. Awesome!)
>
>>* Five processors:
>>
>> > 27 MIPs Graphics Processor with 4K bytes of zero wait-state internal
>> SRAM that is closely coupled to the blitter, that can perform a full
>> range of graphics effects (including shading and rotations) at high
>> speed, yet is programmable for maximum flexibility.
>
> (PS - the 'S' is significant in "MIPS" - it stands for "Second", it's not
> their to indicate a plural...)
>>
>> > A programmable Object Processor that can act as a variety of different
>> video architectures, such as an advanced sprite engine, pixel-mapped
>> based systems, character-mapped based systems, and many others.
>
> Sounds cool...

>>
>> > 27 MIPs DSP [Digital Signal Processor] with 8K bytes of zero wait-state
>> internal SRAM for CD-quality sound and full stereo capabilities.
>
> Hm. Both rated at 27 MIPS. Must really be 26.6, someone is taking liberties
> with arithmetic rounding. Still, impressive, a super-scalar architecture - two
> instructions per clock cycle. Hm. Integer only though, no mention of floating
> point performance anywhere, and it's now quite common to have multiple
> execution units in DSPs and RISCs...
>>
>> > A blitter that can perform a full range of logical operations at high
>> speed, with hardware support for Z-buffering and Goudraud shading.
>
> Interesting, not sure I see how Gouraud shading is done in a blitter, but so
> it goes... No mention of whether or not the blitter is also a 64-bit
> device, but one would assume so, in order to keep up with the 64 bit bus...
> Very cool, having both a blitter and a sprite engine...
>>
>> > MC68000 CPU clocked at 13.3MHz as a general purpose control processor.
>
> Hm, and if you were really craven, you could easily pop in a 12.5 MHz 68010
> and build a VM-based computer out of it. This is getting Really Interesting...
>>
>> [Five processors do not equal five chips; see below]
>>
>>* Lifelike quality 32-bit color on NTSC or PAL television screens, yielding
>> greater than 16 million colors (16,777,216 exactly).
>
> 32 bit? What does that mean, considering that 16M is only 24 bits? Very odd.
>>
>>* Screen resolution of 720 x 576.
>
> Must be provision for an RGB output as well, else the vertical rez is wasted
> in the US. Of course, PAL has 625 scan lines, so I guess it's good for the
> Europeans... (Ah, I'm so glad I can tweak the scan rate of my 27" TV. Could
> be in for some way cool video games...) I hope they include both a regular
> composite and an S-video output. And again, RGB would be nice too...

According to the latest AEO, the Jaguar has RGB, Composite, RF and S-video
output. That should cover most of the bases!

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3113. Re: Atari Jaguar - What does the system come with?

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 20:10:05 UTC
From: cmedley@wam.umd.edu
Message-ID: <25dsit$dm8@cville-srv.wam.umd.edu>
Source record: 202130
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Does anyone know:

1) what game is supposed to ship with the console in the $200 package, if any?
2) how many controllers come with it?

3114. Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 20:21:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25dt7iINNerb@golem.wcc.govt.nz>
Source record: 202149

Wanted:

2 or 6-chip (Preferably 2) TOS 1.04 (aka 1.4) UK version. I don't care how/where, I could just do with this! (Preferably cheapish, EPROMS/ROMS take your pick!)

Also, the annual plea for anyone knowing how to install the Overscan (as in overscn3.arc on Atari-archive) onto a revision D, STFM Motherboard, all I need to know is which trace to cut/attach the wires to!

```
/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-----------------------------------------------------------------------/
```

3115. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595400@cix.compulink.co.uk>
Source record: 201917

In article <25apebINN79c@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve W) writes:
>
>Somewhere said that the 65536 color mode would work if you had a Multi-Sync
>S-VGA Monitor. Anyone shed any light on this!?
>

True Colour works with any colour monitor. On an RGB (Atari SC12xx, or similar) you can display 640*400 or a little more with overscan. The display is interlaced. On a VGA/SVGA you can display 320*240 or 320*480 withut interlace. This can be extended with ScreenBlaster or BlowUp030. If you have a multiscan monitor that can cope with RGB rates (about 15.75KHz) then all modes are at your disposal.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3116. Re: advice?: jet-printer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595402@cix.compulink.co.uk>
Source record: 201919

In article <greg.746146837@walrus>, greg@walrus.encore.com (Greg Schaffer) writes:
>
>Is there a port of Microsoft Word to the Atari ST?
>Does it come with drivers for jet-printers?

AtariWorks is as close as it gets. It supports jet printers as well as laser
ones.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3117. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595412@cix.compulink.co.uk>
Source record: 201922

In article <2c78db06@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
>
>Amen. I've had lots of Amiga and PC owners over at my place since I bought my
>Falcon, and they've ALL been VERY impressed with it! Currently I know *7*
>people in my neighbourhood switching platform after having seen a Falcon in
>action!
>

Nice neighbourhood :-)

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3118. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595411@cix.compulink.co.uk>
Source record: 201920

In article <25apebINN79c@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve W) writes:
>
>Somewhere said that the 65536 color mode would work if you had a Multi-Sync
>S-VGA Monitor. Anyone shed any light on this!?
>

True Colour works with any colour monitor. On an RGB (Atari SC12xx, or similar) you can display 640*400 or a little more with overscan. The display is interlaced. On a VGA/SVGA you can display 320*240 or 320*480 withut interlace. This can be extended with ScreenBlaster or BlowUp030. If you have a multiscan monitor that can cope with RGB rates (about 15.75KHz) then all modes are at your disposal.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3119. Re: advice?: jet-printer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595413@cix.compulink.co.uk>
Source record: 201915

In article <greg.746146837@walrus>, greg@walrus.encore.com (Greg Schaffer) writes:
>
>Is there a port of Microsoft Word to the Atari ST?
>Does it come with drivers for jet-printers?

AtariWorks is as close as it gets. It supports jet printers as well as laser
ones.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3120. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:03:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.595401@cix.compulink.co.uk>
Source record: 201914

In article <2c78db06@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
>
>Amen. I've had lots of Amiga and PC owners over at my place since I bought my
>Falcon, and they've ALL been VERY impressed with it! Currently I know *7*
>people in my neighbourhood switching platform after having seen a Falcon in
>action!
>

Nice neighbourhood :-)

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3121. Re: STalker >3.2

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 21:38:08 UTC
From: kfason@csn.org
Message-ID: <CCA9FL.FME@csn.org>
Source record: 202133

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: STalker 3.2? You mean STalker 3.02, don't you? Otherwise I've been
: really out of the loop!
Ya, I meant 3.02...

: STalker/STeno setup, although he quit answering my letters after
: a while. There is a need for an update--STalker should support
Maybe he's on vacation or something..

I think STalker is the best one I've used... It just needs more stuff...
Hopefully Eric will reply to me and I could give him some suggestions... If
not I may write to GribNifs CIS account and talk to them there...

Some things I think it should have are more transfer protocols built in..
like kermit. Zmodem Moby Turbo (supposed to be as fast as Ymodem-G but with
the reliability of Zmodem...) something to look at pictures while downloading.
like GIFLink on the PC... Since the TT and Falcon030 support 256 Colors..
maybe a script that checks for files ending in GIF, or TGA or PC1 etc... and
direct to the script...

The main thing I think it should have is to update the efficiency and have it
use the connect rate and not the DTE rate... I have my modem locked @ 38.4
and it compared the efficiency to that. just little things like that... I
have other suggestions but I have them writton somewhere...

-Kevin Fason

Atari Mega/STe 4-95 w/ FPU	Contact Info:
US Robotics 16800 Dual Standard	kfason@Lamar.ColoState.EDU
Multi Game Hunter ASIC 24Mbit	kfason@CSN.ORG

3122. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 22:07:13 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug24.220713.3879@jonh.wimsey.bc.ca>
Source record: 202138

renfro@bnr.ca (Randy Hoekstra) writes:

>What you're talking about here is output to the screen and there are known
>deficiencies with Atari's VDI code. A utility like NVDI (and hopefully
>Warp 9 soon) will make a big difference in the appearance of low performance.
>When talking raw processing power, the 16 MHz Falcon stacks up nicely with
>at least a 33 Mhz clone.

Thanks for not respecting the followup line. I won't continue this
thread except in .advocacy, as that is what that group was created for.

Anyway, have you actually looked at the numbers posted for nvdi on
the Falcon? I used nvdi on my mega, and it was great, but the speed ups
for the Falcon resolutions don't even come close to standard ST
resolution speeds.
As for utilizing the dsp, I'll believe it when I actually see
applications ship other than music apps that use the dsp. That's
real applications, not graphic demos. There hasn't even been any TT only
applications shipped that I've heard about, though it wouldn't surprise
me to hear that there are some specialist applications sold in Germany,
and the TT has been out for several years.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3123. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 22:26:42 UTC
From: dth@cs.brown.edu
Message-ID: <1993Aug24.222642.29817@cs.brown.edu>
Source record: 202137
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <BLK.93Aug23095646@vanity.mitre.org> blk@mitre.org (Brian L. Kahn) writes:
|
| >* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
| > mixture).
| >
| > [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
| > Jaguars and Lynxes is tantalizing]
|
| That is fascinating. Think of how two player sports simulations could
| be improved by including a "private screen" like an attached lynx for
| input of selected moves or plays. Or several lynxen with first person
| views, and a central screen with a "battle view".
|
| I wonder how much market would be restricted for a game design which
| requires use of a lynx (or three)? Might it be that most Jaguar
| owners would also own lynxen?
|

Here's an idea: Atari could bundle a Lynx with a Jaguar system and charge
a minimal extra, say $50.

With the Jaguar's DSP capability, perhaps we will be able to ComLynx over
phone lines. Hmm....

National ComLynx BBS
Dial in with your Atari Jaguar and play head-to-head against
players across the nation.
Atari Lynx also supported.
Download games onto your system with SoftSystem cartridge.
Nongaming activities include email, viewing online images,
online Atari catalog, electronic encyclopedia, ...

- Dzung
--

Dzung T. Hoang Graduate Student
dth@cs.brown.edu Brown University, Providence, RI

3124. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 23:08:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25e71oINNfkg@golem.wcc.govt.nz>
Source record: 202058

```
] >It is then 100% readable & Writable by the ST and the PC!
]
] If this is the best solution, this is the best solution, but I'd
] rather not take my atari out of the closet and do all the work of
] formating floppies and copying. My PC can partially read these atari
] disk, why can't it read it all? Why does the PC tell me there are
] sector errors. Why does the FAQ of this group say it works when it
] doesn't?

PC's use a 80-track, 9-sector per track format, with a 3-sector (or is it
cluster?) FAT table. Whereas many ST-Formats will use a 5-sector/cluster
FAT, which stuffs up the PC as it can't see the directory tables where
it thinks they should be.

Also, some PC's can't handle Twister/Skewed/Fast formats, and can only
read sectors in the 1,2,3,4,5,6,7,8,9 pattern as opposed to the random(ish)
positioning of Skewed sector formats (e.g. 9,5,2,8,1,7,3,6,4).

They are also incapable of reading 10 or 11 sector per track formats
Many are incapable of reading any further than 80 tracks

As the standard format for my disks is 10-sectors per track, 82-tracks,
before I transfer anything, I have to format a disk on the PC, copy
the desired files across to the new disk, and use that!

If the PC won't read the disk, then the only method you are going to do
it with is to format the disk on the PC, and then copy the files from
the ST (or, link 'em with a null-modem cable and transfer it across
at 19.2k)

Could the FAQ maintainer correct this information if it is in fact in-
correct!?! ^(Please!? 8-)

/----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\----------------------------------------------------------------------/
```

3125. Purchasing of Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 23:09:16 UTC
From: ehood@convex.com
Message-ID: <1993Aug24.230916.2927@news.eng.convex.com>
Source record: 202139

Hello,

I've been away from the purchasing of Atari related products for
awhile. The place I normally get software from hardly caries anything
now (and their prices are not competitive anymore). I know
this question has probably been asked before, but ...

What are some good place to order hardware/software from that
have reasonable/low prices?

My main concern is on prices for hard drives and hard drive related
utilites, like Diamond Edge.

Any help is appreciated. E-mail replies peferred.

Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

3126. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 23:16:46 UTC
From: bonnie@netcom.com
Message-ID: <bonnieCCADzy.MEG@netcom.com>
Source record: 202140

wells_s@kosmos.wcc.govt.nz writes:
>Format a disk on the PC.
>
>(Normally!)
>
>It is then 100% readable & Writable by the ST and the PC!

If this is the best solution, this is the best solution, but I'd rather not take my atari out of the closet and do all the work of formating floppies and copying. My PC can partially read these atari disk, why can't it read it all? Why does the PC tell me there are sector errors. Why does the FAQ of this group say it works when it doesn't?

3127. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-24 23:30:07 UTC
From: kendall@NeoSoft.com
Message-ID: <CCAEM8.CsM@sugar.NeoSoft.COM>
Source record: 202145

In article <1993Aug24.150330.28464@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>In article <1993Aug23.172023.15863@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>>You cannot compare a 16 mhz 030 Falcon to a 486 box @ 66 mhz. IBM sells such a
>>system in a tower case for under $2300(includes OS2).
>>
>
>Sure I can! At CeBIT last month, Digital Equipment Corporation was
>proudly displaying their new Alpha-based computer. For comparison
>purposes, they were displaying a 256-color Mandelbrot benchmark
>(considered to be a good overall indicator of system performance).
>The results:
>
> Apple MacIntosh Quadra 12 Seconds
> MS-DOS '486 @ 66 MHz 6 Seconds
> DEC Alpha @ 150 MHz 5 Seconds
>
>Sixty feet away, Atari was performing the same benchmark in
>
> >>> 4 Seconds <<<
>
>Sure, I can compare an Atari Falcon to a '486 @ 66 MHz!
>

That's a little bit unfair of a comparison, considering that the
Falcon was probably using the DSP to do the fractal calculations,
hence the speedy results. Only a little bit unfair though, as it
shows something of what a program desiged to make use of the DSP could
gain...

Still, I would have to say that for raw calculating power, a Falcon is
not quite up there with a 486/66!! Not that I'd ever stoop to buying one.

--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

3128. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:02:06 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.OgY&r6RqAEY@yonder.equinox.gen.nz>
Source record: 202053

In <bonnieCC954J.E2z@netcom.com>, BONNIE writes:
>I have many documents over the years that I've had on my Atari. But
>I've bought a 486PC a few months ago. How do I get my Atari text
>files over to my PC? I thought the best way would be to make the
>Atari floppies readable by the PC. I put "EB3490" in my sector 1 of
>track 0 using Norton Disk Doctor to make my Atari disk readable to my
>PC. The disk became readable in terms of the directories, but type
>I'd say "type filename.txt", I'd get garbage characters or "Bad sector
>messages". Does anybody know how to do this? The FAQ answer for this
>group seems to be WRONG!

If all else fails, format a blank disc on your PC (720K), copy all the
files from the old disc to the new one _on the Atari_, i.e. do disc
swapping if you have only 1 drive on it, then insert the new
disc into the PC, and you should be able to load up all the files.

For this very reason, i've formatted all my discs in PC style.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Scattered showers my arse - Noah. ::

3129. Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:02:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCAG44.F0A@sdf.lonestar.org>
Source record: 202077
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is the current version of Before Dawn, and are any English docs available? Can Before Dawn use real MODULES, or just new image files? If so, what modules are available, and how are they installed? Also, can the Warp5 star-module use animation? It would be nice to use the ringing clock or other animated image file with the star module. Is this possible? If so, where is the screen for setting the animation parameters?

Has anyone gotten TOSWIN and Before Dawn both loaded as desk accs? If so, how?

Any assistance would be greatly appreciated!
Please Email me as :
evanlang@sdf.lonestar.org

Thanks,
Evan Langlois

3130. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:10:26 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CCAGHG.yv@cbnewse.cb.att.com>
Source record: 202143

In article <oracle.746169108@pv0a27.vincent.iastate.edu>
oracle@iastate.edu (Jason Brunken) writes:
>I am curious if anyone knows if there is a new version of Lattice C
> for the Falcon?

Lattice C 5.6 is due to be released in September which has upgrades
to support the Falcon. I believe it includes support for the DSP-
but I don't exactly know what that might be. Wayne

3131. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:13:12 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <25eaqoINNc8g@tortoise.cis.ohio-state.edu>
Source record: 202144
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CC8CA4.205o@austin.ibm.com> tsang@austin.ibm.com (Donald Tsang) writes:
>In article <BLK.93Aug23095646@vanity.mitre.org> blk@mitre.org (Brian L. Kahn) writes:
>>
>>>* ComLynx I/O for networked multiconsole games (even with Lynx and Jaguar
>>> mixture).
>>>
>>> [I smell a Lynx adaptor for the Jaguar in here. And the idea of chaining
>>> Jaguars and Lynxes is tantalizing]
>>
>>I wonder how much market would be restricted for a game design which
>>requires use of a lynx (or three)? Might it be that most Jaguar
>>owners would also own lynxen?
>
>Lots, and probably not _old_ owners, since there just aren't *that* many
>of us out there. Imagine, say, $90 for the Lynx, ComLynx, and
>bootstrap cartridge... and then you won't need to buy N extra cartridges
>for every new game...

I'll say this. I'm a lynx owner...and was thinking about selling my
Lynx. Now, I don't think I will. I'm contemplating starting to
set back money to buy a Jaguar instead....

I'm sure that Lynxes could sell a few of the intial Jags, and then the
Jags could then start selling more Lynxes (and the cycle continues).

It helps that you can advertise BOTH at the same time. And the link
between Jag-Lynx is alot stronger than SNES-Game Boy (like, there actually
migt BE a link!)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3132. Re: CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:14:39 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CCAGoF.D00@ccu.umanitoba.ca>
Source record: 202147

In <25cpe0$11t@fleming-10.cs.strath.ac.uk> bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:

>Yeah,Civilization is pretty much compatible with the Falcon.

>The only problem is that all the colours are wrong!!!
>This is not as major as it seems,it only takes an hour or so to become fully
>versed in the new colour scheme.

>Also,it cannot be run from inside a folder,that is,all the files must be on the
>root directory of your hard drive partition.

I have Civilization buried 2 folders deep on my hard drive and it still
runs perfectly fine (except for the bombs after winning). What part of
the game blows up if you don't have it on your root directory?

>Apart from thes minor quibbles,Civiization runs fine and is a classic game.
>Anyone fancy trading hints/tips/achievements ?

Well, I've built every Wonder in the (same) game, but then again, I'm
usually can't resist giving myself $30,000 every few turns with my file
editor... :)
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==

3133. Offline reader for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 00:49:10 UTC
From: rebel@indirect.com
Message-ID: <1993Aug25.004910.5227@indirect.com>
Source record: 202146

I need to know if there is an offline reader for the mega ST that can read .QWK files. Any help will be appreciated.

Marcus
rebel@indirect.com

3134. Atari STE , Harddiskprobleme (DMA)

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 01:12:48 UTC
From: onra@zelator.in-berlin.de
Message-ID: <23MGB96P@zelator.in-berlin.de>
Source record: 201698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

##

... Hallo !

Ich habe Probleme mit meinem 1040 STE (Bj 89) , da dieser eine angeschlossene
Festplatte (Megafile 30) zwar lesen kann , aber nicht beschreiben bzw.
formatieren , d.h. beim Schreiben werden die Daten der jeweiligen
Partition zerstoert und Formatieren tut er nicht .

Ich nehme an das dies mit dem DMA - Baustein oder einem
Interface - Treiberbaustein zu tun hat .

Hat da jemand schon mal aehnliche Probleme gehabt oder kann mir
irgendwie weiterhelfen ?

Fuer jeden Hinweis dankbar ...
ONRA
****

##
Arno Petersen Voice: +49/30/6116563
Taborstr.7 Fax : +49/30/6929114 (to Heike Dietrich)
D-10997 Berlin Btx : 0306116563 - 1
Net : onra@zelator.in-berlin.de
##

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##
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D-10997 Berlin Btx : 0306116563 - 1
Net : onra@zelator.in-berlin.de
##

3135. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 01:22:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25eet0INNg00@golem.wcc.govt.nz>
Source record: 202062
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

```
] Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.
] [ Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800
] [ Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO
] [ TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park

I hope you don't own all of them!

(any-way, why bother if as you say only amiga makes it possible!? 8-)

/---------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3136. Re: What is a .IMG file?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 01:28:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25ef73INNg00@golem.wcc.govt.nz>
Source record: 202063
Cross-posted to: alt.games.lynx,comp.sys.atari.st

```
] So I don't know what a .IMG file is.
]
] I just want to view the two files included with the special issue of AE o
]
] I have xv 3.0, ImageMagick, and the ppm utilities. They don't know what

Use GEM-View if you have enough time to download it! (Half the archive
is un-necessary!)

(An ST program by the way, requires 1meg)

Latest version is in atari/Graphics/ at atari.archive.umich.edu

Can someone UUE the GEMVIEW.PRG file & E_Mail it to me? I'd rather not
download 600K+ of files, when the resulting data is only going to take
up about 200k! (After I have removed the sample pic's etc. and PFX-Packed
the PRG file!)

/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3137. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 02:01:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.596477@cix.compulink.co.uk>
Source record: 201906

In article <1993Aug21.002245.21642@microsoft.com>, darekm@microsoft.com (Darek Mihocka) writes:
>
>Also, claiming that MIDI is 90%-95% of the MIDI market is more bullshit.
>What you meant to say was that 90%-95% of the Atari ST market doesn't
>give a damn about MIDI. It's a niche market and there's very little demand
>for it, thus it was never added to Gemulator. Most people did not buy an
>ST for its MIDI capabilities. If you dispute that, then explain to me why
>MIDI is not discussed in 95% of comp.sys.atari.st messages?
>

That's because most MIDI musician have never heard about the Internet and barely know what a modem is.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3138. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 02:02:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CCALoy.Fwl@mailer.cc.fsu.edu>
Source record: 202148

BONNIE (bonnie@netcom.com) wrote:
> wells_s@kosmos.wcc.govt.nz writes:
> >Format a disk on the PC.
> >
> >(Normally!)
> >
> >It is then 100% readable & Writable by the ST and the PC!

> If this is the best solution, this is the best solution, but I'd
> rather not take my atari out of the closet and do all the work of
> formating floppies and copying. My PC can partially read these atari
> disk, why can't it read it all? Why does the PC tell me there are
> sector errors. Why does the FAQ of this group say it works when it
> doesn't?

It does work for disks that were formatted using TOS 1.4 or greater, or were formatted by a third party formatter that writes the correct PC bootblock.

Now, you might want to try using DC Formatter to write PC bootblocks on your ST disks. Given that the ST disks are of normal ST format (TOS 1.0 or 1.2), that is all that should be needed. Perhaps what you are doing with Norton is a not complete solution.

You can get DC Formatter from atari.archive.umich.edu. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3139. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 02:04:45 UTC
From: darling@cellar.org
Message-ID: <mmFT9B2w164w@cellar.org>
Source record: 202150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

darekm@microsoft.com (Darek Mihocka) writes:

> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
> >Well... where's the MIDI support... didn't they realize that without
> >supporting the accuracy of a normal ST's MIDI port structure that
> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
> >MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> >play games and the such, but no MIDI? no way... it's a LOT cheaper to
> >buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> >no doubt) max will get you a killer ST system.
>
> Most people did not buy an ST for its MIDI capabilities. If you dispute
> that, then explain to me why MIDI is not discussed in 95% of
> comp.sys.atari.st messages?

Perhaps because of the existence of rec.music.makers.synth? That's where I post all my ST MIDI questions, as do most netted ST MIDI folks.

I don't share the original poster's zeal, but he's got a point. An ST emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do DTP.

3140. Re: Atari models

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 03:23:02 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.jqwsIiBcR_Y@albemuth.equinox.gen.nz>
Source record: 202054

ogal@cix.compulink.co.uk (Ofir Gal) writes:
[Stuff deleted]

> It just sounds like you need a good distributor/dealer in NZ, the hardware's
> fine. The audio quality is very good, comparable to a domestic CD player.
> However, for pro use, it is possible to bypass the a/d and d/a convertors
> and record in the digital domain, so audio quality is not an issue.
> I think that if you have a Falcon for a few days you'll never want to give
> it back.

I think a lot of Atari users in this country have thought we needed a good distributor in NZ for quite a while. At the moment the last I heard on the situation is that officially we are being taken care of by Atari Australia, (of which I have heard mostly very negative comments) and that they will not be releasing the Falcon in NZ in the forseeable future. Reading between the lines, they will not release it unless it is a run away success in their own market If it was of course we probably wouldn't see many anyway as they would fill their own demand first). The net result is that Atari in NZ is looking very sad as any sort of proposition. Amiga 1200's are selling modestly but even they (with Commodore's pretty good distribution system) are having pretty stiff competition from the PC Clone market. Here in Christchurch I could pick up a 486DX-33MHz with 2Mb RAM, 170Mb IDE or SCSII II Hard-Disk, VESA Local Bus slots, 1Mb Local bus Windows Accelerator, Digitally Controlled 1024x768 Noninterlaced Colour Monitor, Bundled with MS-DOS 6 and Windows 3.1 for $2749NZ (+ 12.5% GST/VAT). If you want to do some rough currency calculations for UK Punds divide by 3, for US Dollars divide by 2.

If I had the money I'd probably buy something along these lines and run Linux anyway.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3141. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 03:54:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.596725@cix.compulink.co.uk>
Source record: 201911

In article <1993Aug24.220713.3879@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>
> Anyway, have you actually looked at the numbers posted for nvdi on
>the Falcon? I used nvdi on my mega, and it was great, but the speed ups
>for the Falcon resolutions don't even come close to standard ST
>resolution speeds.

The Falcon is about 3 times faster than an ST. With NVDI on both machines the Falcon is almost 5 times faster. All this in monochrome. As an approximate guide - The Falcon runs at 640*480*16 colours at a comparable speed to an ST running in monochrome.

> As for utilizing the dsp, I'll believe it when I actually see
>applications ship other than music apps that use the dsp. That's
>real applications, not graphic demos. There hasn't even been any TT only
>applications shipped that I've heard about, though it wouldn't surprise
>me to hear that there are some specialist applications sold in Germany,
>and the TT has been out for several years.
>

I know of a couple under development.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3142. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 04:18:24 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CCAryv.12L@cbnewsc.cb.att.com>
Source record: 202051
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

From article <CCA3zJ.E1y@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):

> From article <253jnk$s0k@elroy.jpl.nasa.gov>, by (Howard Chu):

>> Must be provision for an RGB output as well, else the vertical rez is wasted
>> in the US. Of course, PAL has 625 scan lines, so I guess it's good for the
>> Europeans... (Ah, I'm so glad I can tweak the scan rate of my 27" TV. Could
>> be in for some way cool video games...) I hope they include both a regular
>> composite and an S-video output. And again, RGB would be nice too...
>
> According to the latest AEO, the Jaguar has RGB, Composite, RF and S-video
> output. That should cover most of the bases!

Folks, I edited my first reply and the above is what it should have looked
like. Why it didn't get to the net that way, I don't know.

Now that several copies of the special issue of Atari Explorer Online has
been posted, you can read this for yourself anyway.

Sorry for the first post that went awry. This one was just to prove that
I can really use an editor. <grin>

On another note, I have send email to Travis Guy (AEO editor) asking for a
way to get the orginal true color targa files. I was very disappointed
in the quality of the attached 320x200 256color gif files.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3143. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 04:47:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <25eqsh$s30@cville-srv.wam.umd.edu>
Source record: 202052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.music.makers.synth

In article <mmFT9B2w164w@cellar.org>,
Thomas Darling <darling@cellar.org> wrote:
>darekm@microsoft.com (Darek Mihocka) writes:
>
>> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>> >Well... where's the MIDI support... didn't they realize that without
>> >supporting the accuracy of a normal ST's MIDI port structure that
>> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
>> >MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>> >play games and the such, but no MIDI? no way... it's a LOT cheaper to
>> >buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>> >no doubt) max will get you a killer ST system.
>>
>> Most people did not buy an ST for its MIDI capabilities. If you dispute
>> that, then explain to me why MIDI is not discussed in 95% of
>> comp.sys.atari.st messages?
>
>Perhaps because of the existence of rec.music.makers.synth? That's where I
>post all my ST MIDI questions, as do most netted ST MIDI folks.
>
>I don't share the original poster's zeal, but he's got a point. An ST
>emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do
>DTP.

I'll "third" that motion. :) The ST was and is a MIDI machine. If GEMulator can't do MIDI, then it is ignoring a sector of the market that both spends a lot of money on Atari hardware and software, but also is probably eager to purchase something like the GEMulator.

(Hopefully Darek will remember that Atari has always advertised the ST, and now the Falcon, in the music industry first and foremost... we have more Falcon dealers who are music stores than computer stores where I live...)

3144. digital to analog hardware for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 05:56:15 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <25eutv$165@usenet.INS.CWRU.Edu>
Source record: 202057

hello,

does anyone know of any digital to analog hardware for the ST?
i'm interested in driving three mirrors that would reflect a laser
beam. so, the hardware would have to have three or four channels.
i have a 1040STf, which would probably mean using the cartridge port.
(i hope the cartridge port is writable--i remember reading something about
not being able to do it easily..)

any info would be appreciated...

--Bart

3145. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 06:41:43 UTC
From: guest@dhhalden.no
Message-ID: <guest.82.2C7B09A7@dhhalden.no>
Source record: 202060

In article <memo.587020@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>From: ogal@cix.compulink.co.uk (Ofir Gal)
>Subject: Re: new groop: falcon030
>Date: Sun, 22 Aug 1993 22:18:30 +0000

>In article <jorngh.1484.746038043@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>>Roger wrote:
>>
>>Who wants to support such low numbers ? How many
>>Falcon SPECIFIC titles are available ?
>>

>The advantage of the Falcon is that it runs most ST programs. As far as
>specific titles go:

>Cubase Audio
>DigiTape
>ScreenBlaster
>BlowUp030
>FalconSpeed
>EagleSonic and MightySonic
>Various fractal generators and similar
>Chagal

and :

Transartica
Ishar

these are games, but most of you probably knew that

Just thought I'dd add those to the list

Rune H.

>ST programs that were enhanced to make use of Falcon specific features:

>ImageCopy
>Diamond Edge
>HiSoft BASIC
>Lattice C
>GEMView
>PhotoStudio

>This is just off the top of my head, there's plenty more, I just don't have
>the time to go through the magazines.
>I don't see the point of this arguement. The Falcon is a great piece of

>hardware, regardless of how many people buy it. For me, the availability of
>Cubase Audio alone is a good enough reason to buy it. If the Falcon fails it
>will be a loss to all users of all platforms, because competition is
>healthy. The last thing we need is for MicroSoft to totally take over...

>Ofir ogal@cix.compulink.co.uk

>"Ignorance is the Mother of Devotion."
>Robert Burton

3146. Re: not so smart amigans, was re:new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 07:17:01 UTC
From: guest@dhhalden.no
Message-ID: <guest.83.2C7B11ED@dhhalden.no>
Source record: 202061

In article <2576gaINNq9t@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>From: sheppard_r@kosmos.wcc.govt.nz
>Subject: Re: new groop: falcon030
>Date: 22 Aug 1993 07:16:26 GMT

>In article <memo.584396@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>
>>In article <24t14cINN54a@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>>
>>>No way what ever, the FALCON is a DEAD computer, only 1000-2000 sold world wide
>>>I would think there are more 'TT's' than Falcons out there and we don't have a
>>>'TT' group...
>>my Falcon. These include ALL HiSoft products, STraight FAX, That's Write,
>>Calligrapher, NVDI, Everest, Connect, Stalker, ImageCopy, Diamond Back,
>>Diamond Edge, UIS, ARCShell, STZip, MultiDesk, Cubase, WordFlair, and more.
>>There are more than 1000-2000 users worldwide. There are probably more in
>>London alone.

>Gee and you think this is a Lot of Software???? Please mate get your head out
>of the sand..

>STR stated that there were less than 1000 in Europe and that support was
>droping fast..

>They still stated that the Falcon is a flop...!!

>>Your tone is similar to your comments about Connect. On CIX (the biggest UK
>>BBS) there is general agreement that Connect is the best comms package
>>around. There are even scripts being written for it by UK users and someone
>>is already adding the UK call charges to the call cost calculator.

>No one here uses Connect as its no good in Medium Res, that is a Fact and can't
>be disputed at all, gee you are still not with it at all are you..!!

>>You will end up in everyone's kill file, so nobody except you will be able
>>to read your mis-informed messages.

>Yes I think you should be in all the Worlds Kill files with comments like this,
>how old are you, a kind of a comment from a Teenager...

>>
>>From your comment I must deduce the following:
>>
>>You have a 520ST with a single-sided external drive connected to an old B&W
>>TV. Wake Up !!! I always thought New Zealand was on this planet, apparently
>>not.

>Na we still use 800's here, did you not know that we are 10 years behind the
> rest of the World...

>>Ofir ogal@cix.compulink.co.uk

>Well, finaly we all came to our sences, we don't sell Ataries here any more
>at all, to may suicides from frustration and lack of support...?...

>So pull you head out of the sand and see the Real World ....:-)..

It's time you did just that. Here you rave about Atari just selling "this" many units and the A1200 is doing so great. Well you amiga guys don't seem to read your own mags. In an issue of Amiga format or something there was a report of Commodore finances. It stated that they have lost just a sum of $ 279 million dollars the last 9 months. That is almost half their sales. You were shouting high as hell when IBM reported its loss, but still that was not half their sales. And another thing how can the A1200 have sold as many as 500 000 units world wide and not have a better effect on CBM's figures. Either that number complete lies or CBM don't make any money on selling the A1200 the production cost may be to high, compared to the sales price?! I think both is the right answer. CBM has started to get a habit of makin "no profit machines" the last couple of years. Their PC's for example, it sold a lot, but it didn't earn them money. I won't even bother to mention the Amiga CDTV, oops, shouldn't do this, but I have ask a question... Did they sell 500 000 units of Amiga CDTV too What good is it to make machines when you don't make money on them. And what is the new Amiga CD compared to the Jaguar... I think a LADA.

...and talking of support... I am working for a dealer in Norway that sells both amiga and atari and I asked for some info about the Amiga CD about a month ago just before it was revealed. Then they said they would send out some info about it and the Norwegian price and marketing plans, as soon as it was revealed in London. That was fair enough, but the Amiga CD was revealed a long time ago now amd still no sign of the info. This so called good commodore support is even worse than the support we got from the old Atari Norway office. The support we get from the new offical Atari office here in Norway is A LOT better than the support we get from Commodore Norway.

Rune H. anti sig.file activist

3147. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 07:50:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88830@cup.portal.com>
Source record: 202064
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Hi Kit..! Think you might try to edit your articles so they don't contain 4K+ of old stuff and only 2 lines of new material..?

Thanks...

BobR

3148. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 07:53:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88832@cup.portal.com>
Source record: 202065
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Hi Kit..! Sorry about that..! I know how these things can take on a mind of their own...

BobR

3149. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 08:00:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <88834@cup.portal.com>
Source record: 202070

'Scuse me George... come back down to the real world...

A'486 system can be had for a LOT less than a Falcon, and with a lot
more USABLE features.

Not to mention that an equivalent '486 system can actually be FOUND at
a zillion times more dealers, and software is actually *available*...

Do YOU do "direct to disk" recording..? If you do, you're in a tiny, tiny
minority of computer users... why not pay for a bigger hard drive, or
a better resolution monitor instead of features you'll never use..?

BobR

3150. Re: What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 08:25:56 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25f7mk$c1q@cismsun.univ-lyon1.fr>
Source record: 202066

In article <7D2e9B8w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>I know they're pictures and they seem to be smaller, a lot smaller than
>gifs, but are they as good in quality?

The difference between Jpeg compression method and other methods (like GIF) is that Jpeg is a compression with loss, while others are compression without loss... When you store an image in GIF format, you will retrieve it intact, pixel by pixel. When you compress a file with Jpeg, you can choose a compression rate. When it increases, the size of the file decreases, and the loss icreases => the quality decreases too...
It's a compromise: there's a limit under which you can compress most files with no noticeable loss, and suddenly, passing this limit, the loss will be inacceptable... This limit depends closely on the image style... (contrast, mainly line-based composition, or value-based composition will change the point where you'll decide that there is too loss)

It's true that for most images, compression with no noticeable loss will produce files much smaller than GIF with of course no loss at all...

3151. Re: ST FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 08:33:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25f84u$c34@cismsun.univ-lyon1.fr>
Source record: 202068

In article <17AUG199310323927@v44e1.orl.mmc.com> sderochemont@v44e1.orl.mmc.com (STEVE DEROCHEMONT) writes:
> Does anyone know of some FTP sites with ST files on it?
>I am particularly looking for the ST version on Oxyd or other
>small interesting games.
>
>Thanks!
>Steve deRochemont
>SDEROCHEMONT@v44e1.orl.mmc.com
>

In the US : atari.archive.umich.edu
In Germany: ftp.uni-kl.de 131.246.9.95
athene.uni-paderborn.de 131.234.2.32
vax.ph-cip.uni-koeln.de 134.95.64.1
quepase.cs.tu-berlin.de 130.149.17.7

And many others... Access an archie server and try prog atari !

3152. Re: Have you played Utopos already?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 08:44:14 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25f8ou$ca2@cismsun.univ-lyon1.fr>
Source record: 202069

In article <CByzCH.EE0@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>
>
>I thought it clearly stated somewheres or other, that it was an STe game only.
>I could be wrong (perhaps only in the game itself), but it is a
>STe game "only".
>

The demo version works well on my Mega STe too... Some parts of the image
flickers at 16MHz, but it's fine at 8MHz...

3153. Re: ST FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 09:10:59 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <25fab4$ld3@news.cs.tu-berlin.de>
Source record: 202071

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>In the US : atari.archive.umich.edu
>In Germany: ftp.uni-kl.de 131.246.9.95
> athene.uni-paderborn.de 131.234.2.32
> vax.ph-cip.uni-koeln.de 134.95.64.1
> quepase.cs.tu-berlin.de 130.149.17.7

There's no server called "quepase" here. What you mean is "quepasa", but
you don't need that, either. Simply try ftp.cs.tu-berlin.de and you'll be
connected to the current ftp server.

3154. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 09:18:01 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25fao9$d3v@cismsun.univ-lyon1.fr>
Source record: 202072

In article <1993Aug18.164733.147801@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:

>
>-------------------
>TOS on ROM Versions
>-------------------
>
>28 Pin chips:
>
> TOS 1.0 - 6 or 2 chip set - standard in all older STs
> TOS 1.2 - 6 or 2 chip set - ???
> TOS 1.4 - 6 or 2 chip set - Upgrade for 1.0. (Rainbow TOS)
> TOS 1.6 - 2 chip set - for STE??
>

TOS 1.2 - 6 or 2 chip set - Upgrade for 1.0 (Dec 1987++ STFs with blitter socket/place on the board)

3155. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 09:56:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCB7MF.3n@barclays.co.uk>
Source record: 201965

In article <bonnieCCADzy.MEG@netcom.com>, bonnie@netcom.com (BONNIE) writes:
|> If this is the best solution, this is the best solution, but I'd
|> rather not take my atari out of the closet and do all the work of
|> formating floppies and copying. My PC can partially read these atari
|> disk, why can't it read it all? Why does the PC tell me there are
|> sector errors. Why does the FAQ of this group say it works when it
|> doesn't?

Different versions of TOS and also different ST formatters write different kinds of boot sectors. STs are flexible and will read pretty much anything thats close to what it is expecting. PCs are very fussy. If your on a TOS1.4/2.06 or any other TOS that write PC happy boot blocks then you will be able to read these disks on a PC. TOS1.0,1.2 and probably a few others write boot blocks that PCs don't like. There are many ST formatters that were designed to specifically write this PC type boot sector.

If you want these files on your PC that badly, you will really need to start up your ST and do a little work. Why not use comms packages and a null modem cable? Otherwise a RAMdisk will greatly speed up the copying process.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3156. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 10:33:08 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <25ff54$shb@unicorn.ccc.nottingham.ac.uk>
Source record: 202073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
>>3. No MIDI (though I don't think anyone would buy it for MIDI anyways).
>
>A few people would, but not enough people have requested MIDI
>to warrant weeks or months of work for a handful of sales.

Come on then and get requesting you MIDI users. *I'd* like to be able to run
Cubase 3.0 under GEM on a PC instead of crash-a-minute windows. Especially
with the increased memory, speed, etc..

..Dave VH..
.....................................................................
___ __ . CCZDVH . My Guitar wonders why
/ \_/ / __ . @uk.ac.nott.vme . Its not easy to fly
| []| | LLLLLLLLLLLLL|__| . ~~~~~~~~~~~~~~~~ . Exept if your name
\_\___/\_\ . I can't play this! . Ends in Holdsworth or Vai
....\.................................................................
--
David Valentine-Hagart ...**... cczdvh@uk.ac.nottingham.vme
```

3157. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 10:34:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.blukX&9Yo_U@yonder.equinox.gen.nz>
Source record: 202083

In <afonseca.0bjo@terapin.com>, Alberto Fonseca writes:
>And I would instantly know ALOT of people that I could talk to about computers
>without them saying, "ATARI makes computers?", and being able to share files..

You mean you don't just get laughed at?!

:-)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Scattered showers my arse - Noah. ::

3158. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 11:00:37 UTC
From: apski@bhars42a.bnr.co.uk.bnr.co.uk
Message-ID: <25fgol$im8@bnsgd245.bnr.co.uk>
Source record: 202074

In article s0k@elroy.jpl.nasa.gov, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <rjungCC19Jx.J20@netcom.com> rjung@netcom.com (Robert A. Jung) writes:

>>* High speed synchronous serial port for connection to modems, cable TV,
>> networks and other high performance networks.
>>
>> [No word of the rumored built-in modem. Darn]
>
>They're probably still talking about a DSP-based software modem, like they
>talked about for the Falcon. Could probably be done pretty easily... Hm.
>The 32 MHz DSP 56001 in the Falcon is supposed to be able to execute 3
>instructions per cycle, 96 MIPS. This DSP is only running at 26.6 MIPS,
>although it can operate on more data at once (nearly 3 times larger word size).
>Dunno...

Just a small point here. The 56001 DSP in the Falcon can achieve a base rate,
at 32 MHz, of _16_ MIPS. Most instructions on the DSP take 2 clock cycles. Many
of these instructions can be combined with a parallel move of data, and this
combined with the pipeline yields the theoretical peak figure. This peak
figure is largely unattainable, and for most purposes it can be assumed that
you will only get 16 MIPS performance, and with clever coding and use of
parallel moves you could get 32 MIPS on some occasions. 96 MIPS is not very
likely in any practical piece of code 8-).

>>
>>There are two custom chips, code-named Tom and Jerry, which combined contain
>>four processors. Jerry has the DSP, the 8K SRAM, a sound block and a block for
>>"timers, UART, joysticks and clock control." Tom has the "DRAM memory
>>controller, object processor, GPU (w/ 4K SRAM) and the blitter." The 68000 is
>>separate as it has the DRAM and cartridge/CD-ROM ties.
>
>So we *can* get to the 68000 itself. Good enough...

Does the Jag have built in collision detection? This is what really cripples
the SNES a lot of the time - its puny CPU can't handle the collision
information produced by its hundreds of sprites. Fortunately, even if there
isn't built in collision detection, a 13ish MHz 68000 is ample under most
circumstances to do it in software, so the Jag is probably reasonably well
catered for here.

>> Ladies and gentlemen of the net...Let the speculation begin.

What's this 'begin' business - as far as I can tell we've been speculating
for a long time!

- Andy.
< The Man From U.M.I.S.T. >

3159. GDB 3.6 for Atari/MiNT (uploaded to ftp.germany.eu.net)

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 11:35:16 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug25133516@issan.informatik.uni-dortmund.de>
Source record: 202076

I have just uploaded my port of GDB 3.6 for Atari w/ MiNT, soon to be
available as

ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36pl3.zoo

This version works with gcc 2.4.x and has support for long long int.

Many thanks for the feedback.

- Andreas

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3160. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 11:59:53 UTC
From: mk@musik.auc.dk
Message-ID: <1993Aug25.115953.4981@vaxc.aud.auc.dk>
Source record: 202078

Does anybody know which RISC-processor they are using?

regards

Martin and Karsten
Dept. of Music, Aalborg University

3161. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 12:14:24 UTC
From: Craig.Oldfield@cyberhm.royle.org
Message-ID: <746319944.0@cyberhm.royle>
Source record: 201907

-> How come that the Amiga 1200 has sold some 500,000 in one year
and
-> every one here claims that its a load of rubish, so who is telling
the
-> truth...
Big seller doesn't mean best machine. Just look at the sales of Game Boys vs Lynx or Game Gear, two technically superior machines but hype sold the former in huge quantities. I thought that the My machine is better than yours died out with the Spectrum and C64, obviously not. You should always remember, each to his own and use whatever best suits you. I use a Canon camera because I like it, somebody using a Praktica could probably take better pictures than me or pics of a different type, doesn't mean one is superior, it's the end result which counts.
Set The Controls For The Heart Of The Sun

Craig

* Origin: Craig's Padded Cell @ CyberHome NeST (Fido 2:255/404.14)

3162. Connect comment - was Re: not so smart amigans,

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 12:48:14 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Aug25.124814.8009@oz.plymouth.edu>
Source record: 202079

I couldn't figure out who said what in the semi-original article....
[LOTS deleted for brevity/lack of relevence
>>>On CIX (the biggest UK
>>>BBS) there is general agreement that Connect is the best comms package
>>>around. There are even scripts being written for it by UK users and someone
>>>is already adding the UK call charges to the call cost calculator.

Is someone collecting the various Connect scripts together & putting
them on an FTP site the rest of us can get to ??

>>No one here uses Connect as its no good in Medium Res, that is a
>>Fact and can't

I haven't figured out where 'Here' is yet... New Zealand ?

I personally don't use connect because the 'demo'(shareware?) versions I keep
running across DON'T emulate the behavior I expect from a terminal
emulator - vt220 or vt320 emulation. Uniterm, on the other hand does
it EXACTLY the way I want it. If there were a script for Connect that
would set it up like a Uniterm 'vt200' style terminal I'd go for it.

In a couple more months we will be going to 9600+ baud modems on ALL
of our modem pools here and I'll have no choice but to upgrade my 2400
baud modem (Which can't deal with the high speed modems we purchase.)
and then I'll start using Connect just to get more than 19.2K baud.

Can anyone recommend a GOOD font that works with Connect ? The
possible choices for it now don't look very good on my mono monitor.

And how do I get it to do a 24x80 character screen ???

-AndyS-

--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :andys@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:andys@a1.plymouth.edu	programmability is NOT user friendly.

3163. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 13:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7a71c6@cindy.ct.se>
Source record: 202075

In a message of 24 Aug 93 00:18:06, Sheppard_r wrote:

S> >True Colour works just fine on VGA.
S>
S> Gee and you know more than Atari does, you should tell them this...
S>
S> This is not what I have been reading many many times..??

Obviously since I *HAVE* a Falcon and I'm running it in TRUE COLOUR right NOW!
(On my VGA)

Stop spreading lies about things you haven't got a clue on!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3164. What happened to WAACE?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 13:27:47 UTC
From: lucasl@aix02.ecs.rpi.edu
Message-ID: <25fpcj$om8@usenet.rpi.edu>
Source record: 202081

I assume there is no WAACE show this year, since I haven't heard anything about it. Does anybody know why?

3165. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 13:47:46 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Aug25.094746.6824@spcvxb.spc.edu>
Source record: 202082

In article <88834@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> 'Scuse me George... come back down to the real world...
>
> A'486 system can be had for a LOT less than a Falcon, and with a lot
> more USABLE features.
>
> Not to mention that an equivalent '486 system can actually be FOUND at
> a zillion times more dealers, and software is actually *available*...
>
> Do YOU do "direct to disk" recording..? If you do, you're in a tiny, tiny
> minority of computer users... why not pay for a bigger hard drive, or
> a better resolution monitor instead of features you'll never use..?

I have to concur with Bob here <imagine that!>. :)

For reference, I just bought a new EISA box the other day to act as my
internet gateway at home. For $3400 I got:

486-DX2/66
256K cache
16mb RAM
8 EISA slots
2 local bus slots
EISA scsi controller
500mb 10ms scsi disk
local bus 1024x1024 video card
15" non-interlaced monitor
new MS mouse
DOS 6.0 (which I promptly deleted and recycled the disks)
Windows 3.1 (ditto)
Msoft Excel 4.0 (which I brought to work and use on one of my pc's there)
installed linux (including X windows)

So according to the previous poster, this system is at par with a Falcon.
We all know my stance on Atari so I won't rehash that again, but I do
think it is comical to compare a machine based on a 16mhz 68030 (and no
FPU) with a system such as the one above. Of course, we all know that
a nice 486/66 system can be had for $1500-2000 these days, but I used
the previous poster's pricing (and my own machine as an example) to
show what a silly comparison it was.

As many people have stated, if you happen to be in that tiny group
of people who want/need MIDI or "direct to disk" recording, the falcon
may be your dream machine. In terms of "power without the price" though
it isn't even close to the pc clones or the new Macs.

Happy computing to you,

Chris

3166. Run GNU Emacs with Mupfel

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 13:56:18 UTC
From: jph@iesd.auc.dk
Message-ID: <JPH.93Aug25135618@student.iesd.auc.dk>
Source record: 202084

Im having a hard time trying to make GNU Emacs 18.57 run with
the Gemini/Mupfel-shell.

Complaints are
shell MUPFEL is not powerfull enough to run GNU Emacs
it lacks the ability to position the cursor
(or some thing like it)

Questions are

1) What termcap-entry(s)1 should be used
2) Is there a pre-dumped version that I can use (and where)
3) How should the batch file for calling Emacs look ?

I dont think the problem i MUPFEL, since MicroEmacs works fine.

sincerely
(a new GNU user)
Lars Frandsen

Please mail : lafrance@musik.auc.dk

3167. Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 14:19:03 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <25fscn$p8n@info2.rus.uni-stuttgart.de>
Source record: 202085

Hello all,

that's what I found today in comp.sys.sgi.announce

--------cut here---------

NINTENDO AND SILICON GRAPHICS JOIN FORCES TO CREATE WORLD'S MOST ADVANCED
VIDEO ENTERTAINMENT TECHNOLOGY

[This press release has been slightly edited to remove any blatant commerical
aspects. MJW:moderator] (my remark: :-)))))

SAN FRANCISCO, California (August 23, 1993)-Nintendo and Silicon Graphics, Inc.
(NYSE:SGI) today announced an agreement that will transform video entertainment
by developing a truly three-dimensional, 64-bit Nintendo machine for home use.
Nintendo's "Project Reality" is the first application of Reality Immersion
Technology, a new generation of video entertainment that enables players to
step inside real-time, three-dimensional worlds.

The worldwide Joint Development and License Agreement teams Nintendo's
industry-leading expertise in video game development with Silicon Graphics'
renowned visual computing technologies that enabled filmmakers to create the
unprecedented special effects for such movies as "Terminator 2" and "Jurassic
Park."

The product, which will be developed specifically for Nintendo, will be
unveiled in arcades in 1994, and will be available for home use by late 1995.
The target U.S. price for the home system is below $250.

The "Project Reality" effort will create Nintendo's next-generation system
featuring realistic graphics, high-fidelity audio and record-setting speed. At
the heart of the system will be a version of the MIPS(r) Multimedia Engine, a
chip-set consisting of a 64-bit MIPS RISC microprocessor, a graphics
co-processor chip and Application Specific Integrated Circuits (ASICs). For
the first time, leading-edge MIPS RISC microprocessor technology will be used
in the video entertainment industry creating new levels of speed, realism and
excitement. The graphics co-processor and ASICs provide the specialized audio,
video and graphics capabilities. The same MIPS RISC microprocessor family
today powers computers ranging from PCs to supercomputers.

The Joint Development and License Agreement represents a long-term, worldwide
business relationship between Nintendo and Silicon Graphics. Under the
agreement, Nintendo will pay Silicon Graphics royalties for use of the licensed
3D technology. This unique product will be available specifically from
Nintendo. Application software will be supplied by Nintendo and its current
and future authorized licensees.

Reality Immersion Technology

Reality Immersion Technology uses the world's most advanced graphics and computing capabilities to allow video game players to directly and intimately interact with virtual game environments. This new generation of entertainment creates infinitely evolving worlds that instantly and continuously react to the commands and whims of the individual players. With Reality Immersion Technology, video game players, for the first time ever, actually become part of the game itself.

Silicon Graphics' recently introduced Indy(tm) desktop computer provides an ideal authoring system for current Nintendo developers wanting to create applications for the "Project Reality" platform. Indy also supports the Indigo Magic(tm) user environment, the world's first Media User Interface (MUI), a media-rich, point-and-click interface that will enable developers to further enhance their home entertainment software.

----------cut again----------

Now, if this is out in 1994 in the arcades as they say, who will wait and buy a Jaguar of Atari, when there is a Nintendo/Silicon Graphics joint force ??
And the amount of advertising, Nintendo will provide, will be enourmous, I guess.
What do you think?

--
Ciao
Uwe

3168. Opinions sought on Replay-16

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 14:28:07 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Aug25.082655.19256@peavax.mlo.dec.com>
Source record: 202067

Hi People,

Like the subject says, does anyone have any opinions on the Replay-16
cartridge? (stereo 16-bit sampler)

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

3169. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 14:50:14 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCBL7u.6Fo@cbnews.cb.att.com>
Source record: 202086

In article <25fscn$p8n@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>Hello all,
>
>that's what I found today in comp.sys.sgi.announce
>

(Bullpucky press release about Nintendo releasing the first video game system to use RISC technology when the Jag will use it two years earlier deleted.)

>
>Now, if this is out in 1994 in the arcades as they say, who will wait
>and buy a Jaguar of Atari, when there is a Nintendo/Silicon Graphics
>joint force ??

What do you mean, "wait and buy a Jaguar"? Jaguar will be available a full two years before Nintendo's expected release of a home system. Who would wait to buy (possibly) equivalent technology two years later?

>And the amount of advertising, Nintendo will provide, will be enourmous,
>I guess.
>What do you think?

I would imagine. Heck, they're already touting a machine that won't be around until 1995.

>
>--
>Ciao
> Uwe

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3170. Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 15:00:15 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCBLoG.12E@cs.ruu.nl>
Source record: 202087

Why is this group taking over the functions comp.sys.atari.advocacy
was created for? People who read this group -only- are NOT interested
in the Jaguar and such. Please continue your discussions on advocacy.

Articles in this group should be about the ST/TT/Falcon series and
TOS software.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3171. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 15:24:27 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug25.152427.9080@dcs.warwick.ac.uk>
Source record: 202088

In article <25fscn$p8n@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
>
>NINTENDO AND SILICON GRAPHICS JOIN FORCES TO CREATE WORLD'S MOST ADVANCED
>VIDEO ENTERTAINMENT TECHNOLOGY
>
>[This press release has been slightly edited to remove any blatant commerical
>aspects. MJW:moderator] (my remark: :-)))))
>
>SAN FRANCISCO, California (August 23, 1993)-Nintendo and Silicon Graphics, Inc.
>(NYSE:SGI) today announced an agreement that will transform video entertainment
>by developing a truly three-dimensional, 64-bit Nintendo machine for home use.

Silly me, I thought the current Nintendo's were three-dimensional: they're
about 30 cm across, 10 cm high and 30 cm deep....

>The product, which will be developed specifically for Nintendo, will be
>unveiled in arcades in 1994, and will be available for home use by late 1995.
>The target U.S. price for the home system is below $250.

_IF_ Atari get a move on the Jaguar will be out a clear 2 years before this -
the two machines won't be in competition.

- Leo

3172. Re: Connect comment - was Re: not so smart amigans,

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 15:25:21 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CCBMu9.Bpy@dscomsa.desy.de>
Source record: 202080

In article <1993Aug25.124814.8009@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>I personally don't use connect because the 'demo'(shareware?) versions I keep
>running across DON'T emulate the behavior I expect from a terminal
>emulator - vt220 or vt320 emulation. Uniterm, on the other hand does
>it EXACTLY the way I want it. If there were a script for Connect that
>would set it up like a Uniterm 'vt200' style terminal I'd go for it.

Have a look on CoNnect Version 2.20. There even the last problems with
our VAX emulating vt220 disappeared. If you still find problems, just
make a capture of your session (full capture, NO ascii capture) and send
it uuencoded to me. I will then be able to find bugs.

Normally problems with vt220 are just set-up problems which could easily
be solved reading CoNnect's Online-Help.

>Can anyone recommend a GOOD font that works with Connect ? The
>possible choices for it now don't look very good on my mono monitor.

The fonts coming with CoNnect work quite well. They even allow
80x24 on ST-Mono. You also can install them without GDOS by putting
them in a folder named GEMSYS in the CONNECT folder.

Wolfgang

3173. Re: digital to analog hardware for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:09:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCBovv.34z@barclays.co.uk>
Source record: 201966

There used to be something sold in the UK called Robokit which let you use Fischer Technic type bits controlled by the ST. It was quite good but never really took off. Cost was around 80GBP or so from memory.

I don't know if it's still available.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3174. Atari STfm Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:12:11 UTC
From: ribtm@ttacs.ttu.edu
Message-ID: <ribtm.2.0@ttacs.ttu.edu>
Source record: 202092

```
#
# FOR SALE
#

Atari 520STfm with 2.5MB RAM, TOS 1.2.

Atari SM124 Monochrome monitor

Atari SC1224 Color Monitor

Omniswitch monitor switch

ICD SCSI host with clock

ICD Cleanup software

WORKING PC-DITTO II with DOS 3.3

2 Drive hard-disk case (no disks!)

#
# FOR SALE
#

I would prefer to sell the whole collection at once, but will entertain
offers on parts. If you are interested, send e-mail to:

ribtm@ttacs.ttu.edu

Mike Angier
```

3175. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:33:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <25g480$f3v@cville-srv.wam.umd.edu>
Source record: 202091

In article <88834@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>'Scuse me George... come back down to the real world...
>
>A'486 system can be had for a LOT less than a Falcon, and with a lot
>more USABLE features.
>

Ok, I don't mean to flame anyone here, but there seems to be a misconception here that for ST and Amiga owners, a 486 is price-competitive when you talk about a $1000-$2000 machine. Towards the higher end of that spectrum, I think that is true, but I recently went shopping with a friend for a PC.

The specs he wanted were:

Vesa LocalBus slots
EISA (optional)
340MB SCSI drive (not IDE)
accelerated SVGA

He did not want a 486SX. He wanted a 486DX. When we gave the salesman our "fantasy" list of hardware, he told us that our $2200 66mhz computer had become a $5000 machine.

:)

So we did various other configurations, and believe me, the base price on a PC with a decent processor (486/33) and HD (200MB) with SVGA and 4 or more MB of RAM is *very* competitive... I've seen those as low as $1300. But when you add a good sound card ($200-$500), SCSI support ($50-$250... actually, one we priced for EISA was $600 :)), it starts to add up. Certain things in the Atari and Amiga (like, oh, sound :)) which we take for granted are usually not standard on a business machine package.

I think a very nice Falcon system could be done like so:

Falcon 030 w/ 1MB, no HD: $800
RAM board: $100
8MB of RAM: $300
Mitsbuishi SVGA monitor: $430
340MB SCSI drive: $400 (i've seen Maxtor 340 IDEs for $320)
assorted cables, etc.: 70
======
$2100

For some people, continuing to use an SC1224 monitor would mean saving the cost of the SVGA (while losing the features of it), making the price of this setup pretty tolerable.... though I won't go so far as to say

it is better than the PC clone prices... <that would be ludicrous :) >
But it is in the ballpark of a decently equipped 486/33 PC with sound, SCSI,
etc....

(Friend of mine just bought a 486DX2/66 with barebones setup mail order...
$2100 with no monitor, a non-accelerated SVGA board, but with a SCSI-2
board and a 212MB HD...)

3176. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:36:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <25g4ev$fa9@cville-srv.wam.umd.edu>
Source record: 202093
Body handling: HTML body converted to readable text

In article <1993Aug25.094746.6824@spcvxb.spc.edu>,
wrote:
>
>For reference, I just bought a new EISA box the other day to act as my
>internet gateway at home. For $3400 I got:
^^^^^
>
>of people who want/need MIDI or "direct to disk" recording, the falcon
>may be your dream machine. In terms of "power without the price" though
^^
>it isn't even close to the pc clones or the new Macs.
^^
>

Well, yeah, I'll agree, but I think your example could have been better. :)
A $3400 system isn't exactly "power without the price". :)

For $3400 you could get a serious Atari machine. Why someone would spend
$3400 on an Atari machine, I don'tknow, but it could be done. :)

I think in the sub-$2000 category, though, PCs look good, but need some
extras to be fully appreciated. :)

3177. Re: Sinclair wins Jerk of the Week Award

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:40:01 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <25g4l1INN1di5@rs1.rrz.Uni-Koeln.DE>
Source record: 202094

In <1993Aug24.090944.20090@jet.uk> djs@jet.uk (David J Stevenson) writes:

>In <1993Aug23.124352@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:

>>No, that's not Clive Sinclair; I'm refering to Peter Day-Sinclair,
>>who hit an all-time high for offending as many people as possible
>>by a triple re-posting of ca. 200 line message with no new remarks
>>...
>>By the way, runner-up is that lovable Kiwi, Roger Sheppard :-)

>So Roger finally relinquishes his well-earned title! Never mind, I'm sure
>he'll be back with a vengeance next week.

Hmmm... I really regret that Thomas Darling doesn't seem to be active
in this group anymore -- he'd certainly have some brilliant limericks to
post.
Perhaps a little poem encourages him to resume his activities:

(Music: "King and Queen of America", Eurythmics)

Well, come on, Darling
Give them a limerick
Come on, now, Darling,
Those guys are just too sick.
'Cause they're the all time losers
In the all time winners' group
Yeah, they're the all time losers
So please give them a swoop

We're talking 'bout the
Kings of creeps in Ataria
Kings of creeps in Ataria

Yeah, the kings of nagging
Are a sheer outrage
They post a pile of confusion
Prepare themselves a clown's stage
And though they never knew anything
About using STs
And though they never knew anything
They keep posting their cheese

We're talking 'bout the
Kings of creeps in Ataria
Kings of creeps in Ataria
...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

P.S.: I'm sorry. I really tried to resist, but I couldn't.

3178. Gemulator and OS/2 ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 16:55:48 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <93237.175748ASI503@DJUKFA11.BITNET>
Source record: 202090

Hmmm,

to bring the best of both worlds together, the Gemulator should be able
to run under OS/2 (in a DOS box probably). I vaguely remember one posting
here mentioning compatibility of Gemulator 3.0 and OS/2.

Is this right ?

Erik Sodtke
Research Center Juelich
asi503@djukfa11.bitnet

3179. Re: What happened to WAACE?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 17:34:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <25g7qc$hmv@cville-srv.wam.umd.edu>
Source record: 201959

In article <25fpcj$om8@usenet.rpi.edu>,
Lisanne Elizabeth Lucas <lucasl@aix02.ecs.rpi.edu> wrote:
>I assume there is no WAACE show this year, since I haven't heard anything
>about it. Does anybody know why?

Oh this is a heck of a story.

Back in 1990 I did a WAACE show as a vendor (yep, 'lil ole me was once
a developer :)) and it was a nice homebrew kind of show in a high school,
and it had high attendance, and a decent number of vendors, including local
stores as well as a few visiting mailorder stores.

The thing that I think has killed the show is, officially, that Atari won't
directly support the show with a visible presence. Last year, I heard this
is what happened... I did not attend. I did read a lot of the discussions,
and the gist of it seems to be that the Glendale show and the WAACE show are
so close together that Atari didn't feel they could do both.

However there have been some other problems.. there was a movement, led
by John Barnes (Junkyard Pussycat) a while ago to move the show into the
site used most recently, the expensive Hyatt Regency in Reston,VA. Vendor
tables doubled in cost, hotel rooms went up, and worst of all, they began
to charge $6 or so per person per day to attend a usergroup show for a
platform whose popularity was shrinking.

In 1991, the number of vendors decreased from the previous year, but to
be fair, it was from a combination of both a sagging marketplace and
the change in the location and cost.

Also, I think the hotel *is* a nicer place, but... I think the Atari market
is by its nature not going to support expensive "professional" shows in the
USA. It lost the hobbyist atmosphere and I think that is where it went
wrong...

3180. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 17:48:44 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCBtHA.CBJ@cbnews.cb.att.com>
Source record: 202096

In article <25g480$f3v@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>In article <88834@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>>'Scuse me George... come back down to the real world...
>>
>>A'486 system can be had for a LOT less than a Falcon, and with a lot
>>more USABLE features.
>>
>
>Ok, I don't mean to flame anyone here, but there seems to be a misconception
>here that for ST and Amiga owners, a 486 is price-competitive when you talk
>about a $1000-$2000 machine. Towards the higher end of that spectrum, I
>think that is true, but I recently went shopping with a friend for a PC.
>
>The specs he wanted were:
>
>Vesa LocalBus slots
>EISA (optional)
>340MB SCSI drive (not IDE)
>accelerated SVGA
>
>He did not want a 486SX. He wanted a 486DX. When we gave the salesman
>our "fantasy" list of hardware, he told us that our $2200 66mhz computer
>had become a $5000 machine.
>
>:)

$5000?!?!?!? You can get a Zeos 486/66DX with:

Localbus
EISA
16Mb RAM
527Mb SCSI drive
SVGA w/1Mb RAM
SCSI on motherboard
(only important stuff listed)

for $2995.

Add $150-$200 for a 16-bit sound card, and you're off to the races.

Sorry, but there really is no comparison.

Tom

--
+---+

```
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-------------------------------------------------------------------------+
```

3181. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 18:17:30 UTC
From: cmedley@wam.umd.edu
Message-ID: <25gabq$jje@cville-srv.wam.umd.edu>
Source record: 201957

In article <25fscn$p8n@info2.rus.uni-stuttgart.de>,
U. Seidler <stud30@iris9.csv.ica.uni-stuttgart.de> wrote:
>Hello all,
>
>that's what I found today in comp.sys.sgi.announce
>
>--------cut here---------
>
>NINTENDO AND SILICON GRAPHICS JOIN FORCES TO CREATE WORLD'S MOST ADVANCED
>VIDEO ENTERTAINMENT TECHNOLOGY
>

It sounds promising. Of course, Nintendo has a tendency to try to steal
the thunder from any competitor with vaporous announcements, such as their
"32-bit CD-ROM" when Sega announced theirs.

They were still talking about it when Sega sold their first 100,000 units. :)

Atari would have a little over a year's head start on them. Considering how
advanced Jaguar technology is, and the price point on it, I think they may
come out equal, with Nintendo probably benefitting more from having more
3rd party groups onboard for the ride.

3182. 520 ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 18:39:16 UTC
From: kolkmeie@cse.uta.edu
Message-ID: <1993Aug25.183916.16806@news.uta.edu>
Source record: 201954

I have the following for sale.

$90 Atari SM124 Monochrome Monitor

$90 Golden Image DS Floppy drive for Atari ST. 720K. Less than a year
old.

$80 Atari 520ST computer with TOS 1.0 and 512k.

Please reply to kolkmeie@cse.uta.edu or call 817-861-1366.

3183. Piracy BBS's in The Netherlands ..

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 18:40:33 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <25gbn1$51r@wsinis01.info.win.tue.nl>
Source record: 202095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Have some of the low bastards that send megaloads of cracked titles
along the globe by means of pigeons, snailmail, hollow teeth
or paternally adressed international central offices,
already infested the Netherlands ?

If so, I'll be more than happy to receive phonenumbers of the finest
among them! (At, of course, my mail-address.)

THIS IS NO FLAMEBAIT, and I can very well do without the old bunch
of pros and (mainly) cons w.r.t piracy. Just mail me some numbers,
or skip this article.

Thanks in advance!
RowdyB,
The Netherlands.

3184. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 18:50:11 UTC
From: healy@nosc.mil
Message-ID: <1993Aug25.185011.3216@nosc.mil>
Source record: 202097

In article <bonnieCCADzy.MEG@netcom.com> bonnie@netcom.com (BONNIE) writes:
>
>If this is the best solution, this is the best solution, but I'd
>rather not take my atari out of the closet and do all the work of
>formating floppies and copying. My PC can partially read these atari
>disk, why can't it read it all? Why does the PC tell me there are
>sector errors. Why does the FAQ of this group say it works when it
>doesn't?
>
>
You might have an alignment problem on your floppy. My ST floppy
had to be adjusted some years back and now the problem has come
back. The partial read sounds like misalignment somewhere.

Mike Healy

healy@nosc.mil

3185. Falcon Compatibility with MTP

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 19:25:24 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CCBvDy.AJu@ryn.mro4.dec.com>
Source record: 202099
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Hi!

I'm running Master Tracks Pro V3.mumble (last version before Passport axed support) on my 1040ST. I've been thinking about a Falcon since I would like to have a hard disk and more memory and adding those upgrades to my ST would cost me over half the price of a Falcon.

Anyway, I need to know if the software I have now will run on the Falcon. The biggie is Master Tracks Pro, of course, but I'm also curious about these others:

Dr. T's ESQapade patch editor (for Ensoniq ESQ-1)

Timeworks Desktop Publisher

Any comments from people who have *actually run* these programs on a Falcon would be appreciated. E-mail me unless you think the rest of the world would benefit form this knowledge <grin>.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3186. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 19:35:32 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746307332snz@falcon.demon.co.uk>
Source record: 201941

In article <CCAGHG.yv@cbnewse.cb.att.com> trek@cbnewse.cb.att.com writes:

>...
>to support the Falcon. I believe it includes support for the DSP-
>but I don't exactly know what that might be. Wayne

It includes the OS binds, nothing more sorry; I simply don't have time :-(

--
Alex Kiernan
alex@falcon.demon.co.uk

3187. Re: Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 19:36:51 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746307411snz@falcon.demon.co.uk>
Source record: 201940

In article <CCBLoG.12E@cs.ruu.nl> avgroeni@cs.ruu.nl, writes:

>
>
>Why is this group taking over the functions comp.sys.atari.advocacy
>was created for? People who read this group -only- are NOT interested
>in the Jaguar and such. Please continue your discussions on advocacy.
>

Amen!

--
Alex Kiernan
alex@falcon.demon.co.uk

3188. Re: MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 20:12:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A3465@MS.maus.de>
Source record: 201975

In article <25d8ah$j7@sol.ctr.columbia.edu>, Simon Gornall
(sjg@phlim.ph.kcl.ac.uk)
wrote:
>As for why futils are slow, that's because of the way they're written
>(unless thi shas changed since I last looked). They were written to
>take advantage of un*x systems filesystem buffering, so that they read
>and write a byte at a time, and leave it up to the os to buffer that
>into large enough chunks to be efficient. Neither MiNT nor TOS do this
>efficiently yet.

That wouldn't explain the differences for `rm'.

Anyway. I can't believe that there is an operating system where it's faster
to write 1000 times one byte instead of writing them with one single call.

3189. Help formatting RLL drive

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 20:13:50 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.NXdgYnMqeg6@mbase97.hacktic.nl>
Source record: 201996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm trying to format a Microscience HH-1120 RLL drive, that I put into
a Megafile 30. My AHDI5 does not know this drive. Can anybody send me,
or tell me where to get, software to format it?

Thanks in advance!
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!

3190. What is 'msa' {compression}??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 20:27:06 UTC
From: gbrnnign@unix2.tcd.ie
Message-ID: <gbrnnign.746310426@unix2.tcd.ie>
Source record: 202098

Hello ye all,
I was dearchiving some stuff from umich when I came across files ending in .msa
Anybody know where I can get this dearchiver??
(If you don't believe me that it exists, checkout atari/Demos/)

Gar JS Engineer TCD

P.S. What's this archiver called?

3191. Re: Run GNU Emacs with Mupfel

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 20:48:16 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.746311696@elektra>
Source record: 201958

jph@iesd.auc.dk (Jens Peter Hedegaard) writes:

>Im having a hard time trying to make GNU Emacs 18.57 run with
>the Gemini/Mupfel-shell.

>Complaints are
> shell MUPFEL is not powerfull enough to run GNU Emacs
> it lacks the ability to position the cursor
>(or some thing like it)

Hi,

the MUPFEL *is* powerful enough to run emacs.
Set TERMCAP to "c:\etc\termcap" or where your termcap file is.
Set TERM to "vt52"

Use a termcap file that includes vt52. I use the Mupfel with
50 lines instead of 25, so I changed "li#25" to "li#50".

I can send you my termcap file.

Yours
Bjoern

3192. Re: What is a .IMG file?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 21:01:52 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <THTu9B4w165w@sys6626.bison.mb.ca>
Source record: 201953
Cross-posted to: alt.games.lynx,comp.sys.atari.st

> Use GEM-View if you have enough time to download it! (Half the archive
> is un-necessary!)
>
> (An ST program by the way, requires 1meg)
>
> Latest version is in atari/Graphics/ at atari.archive.umich.edu
>
First of all..alt-games-lynx is involved in this question?

GemView will look at img files but has you mentioned it is a big program.
There are other,smaller program which will view img's for you.
Check a.a.u.e.

Here's a question, are they any p.d. program which will allow you to edit
an img pic?

3193. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 21:38:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug25.213823.17057@newshost.lanl.gov>
Source record: 201961

In article mmFT9B2w164w@cellar.org, darling@cellar.org (Thomas Darling) writes:
>
>I don't share the original poster's zeal, but he's got a point. An ST
>emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do
>DTP.

Hmmm... well, contrary to the popular opinion that seems to run ragged here, there really ARE Atari users who are not MIDI-or-die fanatics. :) Hey, wish I DID know more about it but let's face it, I just don't have the time to develop much more than even a passing interest in MIDI. My teenage sons, however, would probably like MIDI as they are into 'classical' music... you know, things from the Beatles, Rolling Stones, etc. :)

But to those who use Atari software for other applications, the Gemulator's support or lack thereof for MIDI is really a moot point. I mean, it would be fine if it DID support MIDI, but don't ask me to pay any more for a feature I would likely never use, OK?

Now on-board Mac emulation with 32-bit color is another story entirely! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3194. vt 100+ emulators that are any good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 22:01:24 UTC
From: matz@iastate.edu
Message-ID: <CCC56D.3u7@news.iastate.edu>
Source record: 201952

does anyone have any decent vt 100+ emulators that are any good that you can either

A). e-mail me
B). post
C). tell me exactly where to FTP it to.

tahnk you this vt52 stuff is for the bird

3195. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 22:30:28 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <746338206.0@mettav.royle>
Source record: 201980

On 22 Aug 93 at 17:17:24 (I own) wrote the
following:

> Ralph is not a bad guy, per se, but he is too eager to report
something
> in the tabloid fashion. He's an alarmist. I don't know what is
worse,
> an Atari cheerleader or an Atari basher, because both are about
as
> deluded as one can get.

Ralph is not a bad guy, hmmm, tell that to the 9 or so people in the UK who paid for new USR modems from him which they never got, and another person in another country who with some friends payed for some HD equipment from his company (ABCO), some of which they never got and some of which was damaged. That was only after _lots_ of phone calls and faxes, apparently he is/was being taken to court by a guy in the
US.

I'll have to say this is all 'allegedly' though, wouldn't want to get sued for libel etc. ;-) All true from what I have read from those concerned.

-Paul-

--
~=~=~=

3196. Re: Piracy BBS's in The Netherlands ..

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 22:32:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25gp9pINNkm3@golem.wcc.govt.nz>
Source record: 201955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Have some of the low bastards that send megaloads of cracked titles
] along the globe by means of pigeons, snailmail, hollow teeth
] or paternally adressed international central offices,
] already infested the Netherlands ?
```

What do you mean already? That's where half of the stuff originated from
to begin with!

```
/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3197. Re: What is 'msa' {compression}??

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 22:33:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25gpcgINNkm3@golem.wcc.govt.nz>
Source record: 201956

```
] I was dearchiving some stuff from umich when I came across files ending
]
] Anybody know where I can get this dearchiver??
] (If you don't believe me that it exists, checkout atari/Demos/)

Get

MSA_2_3+.PRG from the atari/Archivers/ directory on atari.archive.umich.edu
- it is a whole-disk archiver (Turns an entire disk, files or data, into
a single file)

/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3198. Televideo 900 terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 22:53:05 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CCC7KH.GyM@mailer.cc.fsu.edu>
Source record: 201963

I am posting this for a gentleman that has no write access to news. Please respond via posts to this thread only.

Ok, this guy needs one of two things:

a) A modem program which can emulate a Televideo 900 series terminal.
b) A modem program that has a totally "dumb" terminal mode.

Here is his problem. He wishes to connect with a machine he has at work (I believe it is a "Prime", running some sort of real estate software). He is currently using Flash in vt-52 mode. The Prime is expecting a Televideo 900 series terminal, so all the control sequences are wrong (not surprisingly). His main problem is that he has to hit return to see each line of text being sent over.

The best solution for him would be to find a correct terminal emulator. The next best solution (that I could think of) would be to get a program that does not attempt to interpret control sequences at all. He states that he is willing to live with this.

Thus, does anyone know of a Televideo 9xx emulator for the ST? Alternately, does anyone know of a way to get a totally dumb terminal? For example, is there a way to hamstring Uniterm (or any other terminal program) so that it does not interpret control sequences at all?

Thanks in advance (from him) for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3199. Re: Televideo 900 terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 23:00:18 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CCC7wI.H6r@mailer.cc.fsu.edu>
Source record: 201964

Mickey Boyd (boyd@sonya.math.fsu.edu) wrote:
> Ok, this guy needs one of two things:

> a) A modem program which can emulate a Televideo 900 series terminal.
> b) A modem program that has a totally "dumb" terminal mode.

Here is another datapoint. "grep televideo /etc/termcap" yields:

v8|vi|tvi925|925|televideo model 925:\
v1|tvi912|912|920|tvi920|old televideo:\
[...and a whole bunch more...]

Thus, a new question is formed. Is there any modem program out there that accepts UNIX style termcap terminal descriptions? It would seem that this would also solve the guy's problem.

Again, thanks in advance (from him).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3200. Re: What is a .IMG file?

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 23:39:18 UTC
From: ken@cup.hp.com
Message-ID: <CCC9pI.872@cup.hp.com>
Source record: 201962
Cross-posted to: alt.games.lynx,comp.sys.atari.st

>Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
> > Use GEM-View if you have enough time to download it! (Half the archive
> > is un-necessary!)
> >
> > (An ST program by the way, requires 1meg)
> >
> > Latest version is in atari/Graphics/ at atari.archive.umich.edu
> >
> First of all..alt-games-lynx is involved in this question?
>
Because the Atari Explorer Online, Special Jaguar Edition that was just
posted in alt.games.lynx contained two IMG files, and I wanted to view them.

> GemView will look at img files but has you mentioned it is a big program.
> There are other,smaller program which will view img's for you.
> Check a.a.u.e.
>
I finally tried gemtopbm, in the pbmplus package. Of course, with my luck,
it had a bug, but I fixed it, and have finally seen the files.

I'm not sure it was worth all that effort! :-)

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3201. Sozobon 2.0 help...

Newsgroup: comp.sys.atari.st
Date: 1993-08-25 23:43:26 UTC
From: dnebing@andy.bgsu.edu
Message-ID: <dnebing-250893184326@m252-69.bgsu.edu>
Source record: 201960

I've been tinkering with sozobon 2.0, and right now I am trying
to get a handle on the linker. I have a few q's, and would like
to talk to the author(s) of the linker to get a few items squared
away. The header says that the author is Johann Ruegg, but it
gives little other information. If anyone knows of an email address
for Johann, Tony Andrews, or Joe Treat, I would appreciated it.

Dave.

==
Dave Nebinger dnebing@andy.bgsu.edu
Network Manager, Biology Dept. dnebing@opie.bgsu.edu
Bowling Green State University dnebing@bgsuopie (bitnet)
Bowling Green, OH 43403 #include <std_disclaimer.h>

3202. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:00:12 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7b5154@cindy.ct.se>
Source record: 201951

In a message of 25 Aug 93 03:48:04, Erlend Nagel wrote:

EN> Yep, correct. According to specs a Falcon cannot do hi-res TrueColor on
EN> a VGA monitor. But then I have seen some software (a picture slide
EN> show) demonstrated by people from Atari that did just that. They said
EN> it was actually impossible because of the monitor, but it still worked
EN> okay. I have seen this with my own eyes, but I am still in doubt wether
EN> I should believe it or not. Maybe it was an SC1224 with the TT vga
EN> monitor case around it (the sign said PTCxxxx or something. don't
EN> remember)

Why not accept that I have a Falcon, and a VGA monitor, and I'm using it to
display True Colour pictures?

It's selectable from the Desktop!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3203. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:00:12 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7b50aa@cindy.ct.se>
Source record: 202100

In a message of 24 Aug 93 13:03:50, Sheppard_r wrote:

S> How come that the Amiga 1200 has sold some 500,000 in one year and every
S> one here claims that its a load of rubish, so who is telling the truth...

Little boy ... last issue of the well known Amiga-mag "DMz" here in Sweden
stated that only *5000* Amiga1200 has been sold in Sweden ...

Your numbers are obviously way off ... Sweden may "only" have 9 million
citizens, but the Amiga has always been the games-machine of choice here ...

They also state that Commodore has been VERY close to bankrupcy, and that if
the AmigaCD32 doesn't become the best selling console ever (which everyone
knows it won't) Commodore is *DEAD*

Facts, from a Commodore magazine!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3204. Re: Jaguar commercial idea (some stuff borrowed) just for fun...

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:31:09 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1518.2C7C044D@dhhalden.no>
Source record: 201967

sinclap2954@cobra.uni.edu wrote:
>> JAGUAR (fade to) ATARI (fade to) TOMORROW (fade to) TODAY
>> Fade to black. Drums in background over entire ending.
>
>The Jaguar will be an awesome machine, But Atari is too cash poor to fund
>commercials.

Seems like this group have gotten it's
own little Marc Barrett clone.

3205. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:35:19 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1519.2C7C0547@dhhalden.no>
Source record: 201968

Rune Hyldmo wrote:
>Transartica
>Ishar
>
>these are games, but most of you probably knew that
>
>Just thought I'dd add those to the list
>
>Rune H.

What's up Rune ? Have you lost your account ?
I thought they had closed the guest logins
on usenet over here.

3206. Targa's

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:43:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25h10bINNlg5@golem.wcc.govt.nz>
Source record: 201970

Has anyone out there got the original Targa pic's of the Jaguar Screen-
shots that they could stick on a.a or through c.b.a.st? Those GIF's
look pretty awful! (Even in 4096 col's.... very grainy!)

Looks like one *real* impressive unit!

```
/-----------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3207. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:50:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <25h1ck$jkt@elroy.jpl.nasa.gov>
Source record: 201969

In article <1993Aug25.094746.6824@spcvxb.spc.edu>,
<mauritz_c@spcvxb.spc.edu> wrote:
>In article <88834@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>I have to concur with Bob here <imagine that!>. :)

Gads, hell must be freezing over right now...
>
>For reference, I just bought a new EISA box the other day to act as my
>internet gateway at home. For $3400 I got:
>
>486-DX2/66
>256K cache
>16mb RAM
>8 EISA slots
>2 local bus slots
>EISA scsi controller
>500mb 10ms scsi disk
>local bus 1024x1024 video card
>15" non-interlaced monitor
>new MS mouse
>DOS 6.0 (which I promptly deleted and recycled the disks)
>Windows 3.1 (ditto)
>Msoft Excel 4.0 (which I brought to work and use on one of my pc's there)
>installed linux (including X windows)

Um, excuse me? You just bought a decked out box like this to be an internet gateway? Isn't that a little bit excessive? (Ok, side issue, but it points out another significant point - what is the minimum configuration you would consider *useful* on a given platform. Chris seems to think a 66 MHz 486 with 16 MB of RAM is required to make a serviceable packet switch. Doesn't that seem a little excessive to anyone else? I mean, I was using a 4 MB Mega ST for this purpose, long ago. Of course, I recall that an equivalently configured KA9Q for MSDOS weighed in around 600K, and only 120K on the ST, so I guess he really needs that 16MB of RAM... And of course, when all you care about is getting what you want to do done, you don't care how many bytes or dollars you wasted getting there.)

Btw, have you checked to see what your DOS-level (or Linux, since I see that listed down below) disk data transfer rate is? Or even the raw rate you can attain by banging the controller registers yourself... The raw rate is probably respectable, I'd guess around 1-2 MB/sec tops, with the DOS rate somewhere around 500KB to 900KB/sec... Speeds that even a 1985 520 ST will match. No comparison to the Falcon...

>So according to the previous poster, this system is at par with a Falcon.
>We all know my stance on Atari so I won't rehash that again, but I do
>think it is comical to compare a machine based on a 16mhz 68030 (and no
>FPU) with a system such as the one above. Of course, we all know that
>a nice 486/66 system can be had for $1500-2000 these days, but I used
>the previous poster's pricing (and my own machine as an example) to
>show what a silly comparison it was.

Hm, why the quibble over the FPU? That only costs $20, and pops right in.
(16 MHz parts are real cheap these days, y'know?) However, I'd agree that it's
silly to compare a 16MHz cpu to a 66MHz cpu; "all else being equal" will never
be true.

>As many people have stated, if you happen to be in that tiny group
>of people who want/need MIDI or "direct to disk" recording, the falcon
>may be your dream machine. In terms of "power without the price" though
>it isn't even close to the pc clones or the new Macs.

Well, speaking as a musician who couldn't be anywhere near as productive
without MIDI, since I picked up Cubase 3.0 (secondhand, $300), I'd have to
say that Atari is still the ultimate power, without the price. Nothing else
compares. When I get hold of Cubase Audio, geeze... I don't care about
direct-to-disk recording; that really has nothing to do with MIDI and I'm not
overly concerned with digital mastering just yet. But being able to have the
equivalent of a sampling sound generator with infinite patch space, at a
tiny incremental cost (software upgrade only), that defines power pretty well
for me.

And speaking as a hacker, well, the '030 is still a far better chip to code for
than any Intel creation, and the possibilities from the DSP are still too vast
to define.

>Happy computing to you,

Thanks. And to you as well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3208. Re: Connect comment - was Re: not so smart amigans,

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:57:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.601100@cix.compulink.co.uk>
Source record: 201931

In article <1993Aug25.124814.8009@oz.plymouth.edu>, oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>Can anyone recommend a GOOD font that works with Connect ? The
>possible choices for it now don't look very good on my mono monitor.
>
>And how do I get it to do a 24x80 character screen ???

I use the Gemini Bold font and which is 14*7 pixels so I can get a little more than 80*24, about 86*27 I think. Mail me if you can't find it.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3209. New groops

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 00:57:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.601101@cix.compulink.co.uk>
Source record: 201928

I'm not sure if we need a falcon group but we sure need a jaguar group. I'm fed up with all these jaguar postings.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3210. NetHack-- 3.1.3 - Patch update

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 01:35:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.KhK7XZVt8us@semprini.tdkcs.waterloo.on.ca>
Source record: 201974
Cross-posted to: rec.games.hack,comp.sys.atari.st,comp.os.os2.misc,comp.os.msdos.m

Dang.

Wouldn't you know it? In my rush to get the NetHack-- 3.1.3 patch out
to all of the people waiting with baited breath, I did something really
stupid. Ah well.

The NetHack-- 3.1.3 patch posted to rec.games.hack and alt.sources a few
days ago has a problem... It's got DOS end-of-lines. Silly me.

This means the patch will fail on all unix systems, and probably most
other systems that don't waste extra characters for end-of-line.

How can you fix this problem?

a) use Rahul Desi's "flip" program:
flip -u NH31C--.Patch
will fix your problems. Apply the patch and go nuts.

b) Load NH31C--.Patch (or NH31C--.PAT or whatever) into a decent text
editor, like emacs. Replace <NL><NL> with <NL>.

c) Wait for me to post the patch as a three-part shar file.

Sorry about the wasted bandwidth. The shar files take up less space
than the uuencoded tar file (well, when it's going between systems
anyway), but it's still a pain. I hope that not too many people have
wasted some time on this.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3211. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 02:42:34 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <110392@hydra.gatech.EDU>
Source record: 201972

There was a DOS program posted to comp.binaries.ibm.pc to make Atari ST disks readable on DOS machines a few weeks ago. Check the archive for that newsgroup.

Also I recently got a demo of MacSee for the PC off of that group. As soon as I have access to a PC and some Mac disks I'll check it out. I was under the impression this program didn't work so well on STs. Perhaps it'll work better on the PC. Most likely it is just a matter of tapping a larger user base.

--
Opinions expressed are my own.

3212. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 02:54:41 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <110393@hydra.gatech.EDU>
Source record: 201973

In article <2c7b5154@cindy.ct.se> rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
>Why not accept that I have a Falcon, and a VGA monitor, and I'm using it to
>display True Colour pictures?

I can second that a Falcon can display true color pictures on a VGA monitor. That was part of I demo I was given by an Atari dealer. Unfortunately, according to this dealer, most true color demos are specifically made to work on an SC1224 or equivalent. In his opinion this is very bad since he feels Atari and demo writers should be pushing VGA for the Falcon.

--
Opinions expressed are my own.

3213. Hermes vs MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 02:55:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.g0i52vU6Q6o@semprini.tdkcs.waterloo.on.ca>
Source record: 201976

Has anyone successfully run Hermes 1.10 with MiNT loaded?

On my system, uuwork attempts to create u:\uucico.par, which fails;
after that, it doesn't know about any UUCP sites, and keeps recycling
through the "waiting to dial" screen.

I don't even want to do anything nasty like expiring articles while
polling or posting articles in the middle of a poll; I just don't want
to have to stop my ray-tracing (or whatever) and reboot.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3214. Re: Atari models

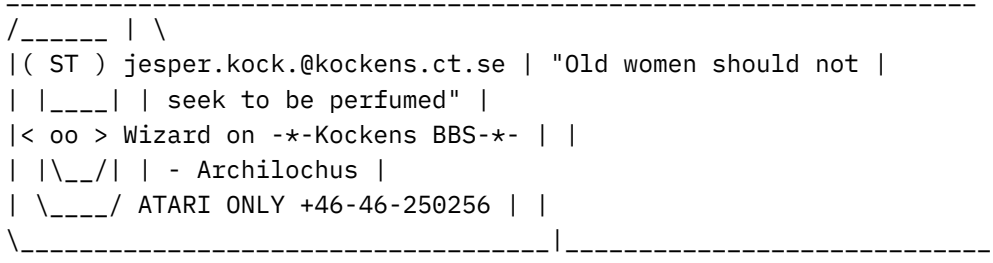
Newsgroup: comp.sys.atari.st
Date: 1993-08-26 03:06:58 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2c7bbf6c@cindy.ct.se>
Source record: 201971

In a strange ;-) little letter Ken Newman wrote:

> In article <2c795445@cindy.ct.se> jesper.kock@cindy.ct.se (Jesper Kock)
> writes:
>> Yes..Dont buy an Atari STE with TOS 1.60.. There are a lot of errors in
>> that TOS Version..
>
> Uhh, right, a lot... 2, actually, bugs that were fixed in 1.62, hence
> the .02 difference.

Yes.. I know..That's why i warned him about the 1.60 TOS,and NOT the 1.62!!

>
>> F.ex,you cant bootup the computer in mediumres!
>
> Bullsh*t, you can, you just have to run an AUTO patch or fiddle with
> your DESKTOP.INF(s).
>
Yes offcourse !!!! But it's not MENT to be that way..!!!
Ofcourse you can boot it up in medium res with 100:eds of patchprograms..
But it's still a very big bug!!!!!!!!!!!!!!!


(ST) jesper.kock.@kockens.ct.se | "Old women should not |
seek to be perfumed" |
< oo > Wizard on -*-Kockens BBS-*- | |
- Archilochus |
ATARI ONLY +46-46-250256 | |

3215. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 03:19:56 UTC
From: system@cyberden.sf.ca.us
Message-ID: <XRDV9B2w165w@cyberden.sf.ca.us>
Source record: 201983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

darekm@microsoft.com (Darek Mihocka) writes:

> I challenge you to come up with this "$600 killer ST system". I suppose
> you can MultiTOS on this system? Or Calamus SL? All on a $600 system?

Used STe w/4MB's - $400, $100 for a monitor... that's all that's needed
for a MIDI system... That's what I used for years.

Remember, compared to a GEMulator is what we're talking about here... so
I'm talking about an ST... not an IBM...

> This is not a flame mail, I'm just pointing out that you really don't know
> much the product. Send me a mailing address and I'll send you more info.

Heh... you must be a 'gamer'.

3216. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 04:58:42 UTC
From: cmedley@wam.umd.edu
Message-ID: <25hfu2$aqm@cville-srv.wam.umd.edu>
Source record: 201977

In article <CCBtHA.CBJ@cbnews.cb.att.com>, Grue <tpp@cbnews.cb.att.com> wrote:
>In article <25g480$f3v@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>In article <88834@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>>>'Scuse me George... come back down to the real world...
>>>
>>>A'486 system can be had for a LOT less than a Falcon, and with a lot
>>>more USABLE features.
>>>
>>
>>Ok, I don't mean to flame anyone here, but there seems to be a misconception
>>here that for ST and Amiga owners, a 486 is price-competitive when you talk
>>about a $1000-$2000 machine. Towards the higher end of that spectrum, I
>>think that is true, but I recently went shopping with a friend for a PC.
>>
>>The specs he wanted were:
>>
>>Vesa LocalBus slots
>>EISA (optional)
>>340MB SCSI drive (not IDE)
>>accelerated SVGA
>>
>>He did not want a 486SX. He wanted a 486DX. When we gave the salesman
>>our "fantasy" list of hardware, he told us that our $2200 66mhz computer
>>had become a $5000 machine.
>>
>>:)
>
>$5000?!?!?!? You can get a Zeos 486/66DX with:
>
>Localbus
>EISA
>16Mb RAM
>527Mb SCSI drive
>SVGA w/1Mb RAM
>SCSI on motherboard
>(only important stuff listed)
>
>for $2995.
>
>Add $150-$200 for a 16-bit sound card, and you're off to the races.
>
>Sorry, but there really is no comparison.

Ok......pre-response qualifier... I'm not saying the Falcon is the be-all end-all of computing, and it certainly does not outperform a 486 DX machine in most, if not all, categories. And generally, for the price, a Falcon is probably not a killer general purpose machine. But here was the specs on how the $5000 got spent (actually, it was $6600, but I was using the price we got either with no SVGA monitor, or with a cheaper replacement for the NEC 17" multisync).

486 DX2/66 w/ VESA LB and EISA
a high-end Adaptec EISA SCSI-2 controller card ($650)
Diamond video card ($579)
500MB drive (we didn't get a price quote on the cost on this component)
8MB of 60ns RAM (no price given)
full-tower case (no price given)

I can't recall if we were quoted a price on a Pro Audio Spectrum or a Soundblaster Pro 16... I think it may have been a PAS. I wish I had the price quote here so we could get a good laugh on how quickly a dream machine eats up cash. :)

<look at my "dream" Falcon... $2100 with 8/340 setup and still no detachable keyboard... :) >

3217. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 05:07:37 UTC
From: cmedley@wam.umd.edu
Message-ID: <25hgep$ast@cville-srv.wam.umd.edu>
Source record: 201978

In article <1993Aug25.213823.17057@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>In article mmFT9B2w164w@cellar.org, darling@cellar.org (Thomas Darling) writes:
>>
>>I don't share the original poster's zeal, but he's got a point. An ST
>>emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do
>>DTP.
>
>Hmmm... well, contrary to the popular opinion that seems to run ragged here,
>there really ARE Atari users who are not MIDI-or-die fanatics. :) Hey,
>wish I DID know more about it but let's face it, I just don't have the time
>to develop much more than even a passing interest in MIDI. My teenage sons,
>however, would probably like MIDI as they are into 'classical' music... you
>know, things from the Beatles, Rolling Stones, etc. :)
>

Who are the Beatles? :)

>But to those who use Atari software for other applications, the Gemulator's
>support or lack thereof for MIDI is really a moot point. I mean, it would
>be fine if it DID support MIDI, but don't ask me to pay any more for a
>feature I would likely never use, OK?
>

Why didn't you ask yourself this before you got an Atari? :) heheheheeh
No, really, kidding aside, I realize that some.. if not *most* Atari
users don't use it for MIDI. I don't know if I can really say most don't
use it for MIDI, but I would hazard a guess that judging from the fact
that we may not see PageStream 3.0 but we will have Cubase Audio, OMEGA 2,
and Emagic's Notator... well... it seems the MIDI users support their
high end software market with $$$.

<incidentally... is Pagestream 3.0 not coming for the Atari because the
market is small for DTP on the Atari or because Calamus has outsold them
and become "the standard" for ST DTP? If it is because the market is too
small, Darek might want to consider that this ST market seems able to
support several $300+ MIDI packages right now, but only 1 or 2 $300+
DTP packages... and what would that mean regarding who would the ducats
to buy his GEMulator?>

And Atari and Darek both probably have features in their boxes that you'll
never use but pay for. So that's already said and done. How many of us
would use the Falcon's Localtalk? A few. But everyone pays for it.. and it
is a "nice thing to have" (tm) because you never know when you might want
it. :)

I think it is kind of odd if Darek is able to emulate the Shifter, MMU, etc... in software that he can't emulate a 6850 ACIA in software. I can see where for timing critical uses he might run into snags, but emulating the chip itself, if he's done all the rest, should be no problem.

>Now on-board Mac emulation with 32-bit color is another story entirely! :)
>

Just ask Dave Small. :)

3218. RE: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 06:45:01 UTC
From: 9210142z@levels.unisa.edu.au
Message-ID: <1993Aug26.161501.20935@levels.unisa.edu.au>
Source record: 201988

}In article <24AUG93.10300952@cc4.crl.aecl.ca>, wilkinsons@cc4.crl.aecl.ca writes:
}> The easiest way I know of is to format the floppies on the 486PC first, and
}> then write the files onto these floppies using the Atari. The PC should be
}> able to read these without problem.

One note, though, if you inadvertantly infect the PC formatted disk
with the GHOST virus, while the _disk_ is still readable, some PC's have
trouble reading all the files. (Some only read a part of the file list -
don't ask me why!)
For eaxmple, a DOS5 disk, infected with the GHOST virus is fully
readable on about half the machines here at uni. It is almost totally
unreadable on the other half. Go figure.

--

Tom Gordon B.A.Comp. Sci. Student | "I have a gift for enraging people"
9210142Z@Levels.Unisa.Edu.AU | - Louise Brooks

3219. Re: vt 100+ emulators that are any good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 06:56:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <25hmrr$ajt@elroy.jpl.nasa.gov>
Source record: 201979

In article <CCC56D.3u7@news.iastate.edu>,
Gregory S Matz <matz@iastate.edu> wrote:
>does anyone have any decent vt 100+ emulators that are any good that you can
>either

>A). e-mail me
>B). post
>C). tell me exactly where to FTP it to.

Hm, at a guess, I'd say you ftp it to iastate.edu, but who can say for sure...

But definitely, you can ftp CoNnect 2.20 *from* atari.archive.umich.edu in
the Telecomm directory. I believe you need to grab both conn210.lzh and
conn220i.lzh, the 2.20 files are an update that you extract over the 2.10
distribution. The VT220 emulation in CoNnect is, as near as I can tell,
flawless.
>
>tahnk you this vt52 stuff is for the bird

Yep, only one step below Heath-19.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3220. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 07:08:11 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <25hngr$5uk@info2.rus.uni-stuttgart.de>
Source record: 201981

In article <CCBL7u.6Fo@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>What do you mean, "wait and buy a Jaguar"? Jaguar will be available a full
>two years before Nintendo's expected release of a home system. Who would wait
>to buy (possibly) equivalent technology two years later?

Sorry, that was faulty. I meant who will wait for Jaguar when there
is a Nintendo/SiliconGraphics system dawning. It's the _name_ that counts.
Not the specs. If specs were more important for buyers, would you
believe that horrible Microsoft products and slow Mac software would
have been that succesful ?

And I don't think that it's two years, because I can't believe from
what I saw in the past that the Jag will be available in larger numbers
before mid 1994. (Well, maybe IBM is manufacturing faster than Atari)
--
Ciao
Uwe

3221. Viewer / Slide Show

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 08:01:13 UTC
From: meason@sunbird.ru.ac.za
Message-ID: <meason.44.746352073@sunbird.ru.ac.za>
Source record: 201985

Hi,

I'm urgently in need of a slide show program!!!!

It needs to be able to handle .PCX files: 650x480 with 16 colours.
Please, if anyone knows about such a program, e-mail me ASAP.

Thanx

From Mark E.

Sig here

3222. Re: MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 08:23:25 UTC
From: kuehn@cscs.ch
Message-ID: <1993Aug26.082325.29960@cscs.ch>
Source record: 201982

In article A3465@MS.maus.de, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
> Anyway. I can't believe that there is an operating system where it's faster
> to write 1000 times one byte instead of writing them with one single call.

Have you thought of calling overhead for the os functions? Of course is the
time to write the data to disk the same, but the OS does kind of internal buffering
as normally the library does. But it is faster to skip the overhead for 99 times
(when writing 100 bytes in one chunk instead of 100 single byte writes)

Ulrich

3223. Re: What is a .IMG file?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 09:46:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50101@SL.maus.de>
Source record: 201925

Hi!

W>Here's a question, are they any p.d. program which will allow you to
W>edit an img pic?
some Examples:

Free/Share/PD-Ware - Imagelab
- IMG-Tool
- PAD

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

3224. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 09:53:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A3605@AC.maus.de>
Source record: 201924

E>What is the current version of Before Dawn, and are any English docs
E>available?

The current version is 1.22 and english docs will be available soon (in fact I'm working on them right now). Please notice: 'Before Dawn' is shareware from now on!

E>Can Before Dawn use real MODULES, or just new image files?

I wouldn't call it "just image files". You can design your own animation without any knowledge of C or any other programming language. Real modules will be vailable in the oncoming version 2.0x (please don't me ask about the release date).

E>Also, can the Warp5 star-module use animation?

Yes! You may use different IMGs in the 'Warp5' Module, too. So far there are just my STARS.IMG and the ATARI.IMG by Jï¿½rg Granzow. Since version 1.10 'Before Dawn' uses a mask to clear any drawn picture. So all you have to do is take the ringing clock IMG and design a mask (take a look at the STARS.IMG or ATARI.IMG example or watch out for the international version of 'Before Dawn').

BTW: does anybody know the date of the Glendale Show?

Ciao,
Arne

3225. Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 11:00:07 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7c4e80@cindy.ct.se>
Source record: 201984

In a message of 25 Aug 93 19:00:04, U. Seidler wrote:

US> The product, which will be developed specifically for Nintendo, will be
US> unveiled in arcades in 1994, and will be available for home use by late
US> 1995.
US> The target U.S. price for the home system is below $250.
US>
US> Now, if this is out in 1994 in the arcades as they say, who will wait
US> and buy a Jaguar of Atari, when there is a Nintendo/Silicon Graphics
US> joint force ??

"home use by late 1995"

That says it all. Atari is 2 years ahead with a similar machine at a cheaper price!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3226. Re: MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 11:08:44 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <25i5js$5ot@sol.ctr.columbia.edu>
Source record: 201986

In article <1993Aug26.082325.29960@cscs.ch>, kuehn@cscs.ch (Ulrich Kuehn) writes:
} In article A3465@MS.maus.de, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
} > Anyway. I can't believe that there is an operating system where it's faster
} > to write 1000 times one byte instead of writing them with one single call.
}
} Have you thought of calling overhead for the os functions? Of course is the
} time to write the data to disk the same, but the OS does kind of internal buffering
} as normally the library does. But it is faster to skip the overhead for 99 times
} (when writing 100 bytes in one chunk instead of 100 single byte writes)

The 2nd point sounds reasonable. The answer to the first is that it
doesn't write 1 byte 1000 times, in fact unix might not write them at
all - if they're a temp. file and the file is accessed frequently
enough. TOS on the other hand, will write them, and I assume MiNT will
too.

I agree - the o/s overhead could be a major slowdown here as well.

Anyone can see the difference from copying to/from floppy under MiNT
using gnu cp or the desktop copy. advice: don't cp a huge file :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3227. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 11:08:58 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.139@cipserv1.physik.uni-ulm.de>
Source record: 201987

In article <1993Aug25.185011.3216@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>In article <bonnieCCADzy.MEG@netcom.com> bonnie@netcom.com (BONNIE) writes:
>>
>>If this is the best solution, this is the best solution, but I'd
>>rather not take my atari out of the closet and do all the work of
>>formating floppies and copying. My PC can partially read these atari
>>disk, why can't it read it all? Why does the PC tell me there are
>>sector errors. Why does the FAQ of this group say it works when it
>>doesn't?
>>
>>
>You might have an alignment problem on your floppy. My ST floppy
>had to be adjusted some years back and now the problem has come
>back. The partial read sounds like misalignment somewhere.

>Mike Healy

>healy@nosc.mil

Yes, sounds very much like a problem I had, too: I formatted the disks with
a PC and copied the files on that drive. My ST drive had often trouble
reading these files. But these errors were rather random and most of the
time on the outer tracks (low numbers).
So I supposed Bonnie suffers, like myself, from a slight head misalignment.

One way around it: (I used it, because I didn't have _that_ much copies)
Find the malignant tracks (eg with FastCopy).
If these are the inner ones- make your disk only half full.
If these are the outer ones- first copy some trash on your disk, then the
valuables.

Okay, okay, it's not the optimized procedure, but...

Greetings, Elmar

/---\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|Elmar.Vogt@physik.uni-ulm.de|vogt@sunrise.e-technik.uni-ulm.de |
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |VIS VISCERIS, NON FERRO FERTUR (T. Doom)|
\---/

3228. QUESTION ABOUT THE STe AND SIMMS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 13:07:14 UTC
From: cris@ews207.csc.ti.com
Message-ID: <1993Aug26.130714.1381@mksol.dseg.ti.com>
Source record: 201990

My husband needs to know :

a) What is the minimum number of slots on the Mega STe that have to be filled with SIMMS (out of four)?

b) Can the SIMMS that it takes be greater than 1 Meg SIMMS?

Thanks for the quick and informative response about our printer dilemna. We bought an HP DeskJet from our now working out of his garage Atari dealer to help support him and save over $700.

Thanks in advance...

--
Cristine A. Webb

There is only one hope for this world...Jesus Christ!

3229. Before Dawn & Mint

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 13:14:38 UTC
From: king@tintin.mountrouge.smr.slb.com
Message-ID: <KING.93Aug26151438@tintin.mountrouge.smr.slb.com>
Source record: 201989

Does anyone else have a problem getting dawnauto.prg and mint.prg
to work together in the auto folder of a STE? I can have either
one alone just fine and even launch dawnauto.prg by hand after
boot, but not together in the auto folder. (I'm using mint 0.95)
By the way are there English instructions for before dawn around
anywhere?

Thanks

--
|~~~~~~|
| Bradley King e-mail: king@smr.slb.com |
| Schlumberger Industries/SMR |
| B.P 620-05 Tel: 331-47.46.66.83 |
| 50, Ave. Jean Jaures |
| 92542 Montrouge Cedex Fax: 331-47.46.69.52 |
| France |
| |
~~~~~~
~~~~~~

3230. Re: Falcon Compatibility with MTP

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 13:49:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCDD1t.Iqw@barclays.co.uk>
Source record: 201912
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

In article <CCBvDy.AJu@ryn.mro4.dec.com>, rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
|> Anyway, I need to know if the software I have now will run on the Falcon. The
|> biggie is Master Tracks Pro, of course, but I'm also curious about these
|> others:
|>
|> Timeworks Desktop Publisher
Timeworks does not currently run on the Falcon. I am testing a beta of a Falcon compatible version but it will a little while yet before it's available I imagine. If you just want an HD & more memory, your probably better off just buying that. a half decent HD costs around 300-350GBP. memory is expensive right now. maybe you should wait a while before getting some more. a few months back, you could upgrade to 4Mb for under 100GBP. Falcon currently costs much more so unless you have a burning need for extra res & a bit more speed or direct to HD sampling then wait a while.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3231. Re: QUESTION ABOUT THE STe AND SIMMS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 14:43:10 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25ii5u$hpo@cismsun.univ-lyon1.fr>
Source record: 201991

In article <1993Aug26.130714.1381@mksol.dseg.ti.com> cris@ews207.csc.ti.com (Cristine Webb) writes:
>
>
>My husband needs to know :
>
>a) What is the minimum number of slots on the Mega STe that have to be filled
> with SIMMS (out of four)?
>

The answer is 2: each SIMM is 8 bit bus-wide. But the Data bus of the STs is 16 bits wide. Then, for each memory bank, you MUST have 2 SIMMs.
They are mounted in this order on the board :

```
___________________
| Bank 1 - SIMM 1 | 1
|___________________|
___________________
| Bank 2 - SIMM 1 | 2
|___________________|
___________________
| Bank 1 - SIMM 2 | 3
|___________________|
___________________
| Bank 2 - SIMM 2 | 4
|___________________|
```

In each bank, BOTH SIMMS must have the same capacity, and a bank _CANNOT_ be filled partially.
This means that you will fill Slots 1 and 3 with 2 similar SIMMS, then 2 and 4 with 2 other similar SIMMS.

>b) Can the SIMMS that it takes be greater than 1 Meg SIMMS?
>

The max size of a SIMM is 1 Meg. You can have different Bank sizes, e.g
Bank 1 = 2 1 meg simms
Bank 2 = 2 0.25 Meg simms.
Total = 2.5 Meg

So the max size is 4x1 Meg , i.e. 2 Bank x 2 SIMMS x 1 Meg = 4 Meg.

Patrice

3232. Re: ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 16:12:49 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug26.161249.144210@zeus.calpoly.edu>
Source record: 201992

Craig Shore <craig@yonder.equinox.gen.nz> wrote:
>If all else fails, format a blank disc on your PC (720K), copy all the
> files from the old disc to the new one _on the Atari_, i.e. do disc
> swapping if you have only 1 drive on it, then insert the new
> disc into the PC, and you should be able to load up all the files.

I would just suggest using CD format (as has been mentioned).

In fact, I often use that to format IBM discs (when I am out of HD
disks). It formats in about a third the time of an IBM, and lets you
format 820K (82/10). You can get even higher with ACOPY or somenthing,
but 82/10 is very reliable. I would question 84/11!

In any case, I have never had trouble with a disc I formatted with
DC Format. Get the newest version from a.a.u.e

- mike

3233. Re: What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 16:17:05 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug26.161705.145574@zeus.calpoly.edu>
Source record: 201993

Patrice.Lacouture <Patrice.Lacouture@aedi.insa-lyon.fr> wrote:
>The difference between Jpeg compression method and other methods (like GIF) is
>that Jpeg is a compression with loss, while others are compression without
>loss... When you store an image in GIF format, you will retrieve it intact,
> . . . (stuff deleted)

Dont forget a few important points. GIFs are 8 bit color files. If
you convert them to a JPEG, it IS destructive, and you still have 8 bit
color (or simulated 24 bit color).

A native JPEG is 24 bit color. So it is QUITE feasible to have a JPEG
that is much better quality that a GIF. But, most of the images around
were originally scanned as GIFs and then converted to 8bit color JPEGS.
(At 80% quality, you save a lot of space, and it looks almost identical)
Everything ideally should be scanned in 24 bit color though, which GIFs
just don't support.

- mike

3234. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 16:26:13 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug26.162613.148634@zeus.calpoly.edu>
Source record: 201994

re: silicoln graphics.....

Although Silicoln Graphics is good at VR stuff, I think if Atari has one good year, the Jaguar will be larger (if not, the 3D0 might for a while, but its lifespan will be shorter, as it is much less powerful).

Nintento/SGs effort sounds a lot like the Jaguar. However, it will not be out until 1995! That means they have barely started designing the thing. It should be in arcades in 1994. So what? There are already amazing arcade games out there. If it becomes a large arcade smash, that would put it in very good position to sell as a $250 unit.

But, 1995 is a while away. Atari has similar computational power, available say March (I am sure they will lag a little). If they can manage to promote the Jaguar, it should do well. If it does REAL well, then Nintendos offering will not offer a very large advantage. (It might be slightly more powerful, but not too much).

- mike

p.s. I have played on $800,000 Silicoln Graphics VR machines (i.e. SG Onyx with VR headset, etc). Atari's CYBERMORPH came fairly close in speed. (In fact, cybermorph was faster). It was doing less complex rendering, but the SGs was not mind boggling, and it was in 2 colors! Not to mention, they had a fairly close "Rear plane". (i.e. the trees would just pop into existance at a certain distance, instead of scale as you would expect). SG was running 1280x1024 resolution. Jaguar is about half of that. But, the Jaguars graphics are a fair amount better than anything available today in the game market. My point: CYBERMORPH is a killer game, killer name, etc. It could help sell Jaguars very well. We will have to wait and see if Atari can correctly market a game machine, and get 3rd part support.

3235. Re: What happened to WAACE?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 16:34:21 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug26.163421.21967@sofkin.ca>
Source record: 201995

In article <25g7qc$hmv@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>However there have been some other problems.. there was a movement, led
>by John Barnes (Junkyard Pussycat) a while ago to move the show into the
>site used most recently, the expensive Hyatt Regency in Reston,VA.

A small point... WAACE in recent years was held in the Sheraton in
Reston, VA.

I was under the impression that internal politics among the user-groups
involved was actually the source of the problem. Last year's WAACE
was well attended, and considered by ourselves and other developers
to be successful.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

3236. Magic Sac for GEMulator

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 18:10:01 UTC
From: gbennett@friendly.es.com
Message-ID: <25iu9p$ce7@cnn.sim.es.com>
Source record: 201997

I should be sending off for the GEMulator 3.0 update shortly, and am
interested in anyone willing to dump off their Magic Sac+ and 64K ROMs.
I would really like to see Mac emulation on my PC. Send any mail to
the e-mail address below, or you can call my work number.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com (801)582-5847 x6766 ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3237. Mono-emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 18:34:31 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <25ivnn$icg@telerama.pgh.pa.us>
Source record: 201998

I just purchased an Atari 1040ST with the SC1224 color monitor. Much to my surprise Cubase and Avalon need the "hi-res" mode of a monochrome monitor to work. So, my question is "Is there any program that emulates a mono monitor?" Or do I have to buy ANOTHER monitor in order for ALL my applications to run correctly?
E-mail responses to: raver909@telerama.pgh.pa.us

Thanks
Joe

--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

3238. Adding a 1.44 drive to my 1040. How do I do it?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 19:13:59 UTC
From: remyh@cco.caltech.edu
Message-ID: <25j21nINN2hm@gap.caltech.edu>
Source record: 201999
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The subject line says it all. Any files out there on this? Or any kind souls who want to tell me how to do it?

Remy Hathaway

--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ I -Sartre) You do not want to believe. /

3239. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:00:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <25j4of$foh@cville-srv.wam.umd.edu>
Source record: 201902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <XRDV9B2w165w@cyberden.sf.ca.us>, <system@cyberden.sf.ca.us> wrote:
>darekm@microsoft.com (Darek Mihocka) writes:
>
>> I challenge you to come up with this "$600 killer ST system". I suppose
>> you can MultiTOS on this system? Or Calamus SL? All on a $600 system?
>
>Used STe w/4MB's - $400, $100 for a monitor... that's all that's needed
>for a MIDI system... That's what I used for years.
>

It won't have a hard drive, though. That's one of the pre-requisites I
think for a killer system. :)

To be fair, I haven't seen many $600 PCs floating around that are "killers".
The system requirements for PCs are much more demanding for their software,
for whatever reasons we can all disagree on. :)

Plus, why should anyone buy a used ST? I mean, I don't think a $600 new
system should be like that.. long time ago, I remember new 1040STe machins
selling for $379. 4MB in SIMMS is $150. Use your $100 figure for a
monitor, and you're just barely over $600 with a new STe.

Also, an STe or TT is going to have features GEMulator doesn't emulate,
like stereo sound, MIDI, etc...

And in the case of the TT or Falcon, it doesn't emulate an '030, just an
'000 (what a moniker!) for compatibility's (and probably simplicity's :))
sake.

3240. Fair price for used Megafile 30 HD?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:00:37 UTC
From: boo@netcom.com
Message-ID: <booCCDu91.A0I@netcom.com>
Source record: 201904

I've been out of touch with the Atari scene for about 3 1/2 years while my venerable 520 ST has been in storage (and I've been using a variety of Macs). I recently brought the 520 out of storage, but I'm spoiled now and really can't bear using a system with no hard drive and only a single 400k floppy drive. So, to make this long story short I want to make an offer on a Megafile 30 meg hard drive I've seen for sale on the net but have no idea what a fair price would be. CAn someone clue me in?

TIA.

--
Bo Orloff (boo@netcom.com)

The phenomenal world does not exist; it is a hypostasis of the information processed by the Mind.
-Philip K. Dick, Tractates Cryptica Scriptura

3241. Falcon contacts wanted in London area

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:06:03 UTC
From: s0xjg@exnet.co.uk
Message-ID: <CCDuI7.9z@exnet.co.uk>
Source record: 201703

```
Just like the subject line says...email me.
--
* Xavier Gallagher ***************************** ***************************
********************* Humanistic Counsellor * ** s0xjg@exnet.co.uk ******
********************* Taking on clients now * ***************************
************************************************* ***************************
```

3242. Re: What happened to WAACE?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:06:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <25j54v$fuq@cville-srv.wam.umd.edu>
Source record: 202000

In article <1993Aug26.163421.21967@sofkin.ca>,
Phil Comeau <comeau@crc.sofkin.ca> wrote:
>In article <25g7qc$hmv@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>However there have been some other problems.. there was a movement, led
>>by John Barnes (Junkyard Pussycat) a while ago to move the show into the
>>site used most recently, the expensive Hyatt Regency in Reston,VA.
^^^^^^^^^^^^^
i goofed. :)

>
>A small point... WAACE in recent years was held in the Sheraton in
>Reston, VA.
>
>I was under the impression that internal politics among the user-groups
>involved was actually the source of the problem. Last year's WAACE
>was well attended, and considered by ourselves and other developers
>to be successful.
>

Yeah, I think internal politics was a major problem. We lost one user
group around here (AURA) because meetings apparently involved a core
group of only about 5 members. The larger group, NOVAtari seemed to
(and still seems to) do better.

I think there have been a lot of behind-the-scenes stuff going on, but
a significant part of it had to stem from the direction with which to
take the 'fest. There was discussion of scaling it back to a more humble
sort of show with no dealer involvement and taking it back to its hobbyist
roots, but the powers that be abandoned that idea.

I think it was a case of the person(s) responsible for organizing perhaps
not realizing the full impact of the budgetary constraints forced on them
when they moved the show to the Sheraton (i'll remember the name next time!).

P.S., to give you an idea of how the show used to be... I'd guesstimate that
since 1989, the show has lost about 500-1000 attendees each year.

3243. WHAT'S WRONG WITH MY ST? LOOSE CHIPS?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:11:12 UTC
From: Stu.Huffman@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <2447.2C7E64F1@mechanic.fidonet.org>
Source record: 201829

Doug Hodson at Rising Star says the most common problems are with the MMU and GLU chips (the two square ones near the mouse/joystick ports on the ST). He says he regularly replaces the sockets with "better" ones --

I guess it works. It has so far on mine.

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Stu.Huffman
Note: The opinions stated in this post are only my own!

3244. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:11:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <25j5dh$g9a@cville-srv.wam.umd.edu>
Source record: 201901
Body handling: HTML body converted to readable text

In article <746338206.0@mettav.royle>,
Paul Civati wrote:
>On 22 Aug 93 at 17:17:24 (I own) wrote the
>following:
>
> > Ralph is not a bad guy, per se, but he is too eager to report
>something
> > in the tabloid fashion. He's an alarmist. I don't know what is
>worse,
> > an Atari cheerleader or an Atari basher, because both are about
>as
> > deluded as one can get.
>
>Ralph is not a bad guy, hmmm, tell that to the 9 or so people in the UK who
>paid for new USR modems from him which they never got, and another person in
>another country who with some friends payed for some HD equipment from his
>company (ABCO), some of which they never got and some of which was damaged.
>That was only after _lots_ of phone calls and faxes, apparently he is/was being
>taken to court by a guy in the
>US.
>

Ouch. Sounds like Ralphie-boy has been very bad.

Perhaps he couldn't fill the orders because he has been trying to enroll
himself and Ron Kovacs into a journalism school? :)

3245. WANTED: SCSI hookup for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:13:03 UTC
From: rjm@world.std.com
Message-ID: <CCDuts.J63@world.std.com>
Source record: 201903

I'm ordering a seagate SCSI drive and I need the following items.

External case for 1/2 height drive.

SCSI cable.

ICD link, formatting software

TOS 1.6.

If anyone has these items to sell please call me or send email

rjm@world.std.com

rmurtha@cv.com

617-275-1800 x 4787

617-527-6958

Rob Murtha

3246. Re: What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:14:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A3519@MS.maus.de>
Source record: 201926

In article <25f7mk$c1q@cismsun.univ-lyon1.fr>, Patrice.Lacouture
(Patrice.Lacouture@aedi.insa-lyon.fr) wrote:
>The difference between Jpeg compression method and other methods (like GIF) is
>that Jpeg is a compression with loss, while others are compression without
>loss... When you store an image in GIF format, you will retrieve it intact,
>pixel by pixel. When you compress a file with Jpeg, you can choose a compres-
>sion rate. When it increases, the size of the file decreases, and the loss
>icreases => the quality decreases too...
>It's a compromise: there's a limit under which you can compress most files
>with no noticeable loss, and suddenly, passing this limit, the loss will be
>inacceptable... This limit depends closely on the image style... (contrast,
>mainly line-based composition, or value-based composition will change the
>point where you'll decide that there is too loss)
>
>It's true that for most images, compression with no noticeable loss will
>produce files much smaller than GIF with of course no loss at all...

Well, you can't compare this that way.

GIF only stores 256 colors, so there is no way how a true color image could
be stored as GIF file without loss. If you convert a GIF image to JPEG
and then convert it back to GIF, there'll be obviously visible errors:
GIF pictures are normally dithered to get around the color number limitation,
and between adjacent pixels, there'll be contrast changes normally NOT present
in `real' true color pictures (like photographs from a Photo CD).

3247. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:24:07 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.05t1@outb.wimsey.bc.ca>
Source record: 201937

> Ralph is not a bad guy, per se, but he is too eager to report
> something in the tabloid fashion. He's an alarmist. I don't know
> what is worse, an Atari cheerleader or an Atari basher, because
> both are about as deluded as one can get.

I have been a faithful reader of STReports (which I have just noticed has been renamed 'Silicon Times Reports'!) for a coupla years now, and quite frankly, I am getting a bit tired of the tabloid style reporting that Ralph does of the Atari world. Maybe I shouldn't blame him too much, because covering a company as 'interesting' as Atari would be bound to turn one's mind to mush.

I have to agree, though, that I find both the 'cheerleader' and the 'basher' to be quite tiring, too. I want to send and receive objective reports on what this li'l 8 MHz ST of mine can and cannot do, with all the invective or the false praise put aside, as much as possible.

Listening to all the talk about Atari 'this' or Atari 'that' makes me think that the ST/TT/Falcon030 world is really a Rorschadt (sp?) inkblot test. It says more about the talker than the machine.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3248. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:26:40 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.05t7@outb.wimsey.bc.ca>
Source record: 201938

I agree, there should be a new 'comp.sys.atari.falcon' newsgroup. The only caveat is that the BBS that this current comp.sys.atari is carried might not carry the new ones. We'll see.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3249. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 20:32:00 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.05td@outb.wimsey.bc.ca>
Source record: 201939

Thanks for your report on how you are making your decision to buy, now that you are saving for your next computer... be it a 486 or a Falcon030, or a Mac or and Amiga

This is the same sitchyashun that I am in. I cannot buy right now, and I am looking around at all the platforms. The surprise to be, given the anti-Atari rhetoric that has always floated around, is that an STe or a Falcon (or something based on the jaguar technology - who knows) is still in the cards. I thought that my next computer would automatically be 'industry standard' as you put it.

I will be looking around. The reality now is that ALLMURDER SHE WROTE platforms are in a tremendous state of flux. I mean, imagine buying a 486 now, and discovering 18 months from now that the Pentium is the base IBM model! At least the Falcon030 has more potential of providing a fixed base in the Atari world for years to come... (knock on wood and hope it don't rain!)

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3250. communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 21:41:45 UTC
From: buehler@nova.tat.physik.uni-tuebingen.de
Message-ID: <buehler.746401305@nova>
Source record: 201905

I'm looking for a program which allows 2 ataris to communicate w/each other.
Any suggestions (ftp sites)?

3251. Re: What happened to WAACE?

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 21:49:31 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746401771snz@falcon.demon.co.uk>
Source record: 201942

All I can say is I've flown out to this show twice now with my boss from the UK, last year & two years previous; frankly I couldn't see a big difference between the two visits in terms of attendance, or in the amount of business that we did. WAACE (AFAICS) has been and is a good show.

--
Alex Kiernan
alex@falcon.demon.co.uk

3252. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 23:29:01 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug26.232901.30111@rchland.ibm.com>
Source record: 201909
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CC9zHI.Ars@genesis.nred.ma.us>, nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:

> AAAaaAAAAAaaaaaaaaaaaaaAAAAAAAAAAAaaaaaAAaAaAAaAAaAaAAaAaAa
> AaaaaaaaAAaAaaAAaAAaAAaAAaAAAAAAAAAaaAaAAaaAaaAAaAAAaaaAaaAAaAaaAaaAaa
> AaaaaaaAAaAaaAAaAaaAaAAaAaAAaArrrrrrrrRRrRRRRrrRrrrrRgGggGggGHHHHhh!
>
>
>
>
> G I V E M E A J A G U A R !!!!!!!!
>
>
> AaaaAAAAAAAAAAaaaaaaaaaaAaaaaaaaAaaAAAAAAAAAaAAAAaaaaAAaArRRRRRRRrRrrgh!
>
> --
> Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
> [Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
> [Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
> [TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

I second you! I WANT A JAGUAR!

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3253. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 23:32:35 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug26.233235.23785@rchland.ibm.com>
Source record: 201910

In article <25fscn$p8n@info2.rus.uni-stuttgart.de>, stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:

[SGI stuff deleted]

|>
|> ------------cut again-------------------
|>
|> Now, if this is out in 1994 in the arcades as they say, who will wait
|> and buy a Jaguar of Atari, when there is a Nintendo/Silicon Graphics
|> joint force ??
|> And the amount of advertising, Nintendo will provide, will be enourmous,
|> I guess.
|> What do you think?

I say that *IF* ATARI does the proper marketing *and* makes sure
that there's high-quality (this is very but very important) software
for the Jaguar, the Jaguar will survive. I see this Nintendo machine
doing pretty much the Jaguar stuff, it's just that if they come
out first at a better price....

But yes, Nintendo's marketting force is really huge. Atari has
scored so far perfect (get IBM to manufacture, QA, etc.) but they
have to do their part now, which scares me because I like to see
systems to survive when they are good, and the Jaguar looks damn good.

|>
|>
|> --
|> Ciao
|> Uwe

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3254. Re: Sinclair wins Jerk of the Week Award

Newsgroup: comp.sys.atari.st
Date: 1993-08-26 23:34:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug26.233425.26150@rchland.ibm.com>
Source record: 201908

[no quoting]

Guys, this is incredible. The guy owns an Amiga and were are as sick
of him as you are.
--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3255. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 00:47:20 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug26.194721.5638@uoft02.utoledo.edu>
Source record: 201932
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grue (tpp@cbnews.cb.att.com) wrote:
: In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu
(Christopher Williamson) writes:
: Zombies was the original. Realm of Impossibility was the sequel.
: Both were awesome. Up there with Ali Baba and the Forty Thieves and
: Boulderdash as my all-time favorites.

BTW: I also remember Return of Heracles... did they ever come out with the
"Adventure Construction Set" from ECA? Same author as Ali and Return, not the
cheap "Adventure Creator" from... ummm... someone else.

-Tim

3256. Re: Offline reader for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 01:18:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.XgbvxJ_maPY@albemuth.equinox.gen.nz>
Source record: 201834

rebel@indirect.com (Mark Kiel) writes:
> I need to know if there is an offline reader for the mega ST that can read
> .QWK files. Any help will be appreciated.

There are a few of them around, I suggest you look on
atari.archive.umich.edu for CQWK and MTQWK. These aren't the only ones
or necessarily the best, but there're easily available.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3257. Fractal Software?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 01:45:26 UTC
From: jhoracek@cwis.unomaha.edu
Message-ID: <1993Aug27.014526.9170@news.unomaha.edu>
Source record: 201913

Hi folks. I was wondering if anyone could point me in the direction
of some fractal generators for the Atari ST. I found a version of Fractint
for the ST, but it doesn't seem to work correctly on my 1040. It won't
color-cycle, which is half the fun of using that program!

Jason

3258. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 03:11:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CCEE7F.8MF@mailer.cc.fsu.edu>
Source record: 201923

Tom Laird (tla@wolfson.demon.co.uk) wrote:
> I am looking for a version of Vi which works on the ST. Could
> someone please let me know where to find it.

There is Elvis and Stevie. I prefer stevie, but YMMV. Both are available
from atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3259. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 03:35:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <88994@cup.portal.com>
Source record: 201927
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> : Zombies was the original. Realm of Impossibility was the sequel.
> : Both were awesome. Up there with Ali Baba and the Forty Thieves and
> : Boulderdash as my all-time favorites.
>
> BTW: I also remember Return of Heracles... did they ever
> come out with the "Adventure Construction Set" from ECA? Same
> author as Ali and Return, not the cheap "Adventure Creator"
> from... ummm... someone else.

Quality Software were the first to release Ali Baba and
Heracles (there were also Apple II versions). EA bought
the rights and re-released them together as Age of Adventure.

ACS was to be released for the Apple II, IBM PC and C64. It
didn't make much of an impression on me. (and I bought it at
a deep discount).

Adventure Creator was from Spinnaker (I think)... remember
Trains?

Jeff_M_Lodoen@cup.portal.com

3260. Re: Atari: Targa pix of Jaguar games on wuarchive

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 04:22:14 UTC
From: rjung@netcom.com
Message-ID: <rjungCCEHH3.5zw@netcom.com>
Source record: 201933
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

Just to throw out some comments on the darn things, if anyone cares:

In article <primusCCDq00.tB@netcom.com> primus@netcom.com (Robert keng) writes:
>I've uploaded the following files onto wuarchive.wustl.edu:
>
>dd_trgas.zip - Type 2 TGA files of Dino Dudes
>kn_trgas.zip - Type 2 TGA files of kasumi Ninja
>ra_trgas.zip - Type 2 TGA files of Raiden
>tt_trgas.zip - Type 2 TGA files of Tiny Toons
>
>They are accompanied by appropriate text files (don't d/l them unless you want
>to waste time) located in /pub/MSDOS_UPLOADS/graphics.

Again, the tt_trgas.zip file doesn't unzip at all. I hope this gets fixed soon. The rest of the files are fine (each screen shot is about 180K-215K; make sure you have the disk space, as there are quite a bit).

I am upset that the screen shots are low resolution -- the best I saw was around 340 x 250. Either the Targa pics were scaled down from the Jaguar's 720 x 576, or the Jaguar has lower-screen-resolution modes as well. On the other hand, the colors come out just fine; some of the screens clearly look better than the SNES or Genesis.

>Kasumi Ninja and Raiden don't look exciting. Compared to other beat'em ups on
>the Neo Geo and SNES Kasumi Ninja's not even close.

Hard to tell, with only two shots of KASUMI NINJA, and one of them being a title page. If anything, it looks like an incomplete version at this point.

>Raiden looks like a carbon copy of the Arcade, but then the arcade version
>don't look that good to begin with.

I almost think that RAIDEN looks a little better than the arcade, but it could be me. There's a lot of detail and color in the sprites here. If your viewer supports it, zoom in on the shadows projected on the ground -- they're not done with a hatch, nor with an all-black sprite, but with a projection of darker pixels that retain the underlying graphic pattern. That 64-bit RISC graphics chip is not merely for show...

>Dino Dudes shows some promise. Good graphics and color use is clearly shown in
>the pix.

Sprites look a little small IMO. And if anything, the backgrounds look more impressive than the foreground graphics. But hey, it's a puzzler, who needs big frills, right? B-)

>Now, the best out of all of them is Tiny Toons. This game looks like
>it's gonna be a hit on the Jaguar. Outstanding color use, detail, and
>background (seems like a multi-level parallax scroller-action game) as well as
>artwork highlights this pix. Looks like they put a considerable amount of
>efforts into the graphics judging from the pix..

I'd like to see pics of CYBERMORPH, myself. The snippits of descriptions
that have been thrown around make it sound like it's the "showcase" game for
the Jaguar (real-time textured polygon first-person mapping? Ship-morphing
effects? HUD holographic displays? Speech? Yowch).

>Well, someone had to do it. Just hope GEnie won't charge me an arm and a leg
>for d/l them. I'll look for more Jaguar pix and hopefully 3DO pix if they
>exist on GEnie.

The effort is appreciated. I think people with access to Targa viewers
should take the time to look at them, even if it does eat up almost three
megabytes of disk space to do so. B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3261. Is the Jag dead? I don't think so...

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 04:48:11 UTC
From: tim@rider.cactus.org
Message-ID: <1387@rider.UUCP>
Source record: 201936

I think that it's a slight bit ridiculous to say that the Jag will fall to vaporware! It seems to me that Nintendo will be releasing their CD-ROM and their 64-bit system around the same time...1996!

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

3262. Re: Jaguar dead before started ??

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7cdd14@cindy.ct.se>
Source record: 201934

In a message of 26 Aug 93 03:27:35, I Own Bear wrote:

IO> Atari would have a little over a year's head start on them. Considering
IO> how
IO> advanced Jaguar technology is, and the price point on it, I think they may
IO> come out equal, with Nintendo probably benefitting more from having more
IO> 3rd party groups onboard for the ride.

Nintendo is too late in this one .. the next kind of systems has to be true
Virtual Reality ... (though the Jaguar should be able to do that too...)

64 bit CD-Rom is old now .. :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3263. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c7ce196@cindy.ct.se>
Source record: 201935

In a message of 26 Aug 93 07:09:04, David Forrai wrote:

DF> Unfortunately, according to this dealer, most true color demos are
DF> specifically made to work on an SC1224 or equivalent. In his opinion
DF> this is very bad since he feels Atari and demo writers should be
DF> pushing VGA for the Falcon.

Well, Demos and Games should be written for SC1224 and TV's, since the userbase
those targets often can't afford a VGA ...

There are some other things too, it's easier to write for SC1224/TV's ...

Most things do work on VGA though, and my own products will be VGA first, then
maybe TV ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3264. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:34:19 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug27.073419.7402@jonh.wimsey.bc.ca>
Source record: 201945

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Um, excuse me? You just bought a decked out box like this to be an
>internet gateway? Isn't that a little bit excessive? (Ok, side issue, but
>it points out another significant point - what is the minimum configuration
>you would consider *useful* on a given platform. Chris seems to think a 66 MHz
>486 with 16 MB of RAM is required to make a serviceable packet switch. Doesn't
>that seem a little excessive to anyone else?

Somehow I don't think Chris plans to leave it as a packet switch.
Why specify X windows for a router? Linux could probably handle the job
running on a 386/20, maybe even an SX. A non X install on linux would
take less than 40meg unless you wanted gcc and the kernel code online.
I was running my home usenet feed with gcc and all libs and kernel code
on 64Meg, with 5 meg free. Only a 1 day expire though. ;-)

>I mean, I was using a 4 MB Mega ST
>for this purpose, long ago. Of course, I recall that an equivalently configured
>KA9Q for MSDOS weighed in around 600K, and only 120K on the ST, so I guess he
>really needs that 16MB of RAM.

Not at all. A non X linux can run on 2 meg. A bit of swapping, maybe
but there are people with X windows equiped 4 meg laptops. With a
network card you've got a portable internet site. A little quicker than
KA9Q too. ;-)
OB Falcon. From what I understand, 32 bit apps (and the linux
kernel) are larger than the same app compiled as 16 bit code. Is this
true? Can we then expect Falcon only apps to be a little more memory
hungry than their ST counterparts?

.. And of course, when all you care about is
>getting what you want to do done, you don't care how many bytes or dollars you
>wasted getting there.)

Some people like to spend money on their hobbies. If someone wants
to buy a Porshe to go to the corner store for grocerys, who cares.

>Btw, have you checked to see what your DOS-level (or Linux, since I see that
>listed down below) disk data transfer rate is? Or even the raw rate you can
>attain by banging the controller registers yourself... The raw rate is probably
>respectable, I'd guess around 1-2 MB/sec tops, with the DOS rate somewhere
>around 500KB to 900KB/sec... Speeds that even a 1985 520 ST will match. No
>comparison to the Falcon...

First you need a drive that can deliver more than 2 megs/sec tops.
These are not in the Power without the Price range. There was a thread
in comp.scsi a while back, which I wish I had saved, because I've

forgotten the numbers, where someone basicly showed that at 3600 rpm and
(mumble) sectors per track, the theoretical max k/s was under 2000.

The dos rates are about what I've seen, but linux manages to go a
bit faster. Strangely enough, using the Norton speed tester under DOS, a
Conner IDE drive is 150k/sec faster than my Maxtor scsi drive. There's a
thread on this running in c.o.l right now on this. One guy was only
getting 500k/sec on linux, then he realised he probably shouldn't
benchmark under X. After quitting X and going down to single user mode,
he was up to 1200. ;-)
Another thing to consider is filesystem speed. It doesn't matter how
fast your raw disk speed is if your filesystem slows everything to a
crawl. I know news unbatching and expiry is 100x faster under linux
compared to my ST system on an almost identical scsi drive.
With linux the rates are all over the place as there is no program
like ratehd that does bare metal speed testing and linux doesn't
provide an unbuffered disk i/o device.
Is there a dd for MiNT? If there is, could someone with a tt run
this, substituting the appropriate devices, of course? I'd sure be
interested in higher level speed test results.

time dd if=/dev/sda of=/dev/null bs=1024k count=100

>And speaking as a hacker, well, the '030 is still a far better chip to code for
>than any Intel creation, and the possibilities from the DSP are still too vast
>to define.

No argument there. When I started looking at learning Intel
assembly, I almost puked. Where are all the registers? At least gas
under linux puts the operands in the order ghod intended. And a flat
address space instead of those ugly segments.

The moral? If for some reason you do buy a pc, install linux. ;-)

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3265. Re: What are JPeG's?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:41:13 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25kdqp$5t3@cismsun.univ-lyon1.fr>
Source record: 201943

In article <A3519@ms.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>GIF only stores 256 colors, so there is no way how a true color image could
>be stored as GIF file without loss. If you convert a GIF image to JPEG

I was NOT saying there is no loss between a 24bit raw image and a GIF !
I was just saying that GIF compression don't lose any pixel comparing to the corresponding 8bit raw uncompressed image, on the contrary to the JPEG method that loses information comparing to the raw uncompressed original (24bit) image...

Yours,

Patrice

3266. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:51:47 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25keej$640@cismsun.univ-lyon1.fr>
Source record: 201944

Cc:

In article <buehler.746401305@nova> buehler@nova.tat.physik.uni-tuebingen.de (Gerold Buehler) writes:
>
>
>I'm looking for a program which allows 2 ataris to communicate w/each other.
>Any suggestions (ftp sites)?
>

Hi, what do U mean by "communicate" ?
Use the one as a terminal for the other system (to share a program) ?
Sharing files/resources (printer, tapes, scanner, whatever) ?

What do you want to do exactly ?
In a way VRoom, Falcon and Stunt Car __ARE__ programms that allow 2 ataris to communicate: to play together with both machines connected !! ;-)

You will surely communicate via RS232, but there's a "NETWORK" system using Midi connection somewhere on atari.archive.umich.edu...

ALL depends on what you really want to do...

CU later for more info !

Patrice

3267. Re: advice?: jet-printer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 07:57:07 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug27.075707.8981@praxis.co.uk>
Source record: 201807

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>>Is there a port of Microsoft Word to the Atari ST?
>>Does it come with drivers for jet-printers?

>AtariWorks is as close as it gets. It supports jet printers as well as laser
>ones.

Is there a press release or something out there for AtariWorks? All
I've heard is that it's good.

>Ofir ogal@cix.compulink.co.uk

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

3268. BUG in GEM-View

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 09:16:43 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <25kjdr$ime@fbi-news.informatik.uni-dortmund.de>
Source record: 201946

There is a absolutly stupid BUG in GEM-View 2.40 - 2.43 using the ZOOM option!

It is fixed now and a new version will uploaded in the beginning of the next week. SORRY, to all who have trouble with this version.

Dieter

3269. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 09:35:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCEvz5.AGz@barclays.co.uk>
Source record: 201823

In article <buehler.746401305@nova>, buehler@nova.tat.physik.uni-tuebingen.de (Gerold Buehler) writes:
|>
|>
|> I'm looking for a program which allows 2 ataris to communicate w/each other.
|> Any suggestions (ftp sites)?
Just about any comms package and a null modem cable would do the trick.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3270. lharc2.22...

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 10:32:12 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug27.103212.26616@ibr.cs.tu-bs.de>
Source record: 201947

I hope i get through the noise about jaguars :-)

I had the problem with lharc2.21 creating TEMPfiles
and leaving them in the /tmp/ directory. This should
vanish with 2.22 which i installed yesterday.
But surprise: the same problem again:
lharc a -l runen.lzs *.mf
left me without .lzs but with LHA)T(...
lharc a -l -w. runen.lzs *.mf
led to the expected result.

To do further tests, i switched to my HOME directory
(on a minixfs partition)
lharc a test.lzh *
produced a test.lzh!

I switched DEBUG on and tried the same again
no problems on am minixfs-partition
but on a tosfs:
(lharc) Frename u:/tmp/LHA...runen.lzs : different filesystems

Here we are:
with TEMP on a minixfs and the files to LHarc on a tosfs
TOS (MiNT) can't rename/move the files.

Well, i guess it is high time to leave the tosfs and go to
minixfs!

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3271. connecting ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 11:15:57 UTC
From: mike@bsun8.zfe.siemens.de
Message-ID: <CCF0ML.Er1@ztivax.zfe.siemens.de>
Source record: 201948

>I'm looking for a program which allows 2 ataris to communicate w/each other.
>Any suggestions (ftp sites)?

If you want only connect two ataris you can connect them via RS232 with the program CoNnect.
For more computers you can take a midi-net but I don't know the ftp-sites where you can get them.
mike :-)

****
*** hierarchical systems are for files ***
********** and not for humans **********
****
******* mike@bsun11.zfe.siemens.de *******
****

3272. Re: lharc2.22...

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 12:28:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug27142823@issan.informatik.uni-dortmund.de>
Source record: 201801

```
>>>>> In article <1993Aug27.103212.26616@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de
(Kielhorn) writes:
|> I had the problem with lharc2.21 creating TEMPfiles
|> and leaving them in the /tmp/ directory. This should
|> vanish with 2.22 which i installed yesterday.
|> But surprise: the same problem again:
|> lharc a -l runen.lzs *.mf
|> left me without .lzs but with LHA)T(...
|> lharc a -l -w. runen.lzs *.mf
|> led to the expected result.

|> To do further tests, i switched to my HOME directory
|> (on a minixfs partition)
|> lharc a test.lzh *
|> produced a test.lzh!

|> I switched DEBUG on and tried the same again
|> no problems on am minixfs-partition
|> but on a tosfs:
|> (lharc) Frename u:/tmp/LHA...runen.lzs : different filesystems

|> Here we are:
|> with TEMP on a minixfs and the files to LHarc on a tosfs
|> TOS (MiNT) can't rename/move the files.

|> Well, i guess it is high time to leave the tosfs and go to
|> minixfs!

This has nothing to do with minixfs vs. tosfs, only the fact that the
source and destination files are on different drives/partitions.
Having TEMP pointing to a different minix filesystem than the working
directory gives the same results.
Lharc is so *stupid* to not check the result of the Frename call!!

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

3273. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 12:29:16 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCF40w.MI6@cbnews.cb.att.com>
Source record: 201949
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1993Aug26.194721.5638@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Grue (tpp@cbnews.cb.att.com) wrote:
>: In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu (Christopher Williamson) writes:
>: Zombies was the original. Realm of Impossibility was the sequel.
>: Both were awesome. Up there with Ali Baba and the Forty Thieves and
>: Boulderdash as my all-time favorites.
>
> BTW: I also remember Return of Heracles... did they ever come out with the
>"Adventure Construction Set" from ECA? Same author as Ali and Return, not the
>cheap "Adventure Creator" from... ummm... someone else.
>

I have the old Adventure Construction Set on IBM, but I believe it was released on all systemsa. BTW, that was Stuart Smith who wrote Ali Baba. Anybody know what he's doing now?

Anyhow, ACS wasn't turn-based, but timer based. In other words, move as far as you can before your timer runs out. And different characters had different timers. That turned me off right away. It was slooooooooow, too. I heard that on a C-64 is was REALLY snoresville. (Ha ha ha!)

Tom

>
> -Tim
>

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3274. Re: Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 12:35:21 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCF4B3.MnM@cbnews.cb.att.com>
Source record: 201950

In article <746307411snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>In article <CCBLoG.12E@cs.ruu.nl> avgroeni@cs.ruu.nl, writes:
>
>>
>>
>>Why is this group taking over the functions comp.sys.atari.advocacy
>>was created for? People who read this group -only- are NOT interested
>>in the Jaguar and such. Please continue your discussions on advocacy.
>>
>
>Amen!
>

There is no Jaguar newsgroup. Where would you guys suggest we post information about the Jaguar?

Tom

P.S. Not interested in the Jaguar? You should be, the future of Atari rests in Jaguar's paws.

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3275. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 12:53:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCF55H.C11@barclays.co.uk>
Source record: 201824

In article <2c7ce196@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
|> In a message of 26 Aug 93 07:09:04, David Forrai wrote:
|>
|> There are some other things too, it's easier to write for SC1224/TV's ...
Why?

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3276. Re: Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 14:15:03 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCF8x4.M32@cs.ruu.nl>
Source record: 201802

In <CCF4B3.MnM@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:

>>>Why is this group taking over the functions comp.sys.atari.advocacy

>about the Jaguar?
>

Where did you learn to read? Maybe you should pay them a visit and
start learning all over again. ---comp.sys.atari.advocacy---

>
>P.S. Not interested in the Jaguar? You should be, the future of Atari rests in
>Jaguar's paws.
>

I have never believed any speculations about Atari (and especially about
the future). If I had, I would probably own a 486 right now, instead
of the beauty (TT) that's on my desk at home.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3277. Re: Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 15:03:34 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCFB63.716@cbnews.cb.att.com>
Source record: 201803

In article <CCF8x4.M32@cs.ruu.nl> avgroeni@cs.ruu.nl, groenink@math.ruu.nl writes:
>In <CCF4B3.MnM@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>
>>>>Why is this group taking over the functions comp.sys.atari.advocacy
>
>>about the Jaguar?
>>
>
>Where did you learn to read? Maybe you should pay them a visit and
>start learning all over again. ---comp.sys.atari.advocacy---

Where did you learn to edit files? Maybe you should read what I wrote. The
posting of INFORMATIONAL MESSAGES and press releases should not be in the
advocacy group. Don't be such a jerk.

>
>>
>>P.S. Not interested in the Jaguar? You should be, the future of Atari rests in
>>Jaguar's paws.
>>
>
>I have never believed any speculations about Atari (and especially about
>the future). If I had, I would probably own a 486 right now, instead
>of the beauty (TT) that's on my desk at home.

What speculations? They're pumping all of their money into the Jaguar. You
should pay attention to the world around you.

>
>--
>Annius V. Groenink phone (private) +31 30 895261
>Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
>University of Utrecht groenink@math.ruu.nl
>Netherland ZFC Computing annius@zfc.nl (dreamtime only)

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3278. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 15:30:09 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Aug27.113009.6843@spcvxb.spc.edu>
Source record: 201804

In article <1993Aug27.073419.7402@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>Um, excuse me? You just bought a decked out box like this to be an
>>internet gateway? Isn't that a little bit excessive? (Ok, side issue, but
>>it points out another significant point - what is the minimum configuration
>>you would consider *useful* on a given platform. Chris seems to think a 66 MHz
>>486 with 16 MB of RAM is required to make a serviceable packet switch. Doesn't
>>that seem a little excessive to anyone else?
>
> Somehow I don't think Chris plans to leave it as a packet switch.

This is correct, though I think he was just being sarcastic (which is fine since I tend to be that way myself).

As a matter of fact, I'm using it as a multi-user public access unix machine. I don't think you can do that with a Falcon REGARDLESS of how much money you throw at it. :)

> Why specify X windows for a router? Linux could probably handle the job
> running on a 386/20, maybe even an SX. A non X install on linux would
> take less than 40meg unless you wanted gcc and the kernel code online.
> I was running my home usenet feed with gcc and all libs and kernel code
> on 64Meg, with 5 meg free. Only a 1 day expire though. ;-)

In short, linux is rather lean by unix standards. It's all that extra "junk" like emacs, X, and gcc that eats all the space. It's great having lots of freely available/portable software at your fingertips.

>>I mean, I was using a 4 MB Mega ST
>>for this purpose, long ago. Of course, I recall that an equivalently configured
>>KA9Q for MSDOS weighed in around 600K, and only 120K on the ST, so I guess he
>>really needs that 16MB of RAM.

Well, I explained that above.

> Not at all. A non X linux can run on 2 meg. A bit of swapping, maybe
> but there are people with X windows equiped 4 meg laptops. With a
> network card you've got a portable internet site. A little quicker than
> KA9Q too. ;-)

Yeah, just a little quicker. <grin>

> .. And of course, when all you care about is
>>getting what you want to do done, you don't care how many bytes or dollars you
>>wasted getting there.)

Yup. I think in my case the box I got was a pretty good deal in terms
of "the right tool for the job." Others may disagree, but this is
more a religious issue than anything else.

> Some people like to spend money on their hobbies. If someone wants
> to buy a Porshe to go to the corner store for grocerys, who cares.

Hehe, the guy in the Hyundai on the side of the road watching you zip
back and forth seems to care a lot, but he has illusions of taking out
that 4-banger and replacing it with a v-12 real soon now. In the mean
time, he'll just put himself into cryogenic suspension during those
multi-year trips to the corner store. Occasionally, he'll throw some
mud at your Porsche to make himself feel better so you have to drive
fast. Besides, that Hyundai has a direct to tape stereo recorder. At
least the guy can listen to tunes while he waits. :-)

>>Btw, have you checked to see what your DOS-level (or Linux, since I see that
>>listed down below) disk data transfer rate is? Or even the raw rate you can
>>attain by banging the controller registers yourself... The raw rate is probably
>>respectable, I'd guess around 1-2 MB/sec tops, with the DOS rate somewhere
>>around 500KB to 900KB/sec... Speeds that even a 1985 520 ST will match. No
>>comparison to the Falcon...

Hah. I haven't run iozone yet, but I am quite confident that my
EISA controller can pump bits in and out of my scsi drive much faster.
It's a sub 10ms drive with a ~5500rmp spindle speed. In short, a screamer...
Ooops, dodging that mud...

> First you need a drive that can deliver more than 2 megs/sec tops.
> These are not in the Power without the Price range. There was a thread
> in comp.scsi a while back, which I wish I had saved, because I've
> forgotten the numbers, where someone basicly showed that at 3600 rpm and
> (mumble) sectors per track, the theoretical max k/s was under 2000.

Well, in a virtual memory situation like unix, it makes sense to
get as much RAM as you can reasonably afford and then get a very
fast disk. So that's what I did.

>>And speaking as a hacker, well, the '030 is still a far better chip to code for
>>than any Intel creation, and the possibilities from the DSP are still too vast
>>to define.
>
> No argument there. When I started looking at learning Intel
> assembly, I almost puked. Where are all the registers? At least gas
> under linux puts the operands in the order ghod intended. And a flat
> address space instead of those ugly segments.

I agree. The problem is that they're making those Intel boxes so
damned cheap it is hard to resist the temptation.

> The moral? If for some reason you do buy a pc, install linux. ;-)

Amen...

Cheers,

Chris

3279. MegaSTe - SOLD

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 16:01:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug27.160147.26318@newshost.lanl.gov>
Source record: 201805

Thanks to all who expressed an interest in my MegaSTe which I had for sale
but the system has now been sold.

Gee... now I'm down to only two Atari's in the place... until a Falcon040
becomes available, of course. :)

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________

3280. TOS 1.4 date patch for EOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 16:18:50 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <MgTXDeq00awKAVwWVL@andrew.cmu.edu>
Source record: 201806

Does anyone know what is the release date of the official TOS 1.4? I am trying to get Hotwire 3.0 to run with EOS 1.4 but it seems that Hotwire keeps giving me the message "Unrecognised TOS version".

Please email me if you have the clues. Thanx!

3281. Stero Tek 3D Glasses 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 16:55:28 UTC
From: Duane Johson <duane@ial4.jsc.nasa.gov>
Message-ID: <1993Aug27.165528.21157@aio.jsc.nasa.gov>
Source record: 201809

LC Technologies Stereo Tek 3D glasses for the Atari ST.
Comes will all orginal equipment including, box, glasees case, manual ane
of course glasses.

I'm only asking $20 for them.

Contact me via E-mail at duane@ial4.jsc.nasa.gov

3282. Stero Tek 3D Glasses 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 16:57:19 UTC
From: Duane Johson <duane@ial4.jsc.nasa.gov>
Message-ID: <1993Aug27.165719.21263@aio.jsc.nasa.gov>
Source record: 201808

LC Technologies Stereo Tek 3D glasses for the Atari ST.
Comes will all orginal equipment including, box, glasees case, manual ane
of course glasses.

I'm only asking $20 for them.

Contact me via E-mail at duane@ial4.jsc.nasa.gov

3283. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 17:05:13 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug27.170513.25590@btree.uucp>
Source record: 201810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

My, oh, my ... touched a nerve, eh?

In article <88834@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>'Scuse me George... come back down to the real world...

Real world approaching! :-)

>A'486 system can be had for a LOT less than a Falcon, and with a lot
>more USABLE features.
>

Well, sure, you can get a '486 for less than a Falcon. You can get a
Timex Sinclair 1000 for less than a Falcon, too, at a garage sale.

Remember: the Atari computer can run the *same* benchmark (256-color
Mandelbrot set) faster than a '486 running at 66 MHz. The numbers
reported from CeBIT were: '486 -- 6 seconds. Atari -- 4 seconds.

BTW -- Another poster complained that these numbers weren't "fair" because
it was using the "stock" Atari hardware to achieve this performance.
I'm not too sure where the unfairness is in the comparison. Was it
just an oblique reference to the fact that even the Disc Operating
System (DOS) is not standard equipment on an MS-DOS machine? :-)

>Not to mention that an equivalent '486 system can actually be FOUND at
>a zillion times more dealers, and software is actually *available*...
>

True (for now): the '486 system can actually be FOUND at a zillion more
dealers. And for equivalent performance, you need to spend $2500 or
more. That's certainly excessive compared to the Falcon's $1500. When
comparison shopping, I'd certainly go out of my way to save $1000!

True (for now): software is actually *available* for a '486 machine.
Would you seriously consider running it on a '286? Probably not.
(I've tried running Excel under Windows on a '286, in which moving
from one cell to an adjacent cell ... just a move ... took 3 seconds.)

True (for now): software is actually available for the Falcon.
Would I seriously consider running it on an ST? Probably.

>Do YOU do "direct to disk" recording..? If you do, you're in a tiny, tiny
>minority of computer users... why not pay for a bigger hard drive, or
>a better resolution monitor instead of features you'll never use..?
>
>BobR

Because Atari programs are more compact then their MS-DOS equivalent,
an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
of disc space to operate. Microsoft Windows does require all of this.

No, I don't do "direct to disc" recording. However, I do use my machine
for tracking the stock market (STalk The Market), desktop publishing
(Calamus), modem communications (Flash), spreadsheeting of payments
received (Logisitix), occasional letters to friends (ST Writer),
various utilities (ICD hard disc support, TOS patches distributed freely
by Atari), and an accessory (Card File 4).

What do you use yours for?

-- George Crissman

P.S.: In your followup (if any), please delete comp.sys.atari.st from
the Newsgroup: line. We should continue this in *.advocacy, I believe.
See you next month!

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
****
--

3284. SOZOBON users <<<<<HELP!>>>>>

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 19:38:24 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Aug27.193824.117545@zeus.calpoly.edu>
Source record: 201811

Anyone-

This has got to be the dumbest problem in the world. Check this out.

I have the following set-up:

- ATARI 1040STf TOS 1.0 :-<
- 2 DS/DD Disk Drives

ok,

BOOT DISK:

- AUTO/ETERNAL2.PRG
- AUTO/RAMDISK.DAT w/ "D400"
- AUTO/((GEMENV.PRG - loads SOZOBON /BIN, /INCLUDE, /HOME, etc..)
ROOT.ENV contains:
LIB=A:\SOZOBON\LIB\
INCLUDE=A:\SOZOBON\LIB\
BIN=A:\SOZOBON\BIN\
etc.....
- VI (loaded into Ramdisk)
- .c source files (loaded into Ramdisk)
- MUPFEL.PRG & MUPFEL.MUP (loaded into Ramdisk)
MUPFEL.MUP contains:
PATH=A:\SOZOBON\LIB\;D:\
CDPATH=D:\
LIB=A:\SOZOBON\LIB;
INCLUDE=A:\SOZOBON\INCLUDE\
HOME=D:\
etc.....

After the boot disk loads the gemvariables, creates a 400K ramdisk, and
copys all of the above programs to it, I replace it with a disk
containing:

SOZOBON\BIN\
SOZOBON\INCLUDE\
SOZOBON\LIB\

right! But wait.

when I am at the d:\ prompt, it WILL NOT RECOGNIZE ANY .TTP's THAT ARE
IN SOZOBON\BIN!!
!!!
so 'cc {filename}' does NOT work --------- EVER! :-< :-< :-< :-<

my notorius MUPFEL 'PATH' should take care of that!
PATH=a:\sozobon\bin\ right!!!!!!!!!!!!!
(I have spent days changing the stupid gemenv variables, and saving them
to disk properly only to ovserve the save phenomenon -
'cc: does not exist'
I even tried adding the variables in GEMENV to the mupfel.mup variables,
in essence, copying the same paths verbatim and it still says duhhhhhh,
so and so 'does not exist' or something like that.
>>>>>>>>>>>>>>>>>>>>>>>>>>>I don't want this stupid message anymore.

WHaat the heck is going on here?

Maybee I just have an incredibly STUPID shell. Can someone recommend a
get-the-job-done, good-for-SOZOBON-C shell, or kindly offer a fix for
this system? Is it my dumb TOS 1.0??

Thanks in advance.

Totally bewieldered.
--
(((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
(((((((|)))))))

3285. Re: Hermes vs MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 19:45:38 UTC
From: gijs@hacktic.nl
Message-ID: <25lo9gINNb00@xs4all.hacktic.nl>
Source record: 201822

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Has anyone successfully run Hermes 1.10 with MiNT loaded?

>On my system, uuwork attempts to create u:\uucico.par, which fails;
>after that, it doesn't know about any UUCP sites, and keeps recycling
>through the "waiting to dial" screen.

I think that's the only problem.
When I brought this to Martin's attention, he said that the writer
of UUCICO is to "blame". He does not feel it is part of the Hermes
software. The writer is to be found in the docs somewhere.
--
Gijs Bok
gijs@mbase97.hacktic.nl
gijs@hacktic.nl

3286. Re: Before Dawn & Mint

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 20:28:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A4218@AC.maus.de>
Source record: 201850

K>Does anyone else have a problem getting dawnauto.prg and mint.prg to
K>work together in the auto folder of a STE?

Why? What's your problem? 'Before Dawn' (since version 1.1x) works fine with
MultiTOS (which includes MinT).

K>By the way are there English instructions for before dawn around
K>anywhere?

I finished them yesterday. English docs will be available with version 1.25
(including spelling errors ;-)

Ciao,
Arne

3287. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 20:34:39 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.153440.5650@uoft02.utoledo.edu>
Source record: 201814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Jeff_M_Lodoen@cup.portal.com wrote:
: Adventure Creator was from Spinnaker (I think)... remember
: Trains?

Yep, never had time to get into it though. Bought a load of software a
few years back including most of the Spinnaker software, except never managed
to get Snooper Troops Case I or II. Oh-well.

-Tim

3288. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 20:38:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.153826.5651@uoft02.utoledo.edu>
Source record: 201815
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grue (tpp@cbnews.cb.att.com) wrote:
: on all systemsa. BTW, that was Stuart Smith who wrote Ali Baba. Anybody know
: what he's doing now?

: Anyhow, ACS wasn't turn-based, but timer based. In other words, move as far as
: you can before your timer runs out. And different characters had different
: timers. That turned me off right away. It was slooooooooow, too. I heard that
: on a C-64 is was REALLY snoresville. (Ha ha ha!)

Timer? Yiiieee... no wonder why I never saw it... must've bombed quickly.

Speaking of Ali Baba... remember the "magical fountains", most of you had
probably tried it so this is old news, but for a "permanent fountain", just
hit system reset after bumping into it... whether or not it dries up, it's
back as long as you reset when the msg is still on the screen.

-me

3289. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 20:53:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug27.205346.18700@newshost.lanl.gov>
Source record: 201813

In article ast@cville-srv.wam.umd.edu, cmedley@wam.umd.edu (I own Bear) writes:
>In article <1993Aug25.213823.17057@newshost.lanl.gov>,
>John Hutchinson <hutch@bellman.lanl.gov> wrote:
>
>... it seems the MIDI users support their high end software market with $$$.

I imagine many do, but unfortunately, some others "support" it through piracy.

><incidentally... is Pagestream 3.0 not coming for the Atari because the
>market is small for DTP on the Atari or because Calamus has outsold them
>and become "the standard" for ST DTP?

I would hazard a guess that the simple answer is "Yes." :)

>I think it is kind of odd if Darek is able to emulate the Shifter, MMU,
>etc... in software that he can't emulate a 6850 ACIA in software.

Knowing Darek, I'm sure it's not a matter of not being "able," but rather of
finding the time to put in all the features that he is "capable" of doing.

>>Now on-board Mac emulation with 32-bit color is another story entirely! :)

>Just ask Dave Small. :)

Believe me... I have! ;-)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3290. Re: Flight simulators

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:07:28 UTC
From: madmax@lucky.muc.de
Message-ID: <H.ea.VbDuuielL9A@lucky.muc.de>
Source record: 201819

In <24tcvu$s01@access.digex.net>, Michael Winters writes:
>Thanks to everyone who has been sending me info. on C for ST.
>I just started using various flight simulators for Atari ST -
>have Jet, Falcon, Flight Simulator II. I like Jet a lot - easy to use -
>great graphics. I think Falcon is really slick, but easy to set your
>engine on fire!!! What flight simulators do you all like (I got a
>1040St with 1 MB memory & built in floppy drive)
>
>---- Mike Winters

I like the A320 (Airbus A320 simulator).
There is a US edition with about 130 airports in the west and north-east of
the USA and the originally europe edition with 80 airports in europe (most
in uk, france and germany).
the game contains high altitude flight route charts and the original
approach charts which are used by the airlines in the real world.
i've both versions, so i someone wants more detailed infos, write to me.

if like to get a realistic flight simulator, this is a good one.
okay, the sound is very poor and graphics only show the airports and a
difference between sea and land, but no buildings, mountains etc.

if you like more the action flight simulators, this game will be boring for you.
it is just for really flight fans, who want to land at the real airports.

hope this helps

servus
stefan
--

Stefan Traxler, Fritz-Meyer-Weg 31, 81925 Munich, Germany, ph.++49-89-9579363
---email: madmax@lucky.muc.de
"On the first day everybody pointed at his country.--------------------------
On the third or fourth day everybody pointed at his continent.
From the fifth day on we were no longer aware of the continents -
we saw Earth only as one planet" Ben Salam Al Saud, shuttle flight STS-51G

3291. Glendale Show (Was: Re: Before Dawn)

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:12:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug27.211205.21771@newshost.lanl.gov>
Source record: 201816

In article A3605@AC.maus.de, Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
>
>BTW: does anybody know the date of the Glendale Show?
>

The Great and All Powerful Glendale Show, version 7.0, is scheduled for
18 and 19 September 1993 at the Glendale Civic Auditorium, Glendale, California.

It's shaping up to be a really nice show, too.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3292. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:16:36 UTC
From: renfro@bnr.ca
Message-ID: <25ltjk$mgb@crchh327.bnr.ca>
Source record: 201817

Re: connecting Atari's

There is an ACC called LittleNet that does a very good job of allowing two (but only two) Atari's to share files over a MIDI connection. I spent about $10.00 on two 5 pin DIN connectors and 50' feet of phone cable to connect an old 520 to my MegaST. The ACC allows you to select one of the drives on the remote machine to access as drive N: on the local machine. I have also swung the cables over to the Falcon and it works okay, except that LittleNET does not work with BGM (>16 Meg) partitions so that I can only read data off the Mega from the Falcon and not the other direction. The ACC also does not work with TurboST or Warp9.

I also have something called MidiNET which can handle multiple nodes, but I have not been able to get it to work.

Hope this helps,

RandyH

3293. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:21:55 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <25lttj$4n1@agate.berkeley.edu>
Source record: 201812

In article <9308241715.AA19846@wolfson.demon.co.uk>,
Tom Laird <tla@wolfson.demon.co.uk> wrote:
>I am looking for a version of Vi which works on the ST. Could
>someone please let me know where to find it.

`elvis' is the one. It is almost entirely 100% `vi' compatible. You can
get it from `atari.archive.umich.edu'; perhaps from other sites as well.
I'm not sure how viable `elvis' is without a hard disk, though.

I tried `stevie', but it is not more than about 10% of `vi'. If the things
it does are what you're used to, you'll love it. Otherwise, you'll want
to smash it into tiny little pieces every time it does the ``wrong'' thing.
Fingers are hard to retrain after so many years. Its scrolling is also
depressingly slow.

Repeal prohibition.
John Hauser---jhauser@cs.berkeley.edu

3294. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:24:53 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCFstH.M9H@sdf.lonestar.org>
Source record: 201833
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

```
=======================
With the Jaguar's DSP capability, perhaps we will be able to ComLynx over
phone lines. Hmm....
=======================

Just MHO here, but, if the Jaguar can rotate and texture-map in real-time,
and it CAN. And the controller ports can support alot of different inputs
(and they most certainly do), then what is to stop you from calling your
friend a couple blocks away, each friend hooks up a virtual reality system
to the Jaguar, and then connects the jaguar to a 19" TV (unless the VR system
is nice enough to have color screens in front of your eyes, instead of LCD
glasses like the ST had).. Then you and your friend can both play the game,
except you can't see your friend. You can hear him, you can see him IN the
game and adventure through a dark dungeon with him, and hear what dierction
he is in, and even swing your sword at him and watch him bleed. Your
friend on the other side of the phone line has his own Jaguar and gets his
own view. Any ideas on a conference call? Or will be need to central
computer with a bunch of phone lines and modems to network more than 2 people?

I think it would be great - better than great - revolutionary.

Hehe .. wonder when the Jaguar card for the Falcon's PDS is coming out? Its
pretty obvious why they chose to limit the PDS to be so 68000 compatible
when you see that the Jaguar is chips controlled by a 68000 (with the 68000
and bus at 13.3MHz - wonder how fast it goes at the Falcon's 16MHz?)
```

3295. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:29:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug27.212937.25470@newshost.lanl.gov>
Source record: 201818

In article 640@cismsun.univ-lyon1.fr, Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>In article <buehler.746401305@nova> buehler@nova.tat.physik.uni-tuebingen.de (Gerold Buehler) writes:
>>
>>I'm looking for a program which allows 2 ataris to communicate w/each other.
>>Any suggestions (ftp sites)?
>
>What do you want to do exactly ?
>In a way VRoom, Falcon and Stunt Car __ARE__ programms that allow 2 ataris to
>communicate: to play together with both machines connected !! ;-)

Hey... don't forget about 'CYBERDROME - The Hoverjet Simulator!'

Yeh, yeh, shameless commercial plug, I know. So sue me. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3296. Re: What is 'msa' {compression}??

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:32:02 UTC
From: madmax@lucky.muc.de
Message-ID: <H.ea.4kCZWOSTjx6@lucky.muc.de>
Source record: 201820

In <gbrnnign.746310426@unix2.tcd.ie>, Gar Brannigan writes:
>Hello ye all,
> I was dearchiving some stuff from umich when I came across files ending in .msa
> Anybody know where I can get this dearchiver??
> (If you don't believe me that it exists, checkout atari/Demos/)
>
>Gar JS Engineer TCD
>
>P.S. What's this archiver called?
P.S.: magic shadow archiver

--

Stefan Traxler, Fritz-Meyer-Weg 31, 81925 Munich, Germany, ph.++49-89-9579363
---email: madmax@lucky.muc.de
"On the first day everybody pointed at his country.--------------------------
On the third or fourth day everybody pointed at his continent.
From the fifth day on we were no longer aware of the continents -
we saw Earth only as one planet" Ben Salam Al Saud, shuttle flight STS-51G

3297. [Spuddy's@spuddy.uucp: Some info from Spuddy]

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:53:27 UTC
From: ag948@freenet.hsc.colorado.edu
Message-ID: <9308280953.AA23726@freenet.hsc.colorado.edu>
Source record: 201846

================ Begin forwarded message ================

From: Spuddy's@spuddy.uucp (unknown)
To: ag948@freenet.HSC.Colorado.EDU
Subject: Some info from Spuddy
Date: Tue, 24 Aug

Greetings !!

Thanks for your mail. Herewith a brief description of Spuddy....

Spud's Xanadu is a network of Sun Workstations, dedicated to the
provision of a free mail and usenet service for the UK. The features
available online are :-

* Loads of freeware for download. Much of it is available via Spuddy's mail
server. There is also a complete archive of the excellent GNU utilities
online.

* Two `mud' games.

* FREE access to a full unix shell. The choices of shell are :
sh, csh, bash, ksh, zsh, tcsh, ssh or rc.

* If you don't like unix - you don't have to touch it ! There is a menu
system that allows user-friendly access to the world of usenet ! Just
request a `menu' shell.

* Full access to usenet news. This (obviously) includes posting.

* Your own mailbox for worldwide internet/uucp mail.

* No limit on downloading - no ratios or silly rules. You may request
sources by post for free (providing you provide the media !)

* A friendly bbs.

* You may obtain uucp access to transfer files directly.

REMEMBER ! There are no charges for ANYTHING on Spuddy !! It's all completely
FREE !!!

Etc etc..... anyway - if you would like to use Spuddy, just call the number
below, login as bbs, and leave your details there, or mail me directly as
jamie@spuddy.uucp with :

Your full name.
Your favourite jelly baby.
An original username or handle.

Which shell you want to use (from the list above).
A password, preferably at least 5 letters long.

Your account should then be created within 24 hours.

SPUD'S XANADU >> 0203 364436/362560 << Meeeeeoooow !
^ ^
| |
Speeds up to 9600 --- --- Up to V32bis/V42bis

(There is also another line dedicated to uucp transfers)

--
^ /-/-/		======== Roy McPartland - The Man From Liverpool =========
<; / / /		e-mail ag948@freenet.hsc.colorado.edu
\======\		Boring sigs are my specialitiy, wit has no place here
____/_______		____

3298. Ian Lepore

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 21:55:02 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.610817@cix.compulink.co.uk>
Source record: 201844

Just wondering what happened to Ian Lepore? Replies by mail please.

Adam.

3299. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 22:36:04 UTC
From: cmedley@wam.umd.edu
Message-ID: <25m28k$3qs@cville-srv.wam.umd.edu>
Source record: 201821

In article <1993Aug27.205346.18700@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>In article ast@cville-srv.wam.umd.edu, cmedley@wam.umd.edu (I own Bear) writes:
>>In article <1993Aug25.213823.17057@newshost.lanl.gov>,
>>John Hutchinson <hutch@bellman.lanl.gov> wrote:
>>
>>... it seems the MIDI users support their high end software market with $$$.
>
>I imagine many do, but unfortunately, some others "support" it through piracy.
>

Well, yes, that's probably true. But show me a sector of the ST community
that DOESN'T have some piracy. I think it would be hard to claim that
piracy is more damaging and rampant in the MIDI community when it seems that
that is the only group of ST owners (perhaps, other than programmers) who
can support a large number of expensive software packages.

I think the main point I am making is that MIDI users seem to be spending
enough to keep expensive and competitve packages coming. No other group of
Atari users seems to be plunking down as much cash. So it seems that is a
pretty good argument for Darek to add MIDI to GEMulator...

(and come to think of it, programmers may not be big spenders as we only
seem to have 1 commercial C compiler widely available in the USA, which is
Lattice C... I remember when we had Megamax/Laser C, Mark Williams C, AND
Lattice C...)

>><incidentally... is Pagestream 3.0 not coming for the Atari because the
>>market is small for DTP on the Atari or because Calamus has outsold them
>>and become "the standard" for ST DTP?
>
>I would hazard a guess that the simple answer is "Yes." :)
>
>>I think it is kind of odd if Darek is able to emulate the Shifter, MMU,
>>etc... in software that he can't emulate a 6850 ACIA in software.
>
>Knowing Darek, I'm sure it's not a matter of not being "able," but rather of
>finding the time to put in all the features that he is "capable" of doing.
>

I would agree because he's demonstrated he's a good programmer... But I'm
wondering whether it would even be possible, considering that from the mailing
he sent (thanks, Darek!) it seems that there is no way <-- famous last words :)
to make the timing perfect on a wide variety of PCs, especially considering
that on a low-end machine (in his mailing, he said a 486SX/25 runs about as
fast as an Atari ST 8mhz 68000) might have problems keeping up through the

emulator.

>>>Now on-board Mac emulation with 32-bit color is another story entirely! :)
>
>>Just ask Dave Small. :)
>
>Believe me... I have! ;-)
>

And what has he said? :)

3300. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-27 23:48:57 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug27.234857.15811@microsoft.com>
Source record: 201826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <253hfh$pop@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?
>
>For most ST users, the cost to be able to use GEMulator has a floor of $500 to
>$1000, to obtain a usable 386-based PC system. Who knows what kind of video
>and disk controller cards you'll get in such a machine, what kind of memory
>size, etc... On the other hand, the raw components are the same, and cost the
>same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST?

Total nonsense Howard. Give me some numbers. Real hard numbers. Yes you can
put 8 meg into an ST. FOR HOW MUCH? Yes you can upgrade the video to
Moniterm or ISAC or Crazy Dots. FOR HOW MUCH? Yes you can upgrade to TOS 2.06
or MultiTOS. FOR HOW MUCH? Yes you can upgrade to a high density floppy.
HOW MUCH? A larger hard disk (I fail to understand how people can talk about
direct to disk capabilities of the Falcon when the stupid thing comes with
way too little RAM and hard disk space to be useful. Again more cash for
a real Falcon). You can get a 16 Mhz or 20 Mhz upgrade for the ST. HOW MUCH?
You can get a 386 emulator. HOW MUCH?

HOW MUCH HOWARD??????? HOW MUCH MONEY DO ATARI USERS NEED TO KEEP THROWING
INTO A BOTTOMLESS PIT HOWARD?????????

The kind of people who buy Gemulator are both the type you describe (mondo
investement in Atari hardware) as well as the type who have a minimal
520ST or 1040ST system and just are not willing to shell out $1000+ to
get a new Mega STE or Falcon. They need a more powerful machine to run some
of the newer ST software. So what do they do?

A person has lots of options to get a more powerful piece of hardware to run
their ST software on. We're no talking about someone who specifically
wants to buy a Falcon because they want to tinker with the DSP or a developer
who buys a Falcon to test software compatibility on. We're talking about
your average Atari user who to date typically goes through great lengths to
get a decent system out of his ST - 16 Mhz upgrades, PC emulators, large
monitors, memory ugprades, etc. Here are 4 options:

1 - upgrade the existing ST. After butchering the ST to pieces (a nice
little side effect of a closed system like the ST) you're looking at
$1000+ for upgrading to the equivalent of a decent Mega STE or Falcon.

PC emulation extra. Good luck if anything ever breaks down.

2 - buy new Atari hardware, like a new Mega STE or Falcon. $1199 for a bare bones Falcon, + hundreds for a monitor, + hundreds of a decent RAM and hard disk upgrade. PC emulation extra. The "under $1000 68030 machine" Atari promised us years ago is now $2000+. Accoring to one magazine review out of Europe, the Falcon has a 40% compatibility rate with ST games and 70% with non-games. Put more money in the pockets of the Tramiels so they can use it for more stock flips and fund their future game machine projects (the "new" direction of the company? not that it's ever been anything otherwise!)

3 - buy a Mac. Hey, for what you pay for a 68030 based Atari running MultiTOS you can get a 68040 based Mac running System 7 with full color graphics and high density drives. Remember Dave Small's wonder emulator doesn't quite support any of that, so to run Mac software written since Ronald RayGun left office, you gotta but the real thing. Even I have a Mac at home. Major drawback: 0% Atari compatiblity.

4 - buy new PC hardware with Gemulator. $1500 to $2500 for a complete 486 system depending on what system you get and from which dealer. Full PC emulation is included <grin> and compatibility with non game and non MIDI software is almost 100%, better than the TT or Falcon. Some Atari dealers themselves sell 486/33 systems (complete with monitor and hard disk and Gemulator with TOS 2.06 ROMs) for about $1500. Add $500 to $1000 for a localbus 486/66 machine which will run as fast as a Falcon, and give you full support for DOS, Windows, OS/2, NT, UNIX, and whatever else comes along. I haven't seen IBM or Microsoft or Sun or Apple talking about porting their OSes to the ST, have you?

Sure, there's arguments for all 4 cases, with you obviously being a big supporter of #1. But your argument is only the lazy man's bandaid solution. A year or two when the ST market gets even deader, when more dealer shut down or covert to other platforms, when more ST magazines die, when more user groups break up, you'll be looking for a new computer anyway. So you'll end up going with #2, #3, or #4.

I welcome a discussion of pros and cons of all of the above methods. But please back it up with something solid like prices instead of just saying "well you can do this and you can do this and you can do this". You can grow watermelons in your car's trunk if I want to but you don't do it without a reason.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3301. Re: Mono-emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 00:04:29 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <25m7ed$4mv@telerama.pgh.pa.us>
Source record: 201825

Thanks to all who emailed me about the program on the atari ftp site.
I really appreciate it. Thanks!
Joe

--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

3302. Re: ST Magazines

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 01:01:30 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <746597402.0@mettav.royle>
Source record: 201845

On 23 Aug 93 at 08:55:43 (-Unknown-) wrote the following:

> It's not so different in the UK. The only mag that is easily bought
is
> ST Format
> which is a pity as it is trash. Inaccurate and written by people
with
> no knowledge
> of the ST scene. ST Review & ST User are a lot better the
former
> especially but
> these magazines are sold as firm sale only so a lot of shops
don't
> bother stocking
> them. That leaves subscription or asking the newsagent to keep a
copy
> each month.

How about ST Applications by the ST Club?

-Paul-

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet]
(100:1011/0.1)

3303. Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 01:07:16 UTC
From: kronos@cyberden.sf.ca.us
Message-ID: <Tywy9B2w165w@cyberden.sf.ca.us>
Source record: 201838

I'm interested in your 520 ST. I want to know the model. Is it an STm or an STF, or etc. Is it in good working condition, no bugs and etc? Please reply e-mail.

||||||||||||||******************************||||||||||||||||||||||||||
::::::::::TL Reed: Kronos@Cyberden.sf.ca.us ::::::::::::::::::::::::::::
----------(((((This Space For Rent - Cheap!)))))----------

3304. Re: What are .trm files

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 01:57:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50187@SL.maus.de>
Source record: 201849

Hi!

O>BTW how can i use an slm on a falcon ????
Ooops! I think, that schould be difficulty due to the missing ACSI-Port.
If there's anybody having a SCSI (II) --> ACSI Adapter, he should mention this
once in a while because I've read many sad mails of people havin' a Falcon and
a MAC-Emulator needing this ACSI-Port too.

Bye
Stefan

PS: Correct me if I'm wrong thinking that slm's need ACSI ...

===
Stefan_Damerau@sl.maus.de

3305. Re: Mono-emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 02:05:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50188@SL.maus.de>
Source record: 201848

Hi!

R>So, my question is "Is there any program that emulates a mono monitor?"

Yeah! Run and take a look for SEBRA, one of the best mono-emulators I've seen
in my ST-times :-)
This is one that is quite fast and comfortable to be configured.

You can make many different preferences such as the following:

- Mouse-Speeder
- Colo(u)rs (Only White and then another chosen from four different
colo(u)rs) - sorry for the '(u)' :-)
- Emulation-Speed

R>Or do I have to buy ANOTHER monitor in order for ALL my applications to
R>run correctly?

THAT would be much better. A SM124 (others from Atari too) would be best.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

3306. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 02:11:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50189@SL.maus.de>
Source record: 201847

Hi!

B>I'm looking for a program which allows 2 ataris to communicate w/each
B>other.

Some examples using the MIDI-Ports:

- Little Net
- MikNet
- MedNet

B>Any suggestions (ftp sites)?

Sorry I even don't know how this works - and don't have the money too :-(

3307. Details wanted about Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 03:01:36 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4gTgeE200aw=FM3Ep3@andrew.cmu.edu>
Source record: 201827

Hello guys,

I have just arrived in the US and I am seriously considering buying a Falcon after using the Mega ST for 3 years. However, at the time that I last heard about the Falcon, they were just starting to ship the set.

I would hence like to know more from users of the Falcon on what are the great things about it as well as the problems. Is it worth its price? I was quoted $1299 for a 4/65 configuration but I thought that was quite expensive. What is the market price for the Falcon? And have they released those with new casings yet?

I am looking forward eagerly to try out the speed of the Falcon as well as the DSP chip. Hope that I can know more and get one soon though.

Thanks!
Electronic greetings,
Michael Fung

Email: jf4y+@andrew.cmu.edu
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

3308. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 04:06:52 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <25mlks$6qt@terminator.rs.itd.umich.edu>
Source record: 201828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

```
-rw-r----- molin 275288 Aug 20 23:07 ./Telecomm/ck5a189b.zip
-rw-r----- molin 560192 Aug 20 23:07 ./Telecomm/ck5a189s.zip
-rw-r--r-- weiner 5584 Aug 21 00:59 ./Telecomm/0index
-rw-r--r-- molin 169856 Aug 22 11:16 ./Archivers/lha_222.tos
-rw-rw-r-- entropy 3255 Aug 22 22:19 ./Archivers/0index
-rw-r--r-- molin 4579 Aug 21 18:56 ./Games/timeband.lzh
-rw-r--r-- lenn 15655 Aug 22 00:53 ./Games/0index
-rw-r--r-- molin 50745 Aug 21 11:35 ./Magazines/Str/str934.lzh
-rw-r--r-- molin 150016 Aug 22 23:33 ./Magazines/Aeo/aeo_se_j.zip
-rw-r--r-- lenn 414 Aug 25 19:55 ./8bit/Demos/top9307.txt
-rw-r--r-- lenn 115401 Aug 25 19:55 ./8bit/Demos/top9307a.dcm
-rw-r--r-- lenn 118528 Aug 25 19:55 ./8bit/Demos/top9307b.dcm
-rw-r--r-- lenn 64368 Aug 25 19:55 ./8bit/Sound/modpl122.dcm
-rw-r--r-- lenn 671 Aug 25 19:55 ./8bit/Sound/modpl122.txt
-rw-r--r-- lenn 39714 Aug 25 19:57 ./8bit/0index
-rw-r--r-- lenn 15693 Aug 25 23:42 ./Games/0index
-rw-r--r-- molin 19067 Aug 25 11:02 ./Games/pengo.lzh
-rw-r--r-- molin 51051 Aug 25 10:57 ./Games/chain.lzh
-rw-r--r-- entropy 1534 Aug 27 23:27 ./Editors/0index
-rw-r--r-- molin 67971 Aug 27 15:53 ./Editors/ever15_b.zip
-rw-r--r-- lenn 15728 Aug 27 23:21 ./Games/0index
-rw-r--r-- molin 652998 Aug 27 10:09 ./Games/nhmm31ca.zoo
-rw-r--r-- weiner 5587 Aug 27 23:08 ./Telecomm/0index
-rw-r--r-- molin 117567 Aug 27 01:48 ./Telecomm/mtn_qwk.lzh
-rw-r--r-- dpz 2094 Aug 27 23:11 ./Falcon/0index
-rw-r--r-- molin 603010 Aug 27 14:51 ./Falcon/mouse.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3309. Multifarious network

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 04:32:24 UTC
From: rickr@vti.com
Message-ID: <CCGCM0.KGC@vti.com>
Source record: 201831
Cross-posted to: comp.os.cpm,comp.os.os2.networking,comp.sys.atari.st,comp.sys.amiga

What I would like to do is interconnect several computers in such a way that files can be transferred and/or shared.

The software should be simple and easily portable; the hardware required should be limited to a serial port. The machines might include virtually anything - CP/M, Atari, Amiga, 6809, and whatever, even small SBCs.

Has anyone set up such a configuration? We've discussed the following possible approaches:

1. KA9Q TCP/IP using SLIP. Routing programs would run on multiport machines.

2. Using a small SBC to convert between RS-232 and a 9-bit network.

3. UUCP.

What I do in my setup now is use Xmodem. It seems to be the only common transfer protocol. I'd like to change to Zmodem, but by the time I do that it might have been easier to port UUCP.

This would appear to be a common problem, though. I imagine someone out in netland has already solved it, at least partway. How did you do it?

--

Rick Rodman uunet!virtech!rickr Manassas, VA
"This government is the biggest fraud in the history of the industrialized Western world. There isn't any Western democracy that does so little for its

3310. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 05:51:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <25mrp5$la6@cville-srv.wam.umd.edu>
Source record: 201832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In article <1993Aug27.234857.15811@microsoft.com>,
Darek Mihocka wrote:
>In article <253hfh$pop@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>
>
>Total nonsense Howard. Give me some numbers. Real hard numbers. Yes you can
>put 8 meg into an ST. FOR HOW MUCH? Yes you can upgrade the video to
>Moniterm or ISAC or Crazy Dots. FOR HOW MUCH? Yes you can upgrade to TOS 2.06
>or MultiTOS. FOR HOW MUCH? Yes you can upgrade to a high density floppy.
>HOW MUCH? A larger hard disk (I fail to understand how people can talk about
>direct to disk capabilities of the Falcon when the stupid thing comes with
>way too little RAM and hard disk space to be useful. Again more cash for
>a real Falcon). You can get a 16 Mhz or 20 Mhz upgrade for the ST. HOW MUCH?
>You can get a 386 emulator. HOW MUCH?
>

ISAC's were being blown out for $299, if I remember correctly.
The more promising video upgrade I've seen are the Lexicor NOVA cards which
are essentially modified PC VGA and SVGA cards. These go for between $300 to
$1000.

I am not aware of an 8MB expansion for the ST series, but I would be interested
in one if it is cost-effective.

High-density floppy add-on... apparently some have do-it-yourself (< $80)
upgrades for it, as well as commercial (<$130) upgrades.

TOS 2.06 is $140 using the TEC board.

Add it all up and the typical ST user might scratch his or her head and
consider a $799 Falcon which (as you say) has too little RAM and HD space
for direct-to-disk recording. :)

>HOW MUCH HOWARD??????? HOW MUCH MONEY DO ATARI USERS NEED TO KEEP THROWING
>INTO A BOTTOMLESS PIT HOWARD?????????
>

Well it would cost less than to buy a 486SX/25 + GEMulator. :)

(However, the reality is, those who buy a GEMulator would have other uses
for the PC that would probably justify the system purchases other than to
emulate an Atari at 8mhz speed)

>The kind of people who buy Gemulator are both the type you describe (mondo
>investement in Atari hardware) as well as the type who have a minimal
>520ST or 1040ST system and just are not willing to shell out $1000+ to
>get a new Mega STE or Falcon. They need a more powerful machine to run some
>of the newer ST software. So what do they do?
>

Well, Darek, if they can't afford $1000 for a system, then they can't afford
a 486/SX25 with a "good" VGA card in order to do decent ST emulation with the
GEMulator.

I think they can afford it.... I think they may not want to spend more than
$1000 on an Atari, but may go higher for a more permanent machine like a Mac
or PC clone.

Also, do you imply that GEMulator offers a more powerful platform than the
Falcon?

(I'm not sure you could adequately back that claim, even with a 486 66mhz box)

>A person has lots of options to get a more powerful piece of hardware to run
>their ST software on. We're no talking about someone who specifically
>wants to buy a Falcon because they want to tinker with the DSP or a developer
>who buys a Falcon to test software compatibility on. We're talking about
>your average Atari user who to date typically goes through great lengths to
>get a decent system out of his ST - 16 Mhz upgrades, PC emulators, large
>monitors, memory ugprades, etc. Here are 4 options:
>
>1 - upgrade the existing ST. After butchering the ST to pieces (a nice
> little side effect of a closed system like the ST) you're looking at
> $1000+ for upgrading to the equivalent of a decent Mega STE or Falcon.
> PC emulation extra. Good luck if anything ever breaks down.
>

That's true. But the same can be said for almost any small company's hardware
support, especially for older machines. If someone has a 4 yr. old PC and
brings it in dead to a clone dealer, they will most likely "fix it" by doing
a motherboard swap.

>2 - buy new Atari hardware, like a new Mega STE or Falcon. $1199 for a
> bare bones Falcon, + hundreds for a monitor, + hundreds of a decent
> RAM and hard disk upgrade. PC emulation extra. The "under $1000 68030
> machine" Atari promised us years ago is now $2000+. Accoring to one
> magazine review out of Europe, the Falcon has a 40% compatibility
> rate with ST games and 70% with non-games. Put more money in the
> pockets of the Tramiels so they can use it for more stock flips and
> fund their future game machine projects (the "new" direction of the
> company? not that it's ever been anything otherwise!)
>

Ok, a correction.. the "bare bones" Falcon is "only" $799. But I think it
is quite unusable.

I think the "base system" is the 4/80 system selling for $1200.

For $1200, and I speak only for myself, I'm not playing games. I really would not care if Dungeon Master works on it. I'm also sure that GEMulator would not be able to run many of the ST games because they come on copy protected disks.

I think in a sense, your presentation of the first two options somehow implies GEMulator can do these things... which it cannot.

>3 - buy a Mac. Hey, for what you pay for a 68030 based Atari running
> MultiTOS you can get a 68040 based Mac running System 7 with full
> color graphics and high density drives. Remember Dave Small's wonder
> emulator doesn't quite support any of that, so to run Mac software
> written since Ronald RayGun left office, you gotta but the real thing.
> Even I have a Mac at home. Major drawback: 0% Atari compatiblity.

That's true. But then, if you're buying a new computer, and you still have an ST and enough desktop space, there is no reason not to buy a Mac. :)

>
>4 - buy new PC hardware with Gemulator. $1500 to $2500 for a complete 486
> system depending on what system you get and from which dealer. Full
> PC emulation is included and compatibility with non game and
> non MIDI software is almost 100%, better than the TT or Falcon. Some
> Atari dealers themselves sell 486/33 systems (complete with monitor
> and hard disk and Gemulator with TOS 2.06 ROMs) for about $1500. Add
> $500 to $1000 for a localbus 486/66 machine which will run as fast
> as a Falcon, and give you full support for DOS, Windows, OS/2, NT,
> UNIX, and whatever else comes along. I haven't seen IBM or Microsoft
> or Sun or Apple talking about porting their OSes to the ST, have you?
>

Ok, here are some things I kind of take issue with in your presentation:

1) $1500 for a complete 486/DX33 system is about right. That includes (usually) a SVGA card (a good one, too), 200MB HD, mouse, and 4MB of RAM. Assuming GEMulator takes up no RAM, this would give the user emulation of (roughly) 16mhz 68000 with no sound support, no MIDI, no joystick, no ability to read/write protected floppies, and it might be a tight fit to try to run GEMulator along with something else.

If the user's goal is to buy a high-end ST, for $1500, they would do better to just buy a TT030. Or a Falcon. In fact, looking at your mailing information, it says a 50mhz 80486 emulates roughly a 16mhz 68000.

The issue then is simply whether or not it is worth it for the end user to switch. If all they want (or need) is a fast ST, I don't think GEMulator can deliver unless it is running on a Pentium. A 16mhz 68000 was nice a while ago (and I'm using one now, so I guess I'm qualified to comment on it) but I feel that a 16mhz '030 is probably the bare minimum for someone doing serious work. The Falcon should have had a 33mhz CPU, IMHO.

If on the other hand, the user wants to escape the downward spiral of Atari computers (whether real or percieved... I think it is real enough), then

they will go PC or Mac, and if they need GEMulator to make the transition smoother, that's where the product comes in. But I think it is a little presumptuous to put an emulator of a 16mhz 68000 up against a machine with a 16mhz '030 and a 33mhz 56001 DSP and other enhancements as the option for an *Atari* power user. A PC power user would indeed enjoy a 486/66 (I'm going to definitely enjoy mine when i get it :)).

2) I've also noticed you have made claims at various times that you've sold more GEMulators than Atari has sold Falcons. Judging from the response at local music stores... I'd hazard a guess you're probably wrong. :)

3) The people who upgrade to a Falcon can "take along" their ST monitor. They can also bring up their hard drives, modems, etc... albeit with different cables, and perhaps even support software. But it is not a completely new system purchase like a PC, where the SC1224 would be useless as a monitor, or a SCSI drive might require additional purchases because that $1500 system only includes IDE, not SCSI.

I think you've got a nice product and I think it is probably an excellent job of emulation. I do think it has some things missing I wish were in it (MIDI!), but overall, it is a killer product. I just think it isn't realistic to claim it is comparable to a high-end Atari (i.e., Falcon or TT) in overall features and performance because it lacks a lot of the features of those particular boxes, and as I've said, if the user wants a high powered ST, they are probably stuck with Atari products. Perhaps as GEMulator is upgraded and faster Intel CPUs become cheaper (a Pentium should be able to give TT performance) you could eliminate Atari's high end. :)

>But please back it up with something solid like prices instead of just
>saying "well you can do this and you can do this and you can do this".
>You can grow watermelons in your car's trunk if I want to but you don't
>do it without a reason.

Well, let me summarize it all.. into a neat paragraph or so.

GEMulator is great. I think it is perfect for someone using an 8mhz ST machine, or maybe even STe, who is sick of Atari's so-so performance in the comptuer industry and wants to jump to a more secure platform.

But if the user needs a more powerful ST, I don't think a 486/66 running like a 24mhz 68000 is going to be enough. I think in that case, they would do better to get a Falcon or TT.

Also, I'd love to see you add MIDI support. I know you've said no one has made a big deal of it, so let me be one of the first to whine about it. :)

3311. MasterBrowse 2.8 *UPLOADED* (a.a/c.b.a.st)

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 07:02:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.O9vBdwAP_9w@elfhaven.ersys.edmonton.ab.ca>
Source record: 201517

```
M a s t e r B r o w s e 2 . 8
""""""""""""""""""""""""""""""""

Copyright 1993, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

The file (MB28_BIN.ZOO) has been sent to atari.archive.umich.edu
(and will be available as soon as the archive maintainers process it). It
has also been sent to comp.binaries.atari.st for distribution. In addition,
the file will also be uploaded to ftp.cs.tu-berlin.de and ftp.tu-clausthal.de
over the next few days.

For those who have never used MasterBrowse before, a detailed description
of the program will follow this list of new features and bug fixes:

~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

* A text formatting problem was fixed; "Print Block", "Clip Block",
and "Write Block" all appeared one column to the right of where they
should have appeared.

* The "Jump -> Page" feature has been fixed again; it now considers a
page to be the number of lines on a printer page (you can set this in
the "General Options" dialog box).

* There is a new command line option; "-gemini" prevents Gemini from
conflicting with MasterBrowse (system crash). To make the process of
adding "-gemini" to the command line transparent to the user, a .MUP
script has been placed in this archive. Simply install the .MUP script
as an application instead of MBROWSE.PRG (and be sure to edit the
filename in the .MUP script so that it knows where to find MBROWSE.PRG).
Next, set the following two Gemini application controls; "it is a GEM
application" (this will prevent Gemini from playing games with the
mouse pointer) and "close all windows on startup" (this will prevent
Gemini from opening the Console window to execute the script). When
installed properly, this entire process is transparent to the user.

* There is now a second popup window menu; if you double-click on any
line inside a MasterBrowse window, a subset of the "Position" menu will
appear on the screen.

* A bug was fixed with right scrolling; with a document that was not as
wide as the window, you could scroll to the right anyway.

* A bug was fixed with left and right scrolling with the window arrows;
the bell would not sound when the user tried to move beyond the
```

boundaries of the document.

* A bug was fixed in the keyboard routines; pressing ALT-L had no effect, when it should have been calling the "Jump -> Line" function.

* A bug was fixed in the "Find" dialog box; selecting "Cancel" now exits without changing the search strings, or the status of the searching options.

* MasterBrowse is now completely resolution independant; it can redraw the screen using RASTER COPIES (very fast and smooth) in any resolution now.

* MasterBrowse can now use GDOS monospaced fonts in text windows. Changes made to the GDOS settings will not take effect until the next time you enter MasterBrowse, or until all windows have been closed.

* MasterBrowse no longer draws new text windows twice the first time they are displayed.

* The "Set Options" dialog box has been altered (along with the dialog boxes that can be accessed through it). Each of the sub-dialogs now exists as a function that can be selected from the main menu. This makes it easier to change your options.

* A bug was fixed in the line selection mechanism; when the user clicked (or double-clicked) on a line, the highlighting obliterated the text on the line. This only happened if "inverse" was selected as the method for drawing block marks.

* A scrolling bug was fixed; in MasterBrowse 2.6b you could scroll past the end of the file, which would cause a system crash. This is now fixed.

~ ~

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer does not:

* MasterBrowse works with MultiTOS, and should work with other multitasking operating systems for the Atari, such as MultiGEM, Mag!X, and Geneva.

* MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS fonts, pull down menus, progress displays, windows, optional non-modal dialog boxes (and alert boxes), and more. MasterBrowse also provides keyboard equivalents for

every single function.

* MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

* MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

* MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

* MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each window.

* MasterBrowse also offers you the ability to search for up to three strings at the same time inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the centre of the screen and highlighted.

* MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Blocks are marked using the -MOUSE-. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window!

* MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer.

* MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the

keyboard (or the mouse).

* MasterBrowse saves the positions of the first seven windows, so you have complete control over where your documents appear and how your screen looks.

* MasterBrowse allows you to load and save different configuration files.

* MasterBrowse allows you to load and save bookmark lists.

* MasterBrowse displays (optional) progress maps, just like the GEM Desktop.

* Every window has a set of block markers and a set of ten bookmarks to itself.

* MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

* MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

* MasterBrowse allows you to interface (transparently) with as many as four external archivers, so that you can save space by storing your files in a compressed format.

* MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat speed.

* MasterBrowse allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars. In addition, each MasterBrowse window can have different scroll bar settings.

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
August 30th, 1993

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() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

3312. UUCODER 4.4 *UPLOADED* (a.a/c.b.a.st)

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 07:05:08 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.w8DZPdKaBMM@elfhaven.ersys.edmonton.ab.ca>
Source record: 201519

```
------------------------------------------------------------
| ESS UUEncode/UUDecode 4.4 Electric Storm Software |
|----------------------------------------------------------|
| MultiTOS COMPATIBLE |
|__________________________________________________________|
| Copyright 1993, Michel Forget |
------------------------------------------------------------
```

There is a new version of ESS UUEncode/UUDecode available!

The file (UUCODE44.ZOO) has been sent to atari.archive.umich.edu
(and will be available as soon as the archive maintainers process it). It
has also been sent to comp.binaries.atari.st for distribution. In addition,
the file will also be uploaded to ftp.cs.tu-berlin.de and ftp.tu-clausthal.de
over the next few days.

For those who have never used ESS UUEncode/UUDecode before, a detailed
description of the program will follow this list of new features and
bug fixes:

~ ~

* The program was not closing (or opening) the VDI workstation properly,
which caused some systems to crash, and prevented TT systems from
moving the window dialogs around the screen.

* The stack size was not large enough to handle many-segment UUEncoded
files. This only became a problem with really _huge_ files.

* The program did not work properly when the user tried to open more
windows than the system would allow.

* The resource file has been changed slightly.

* There is a bug in TOS that prevents ESS UUEncode/UUDecode from
finding its configuration file if it is run from a directory other
than where it resides. If you have a desktop that allows you to pass
fixed arguments to an application (TeraDesk/NewDesk), you can solve
this problem by adding "C=filename.ext" (where filename.ext is the
location of your configuration file) to the list of fixed arguments
to pass. ESS UUEncode/UUDecode will immediately load and process the
named configuration file when this argument is supplied.

* Complex filenames are no longer truncated or corrupted.

* In all previous versions of this program (even the versions not
written by me), there were serious file handling bugs. These bugs
have been fixed in this version. ESS UUEncode/UUDecode now uses the

following rules:

(no explicit destination path specified)

D:\COMM\FOO.LZH ==> D:\COMM\FOO.UUE

(explicit destination path specified)

D:\COMM\FOO.LZH ==> E:\USER\PATH\FOO.UUE

In both situations, the output file(s) will contain references to the source file as if the output file(s) were being written to the same directory as the source file. This means that even if you explicitly declare the destination path, the output file(s) will contain lines like "begin 644 D:\COMM\FOO.LZH" and "include D:\COMM\FOO.uab" instead of "begin 644 E:\USER\PATH\FOO.LZH" or "include E:\USER\PATH\FOO.UUE". This situation can be avoided by de-selecting "Include Paths" from the menu, which will cause the output file(s) to have lines like "begin 644 FOO.LZH" or "include FOO.Uab".

* The program now has a message window! This was added so that if an operation failed, multitasking would not be interrupted by an alert box appearing on the screen. It can also be useful for showing you the results of the last few operations.

* The program can now be told to prompt the user (using the file selector) for the name of each piece of a file to be decoded. This can be extremely useful for Hermes UUCP users, who (until now) needed to copy the segments of a file to be decoded out of their news directories and rename them appropriately.

* A bug has been corrected; previously, if the user ran the program (to use it interactively) and tried to decode a file that was not in the home directory, ESS UUEncode/UUDecode would complain that there was no data in the second segment. Now, it checks the "include" line to see how it should behave. If there is no path delimiter (\) in the "include" line, it will search for the next part in the same path that it found the first part. If there is a path delimiter, the filename in the "include" line is used as it is found.

* There is a new command line option; "-gemini" prevents Gemini from conflicting with ESS UUEncode/UUDecode (system crash). To make the process of adding "-gemini" to the command line transparent to the user, a .MUP script has been placed in this archive. Simply install the .MUP script as an application instead of UUCODER.PRG (and be sure to edit the filename in the .MUP script so that it knows where to find UUCODER.PRG). Next, set the following two Gemini application controls; "it is a GEM application" (this will prevent Gemini from playing games with the mouse pointer) and "close all windows on startup" (this will prevent Gemini from opening the Console Window to execute the script). When installed properly, this entire process is transparent to the user. If you are a Mupfel user, you should use the following line instead:

alias uux 'LOCATION_OF_UUCODER.PRG -gemini'

You will not need the .MUP script, since this line does exactly the same thing. This is _not_ a problem with Gemini. The Heat 'n' Serve "C" compiler has a corrupted startup module. When there is a new version that fixes the problem, none of this will be required.

~ ~

ESS UUEncode/UUDecode 4.4 will allow you to convert binary files to ASCII text files, or return ASCII text files to their original binary state.

Why on earth would you want to do this?

Well, the answer is simple; when computer networks such as the Internet were created, no provision was made for exchanging binary files.

In order to fill this gap, UUEncode & UUDecode were created. Although this was done a long time ago, not much has changed. The networks still require files to be transmitted in an ASCII format, and people are still required to use UUEncode & UUDecode if they want to exchange binary files.

Why should you use this version instead of one of the other ten or twenty currently available?

Here are four good reasons:

a) SPEED - ESS UUEncode/UUDecode is much faster than other coding programs that I have tested. In some cases, the difference is as much as 350%!

b) APPEARANCE - ESS UUEncode/UUDecode uses GEM! This means that you are given a nicely formatted progress display (which shows the output file, the input file, the currently active parameters, the source and destination path, and a percentage meter that indicates how much of the current file has been processed), and a message window (which displays the results of encoding/decoding operations). Since it is a GEM program, you can access your desk accessories at any time, and set your options using pull-down menus. ESS UUEncode/UUDecode uses NON-MODAL window dialogs, so you can use your accessories even while inside a dialog box!

c) COMPATIBILITY - While UUEncode & UUDecode have remained roughly the same, the Atari ST has not. ESS UUEncode/UUDecode has support for the ARGV command line standard that Atari has put forward. It also has support for the Mark Williams C xArg command line standard, and the default command line standard used by older ST systems.

d) ESS UUEncode/UUDecode has more options than any other encoding or decoding program available for the Atari.

-Michel Forget
Electric Storm Software
August 30th, 1993

--
() ~ ()
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() ~ ()

3313. MasterBrowse 2.8 *URGENT!!!*

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 07:12:56 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.kDvCAMpdLfo@elfhaven.ersys.edmonton.ab.ca>
Source record: 201523

Hello,

When creating the MasterBrowse 2.8 archive, I blundered. The .INF file inside the archive is corrupted, and will most likely cause a system crash. Simply DELETE the file, and create a new one. That will solve the problem.

There also appears to be an incompatibility between MasterBrowse and ZOO, which causes some very strange problems. This does not happen with any other program, which leads me to believe that the problem may be with ZOO.

If you were lucky enough not to have downloaded the bad archive, there is a new (correct) archive being sent out as this is written. The new filename is MB281BIN.ZOO and will be available at atari.archive.umich.edu soon.

If I get a message through to the comp.binaries.atari.st maintainer before the bad archive goes out, it will be replaced with the new one. If not, remember that all you have to do to fix the problem is delete the .INF file as soon as you get it.

I apologize for the inconvenience.

-Michel Forget
Electric Storm Software
August 30, 1993

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

3314. PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 13:53:37 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <25no11$99k@wsinis01.info.win.tue.nl>
Source record: 201835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My subject line pretty much says it all:

Is anyone into porting ST software to MS-DOS ?

Ehr. Darn. I'm afraid that's it.
Terribly to the point,

Rowdy Blokland,
The Netherlands.

3315. 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 16:46:38 UTC
From: dld@runner.ccr-p.ida.org
Message-ID: <DLD.93Aug28124639@runner.ccr-p.ida.org>
Source record: 201836

I have the following hardware/software for sale. I am interested in
getting rid of it *all* and would be very reluctant to split it up.
Atari 1040 ST
B/W Monitor
Color Monitor
Monitor Switch
20MBYTE hard disk
External 3.25 inch drive
External 5.5 inch drive
Much software including Mark Williams C and the Beckmeyer Developement
System, NEO, Degas Elite, Auto CAD,.....
512K Ram disk which fits in the Carttridgle Slot
Asking $900 or the best reasonable offer.
Please contact
David DeGeorge
dld@ccr-p.ida.org or phone 609-279-6221

3316. Falcon prices in North America

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 16:53:43 UTC
From: kosmatoo@IRO.UMontreal.CA
Message-ID: <1993Aug28.165343.29804@IRO.UMontreal.CA>
Source record: 201837

In Montreal, price $1800 (US $1368) for a 4/80 falcon
In Ottawa, $1650 (US $1254) for a 4/80 falcon

2.5 months ago, a store was willing to order them for $1400 (US $1064),
but in a city of over 3 million... only one or two people were willing
to order, so the store did not do meet the $5000 U.S. minimum purchase.

** How much have you payed for _your_ falcons_? (or price in your area) **

--
|~~~~|_ Odisseas Kosmatos
| O .| | Math+Informatique
|.o |_| kosmatoo@jsp.umontreal.ca
|_._o|

3317. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 16:56:48 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <25o2og$fd2@ulowell.uml.edu>
Source record: 201839
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

What's the Falcon PDS???

The only thing the Falcon has that I wish my Amiga 4000 had is
that 16 bit DSP... I want to see those Falcon demos where you zoom through
fractals in real-time..

3318. Re: Falcon prices in North America

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 18:59:46 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CCHGrM.Duu@ecf.toronto.edu>
Source record: 201840

In article <1993Aug28.165343.29804@IRO.UMontreal.CA> kosmatoo@IRO.UMontreal.CA (Odisseas Kosmatos) writes:
>In Montreal, price $1800 (US $1368) for a 4/80 falcon
>In Ottawa, $1650 (US $1254) for a 4/80 falcon
>
>2.5 months ago, a store was willing to order them for $1400 (US $1064),
>but in a city of over 3 million... only one or two people were willing
>to order, so the store did not do meet the $5000 U.S. minimum purchase.
>
>** How much have you payed for _your_ falcons_? (or price in your area) **
>
>--
> |~~~~|_ Odisseas Kosmatos
> | O .| | Math+Informatique
> |.o |_| kosmatoo@jsp.umontreal.ca
> |_._o|

Strange that so few people wanted 'em... Over here in Toronto, when my dealer had a Falcon demo (about January), I was shocked when so many people came to see it...(the store was literally full for the 2 days my dealer had it...) and even wierder, they were all clamouring for one! Right now, my dealer only has a demo unit ($1700/1800..can't remember) and already someone has offered to buy it...It's 4/80 btw. Sheesh, does anyone out there know a falcon dealer in Toronto who actually HAS a stock of falcons (i.e. selling 'em) ?? I'd really hate to trek up to Ottawa just to buy a Falcon...!

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3319. Re: MIDI market share

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 19:21:43 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.142143.5672@uoft02.utoledo.edu>
Source record: 201841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

system@cyberden.sf.ca.us wrote:
: as I know... hense, there is a reason for that... Perhaps the 90% was
: a bit high... but definately 80-85%... The ST just sucks for anything else.

I think in these gloomy days of Atari, 90% may be a bit low... ALL I'VE HEARD REFERENCE TO IN REGARDS TO ATARI NOW-A-DAYS HAS BEEN MIDI RELATED! Whenever I hear of someone doing some studio work, the Atari has been mentioned a majority of the time! They still plan on releasing some beefed up MIDI machine in the future or so I've read.

In regards to the sucks for anything else remark... wellll... other machines have finally surpassed it, took IBM/compat. software people YEARS to come up to the 1988/90 level of the ST. Look at the 3-d graphing programs it had when Harvard Graphics was stalling/screwing around! How about the CAD/3-d drawing capabilities Disney/MGM even used it for! Remember the red/blue "actual" 3-d software out? Needed to buy those silly goggles, but they had games, cad/drawing utilities, etc. for it! If the IBM software developers hadn't gotten off their asses and looked at the real world, that 'ole 68k might've still been big news!

Poor thing is outdated, but it's still big news in the recording industry!

-me again-

3320. Re: Multifarious network

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 19:44:00 UTC
From: cwr@crash.cts.com
Message-ID: <1993Aug28.124401.13067@crash>
Source record: 201842
Cross-posted to: comp.os.cpm,comp.os.os2.networking,comp.sys.atari.st

Rick Rodman (rickr@vti.com) wrote:
: What I would like to do is interconnect several computers in such a way
: that files can be transferred and/or shared.
:
: The software should be simple and easily portable; the hardware required
: should be limited to a serial port. The machines might include virtually
: anything - CP/M, Atari, Amiga, 6809, and whatever, even small SBCs.
:
: Has anyone set up such a configuration? We've discussed the following
: possible approaches:
:
: 1. KA9Q TCP/IP using SLIP. Routing programs would run on multiport machines.
:
: 2. Using a small SBC to convert between RS-232 and a 9-bit network.
:
: 3. UUCP.

You don't say if you want the transfer to be synchronous or asynchronous.
UUCP is a spooled system, with files transferred only when machines are
in contact. TCP/IP is a protocol - I assume you are running some sort
of network OS over it - and the 9-bit network you mention sounds as if it
already had some sort of NOS. None of these approaches do the same things
the same way; networks based on them look radically different.

I suppose I'm not really clear on what you want to do. File transfer is
one thing, file sharing is another and on the whole more difficult thing.
What do you want to do with the files once you've transferred/shared them?
How far are the networked machines from each other?

Will
cwr@crash.cts.com

3321. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-28 22:31:47 UTC
From: bwwl@helios.rz.tu-clausthal.de
Message-ID: <1993Aug28.223147.18504@solaris.rz.tu-clausthal.de>
Source record: 201843

Tom Laird (tla@wolfson.demon.co.uk) wrote:
> Hi there,

> I am looking for a version of Vi which works on the ST. Could
> someone please let me know where to find it.

A good vi-clone is called 'elvis'. You will find it on many ftp-sites.
One of them: ftp.tu-clausthal.de:/pub/atari/editors/elvis1_5.lzh
(or via email to 'mail-server@ftp.tu-clausthal.de').

Bye,
Wolfgang.

--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

3322. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 04:42:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug29.044216.22362@rchland.ibm.com>
Source record: 201702
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CC8CA4.205o@austin.ibm.com>, tsang@austin.ibm.com (Donald Tsang) writes:
|> In article <BLK.93Aug23095646@vanity.mitre.org> blk@mitre.org (Brian L. Kahn) writes:
|> >

[stuff deleted]

|> The complex calculations could be done by the Jaguar's processors, then
|> sent out on the ComLynx as sprite ID's/locations.
|> (I'm thinking Netrek/Jag-Lynx...)
|>
|> Then the console/TV could be the "galactic map", while the tactical
|> screens would be the little Lynxen...

Now, this *IS* A COOOOOOOOOOOOOOL IDEA! Someone should suggest ATARI!

[stuff deleted]
|>
|>
|> --
|> | "True Love is the greatest thing in the world, except
|> Donald Tsang | for a nice MLT -- mutton, lettuce and tomato sandwich,
|> tsang@austin.ibm.com | where the mutton is nice and lean, and the tomato is
|> | ripe... they're so perky. I love that."
|> | -- The Princess Bride

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3323. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 07:46:09 UTC
From: campbell@indirect.com
Message-ID: <1993Aug29.074609.573@indirect.com>
Source record: 201701

In article <88541@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Hold the phone....
>
>Who SAYS you HAVE to have WordPerfect 6.0 for $600 if you own a PC...??
>
>I use MicroSoft Works, which came FREE with my PC, but is available for
>around $79 retail (FAR less than AtariWorks, incidentally), and it's
>a nice, "low-end" wordprocessor, PLUS database and spreadsheet.
>
>Also, who says you have to spend $2500 to $3500 for a "decent" hardware
>setup.. (even considering currency conversion) that is an excessive
>figure for a "decent" PC. The system I built was just over $1000.
>A very good ready-to-run system should run about $1200-$1500.
>
>The equation that PC=Expensive and Atari=Cheap just isn't true anymore.
>
>BobR

I have used MicroSoft Works before <gag>. I guess it alright, the price
is certainly interesting. At any rate, the main thing I wanted to say is
that I picked up AtariWorks for $89.95... certainly not too much more than
MS Works and, IMHO, a far superior program.

--
><><*>

3324. Re: Hermes vs MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 09:58:26 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.EEpTV8vf5BE@nathan.do.open.de>
Source record: 201707

In <25lo9gINNb00@xs4all.hacktic.nl>, Gijs Bok writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

[Hermes and MiNT: uucico problems]
>I think that's the only problem.
Nope, some people have had race conditions when starting a shell out of
GUS. The rest seems to work fine...

>When I brought this to Martin's attention, he said that the writer
>of UUCICO is to "blame". He does not feel it is part of the Hermes
>software. The writer is to be found in the docs somewhere.
The current maintainer of the UUCICO 3.72 is Ole Marienhagen, his mail
adress is ole@murphy.sh.sub.org. But that problem may also be a flaky
configuration because the uucico is said to be MiNT compatible since
3.5 or something.

On the other hand, why don't you use Juergen Lock's (nox@jelal.north.de)
port of Taylor uucico 1.03? It might be a little tricky to combine
Juergen's port with Hermes since Hermes doesn't have a "real" uuxqt
(it's build into rmail, rnews and rsmtp) but it is definately worth
the work.
/s/Udo
--
Das erschreckende am Rassismus ist: Man kann es so hindrehen, dass er sich
fast wie ein vernuenftiges Konzept anhoert. (John Shirley, "Eclipse")
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

3325. DIY memory expansion with C101601-38 MMU

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 14:35:57 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <110750@hydra.gatech.EDU>
Source record: 201705

Hello technically inclined Atarians!

I would like to do a memory expansion on my 1040ST. The problem is that I don't have the MMU described in the files on atari.archive. The part number of my MMU is:

C101601-38

It is an 80 pin, rectangular, surface mounted chip. I have been told that this MMU has the extra address line to address up to 4 megs of RAM. The person who told me this does RAM upgrades but he wasn't willing to share this information with me. He'd rather I pay him to install a commercial upgrade board. If anybody knows the pin outs of this chip, I'd appreciate the information so I can do a DIY upgrade. Thank you!
--
Opinions expressed are my own.

3326. mirror site for wuarchive.wustl.edu

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 14:46:40 UTC
From: madmax@lucky.muc.de
Message-ID: <H.ea.i1_3T9RJ9rg@lucky.muc.de>
Source record: 201704

hi,

can anyone point me to a german mirror-site for wuarchive.wustl.edu?

any help is greatly appreciated.

thanx
stefan
--

Stefan Traxler, Fritz-Meyer-Weg 31, 81925 Munich, Germany, ph.++49-89-9579363
-----email: madmax@lucky.muc.de
"On the first day everybody pointed at his country.----------
On the third or fourth day everybody pointed at his continent.
From the fifth day on we were no longer aware of the continents -
we saw Earth only as one planet" Ben Salam Al Saud, shuttle flight STS-51G

3327. Re: Hermes vs MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 15:15:44 UTC
From: alf@skid.north.de
Message-ID: <a1541671@skid.north.de>
Source record: 201725

In <25lo9gINNb00@xs4all.hacktic.nl> gijs@hacktic.nl (Gijs Bok) writes:

>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>>Has anyone successfully run Hermes 1.10 with MiNT loaded?

>>On my system, uuwork attempts to create u:\uucico.par, which fails;
>>after that, it doesn't know about any UUCP sites, and keeps recycling
>>through the "waiting to dial" screen.

>I think that's the only problem.
>When I brought this to Martin's attention, he said that the writer
>of UUCICO is to "blame". He does not feel it is part of the Hermes
>software. The writer is to be found in the docs somewhere.

Thats why I'm using the Taylor uucp. I'm using version 1.03 but someone
has also done the job for version 1.04. I couldn't get my hands on the
new port.

Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-26388 Wilhelmshaven, Phone: +49 4421 52635
<university>: alf@zfn.uni-bremen.de | <home>: alf@skid.north.de
Key fingerprint = B5 76 1C DE 11 97 B9 58 23 6A C6 76 C3 E4 80 B0

3328. Atari.archive mirrors

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 15:34:30 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25qia6$d2@terminator.rs.itd.umich.edu>
Source record: 201706
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

Many people have sent me questions regarding available mirrors and
frequency of updates. Well, here's the scoop, to the best of my knowledge.

Mirrors and frequency of updates:

wuarchive.wustl.edu:/mirrors/archive.umich.edu
-Updated nightly.

info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
-Direct afs link, updated instantaneously.

archive.orst.edu:/pub/mirrors/archive.umich.edu
-Updated nightly.

src.doc.ic.ac.uk:/packages/atari/umich
-Updated nightly.

Please note that uploading is not permitted on any of these mirrors.
Uploads must go directly to atari.archive.umich.edu.

If you know of any other site mirroring a.a.u.e, please contact
me to let me know.

If you have an afs site willing to accept ftp to archive.umich.edu,
please contact either myself, or myke@archive.umich.edu.

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

3329. Accelerate that ST!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 18:26:06 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <746770260.1@mettav.royle>
Source record: 201885

Well I am currently undergoing a few small problems on my ST!
It is an STFM with a Reflex Graphics board fitted and what I am
suffering is that one minute Warp 9 works then it stops and NVDI starts
working!
I always used Warp 9 then one day it started giving corrupted displays so I
reinstalled it off the original disk but to no avail! (I even tried it on my
machine just running REFDRIVE (the Reflex software) and Warp 9 in different
loading
order)!
So I went away and bought NVDI 2.5 on recommendation which has worked fine up
until recently when it underwent the same problem as Warp 9 and I tried
everything I could think of to get it working.
The funny thing now is that NVDI no longer works but Warp 9 is working again,
so has any one got any explanations/suggestions for this strange
phenomenon????

Spencer spencer@mettav.royle.org
****

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

3330. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 18:26:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <746770260.0@mettav.royle>
Source record: 201884
Body handling: HTML body converted to readable text

On 26 Aug 93 at 20:11:29 (I own) wrote the following:

>> Ralph is not a bad guy, hmmm, tell that to the 9 or so people in
the
>> UK who paid for new USR modems from him which they never got,
and
>> another person
> in
>> another country who with some friends payed for some HD equipment
from
>> his company (ABCO), some of which they never got and some of which
was
> damaged.
>> That was only after _lots_ of phone calls and faxes, apparently
he
>> is/was
> being
>> taken to court by a guy in the
>> US.
>
> Ouch. Sounds like Ralphie-boy has been very bad.

That's one way of putting it.

> Perhaps he couldn't fill the orders because he has been trying
to
> enroll himself and Ron Kovacs into a journalism school? :)

At a guess perhaps to pay for his new BBS... ;-)

> see Mariano vs. Kovacs than to see Riddick Bowe fight Lennox
Lewis...
:) >>

-Paul-

--
~=~=~=

~ SIGaddST 0.8beta[Aug21]

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet]
(100:1011/0.1)

3331. Atari ftp archives

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 19:31:50 UTC
From: sscpaald@diamond.sara.nl
Message-ID: <1993Aug29.213151.3412@news.sara.nl>
Source record: 201712

Hi guys,

It's bin a while since I got into the atari stuff. I recently got
multitos and found out that some of my favourite programs didn't
work so well anymore. Could anyone direct me to a anonymous ftp
site for atari stuff where I can find the newest version of the
following programs:

Rufus
Fcopy (or something simular that works under multitos)
Anyother neat stuff.
Hermes

Please reply by email cause I can't keep up with news anymore.

Harold van Aalderen (harold@sara.nl, harold@alice.hobby.nl)
--
Harold van Aalderen |email: harold@sara.nl
system programmer/site security contact | sscpaald at hasara11.bitnet
SARA (Academic Computing Services Amsterdam) |phone: +31 20 5923000
PO Box 4613 1009 AP Amsterdam The Netherlands|fax : +31 20 6683167

3332. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 20:19:14 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <25r302INNI21@tortoise.cis.ohio-state.edu>
Source record: 201708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug27.234857.15811@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

[lots cut for brevity:
1: upgrade existing ST.
2: buy a more powerful new Atari
3: buy a mac.
4: buy a x86 machine, and buy Gemulator, even get chance at some great new os'es.
]

>Sure, there's arguments for all 4 cases, with you obviously being a big
>supporter of #1. But your argument is only the lazy man's bandaid solution.
>A year or two when the ST market gets even deader, when more dealer shut
>down or covert to other platforms, when more ST magazines die, when more
>user groups break up, you'll be looking for a new computer anyway. So
>you'll end up going with #2, #3, or #4.

Parts of those argument #3, #4 are for systems that don't run Atari software, or that later you won't want the Atari emulation. You specificlly mention not "wasting" money on Atari products. For the clone, you mention that you can run other OSes and programs.

Maybe I'm strange. I don't like option #1 at all. I will only spend small amounts of money to upgrade a machine, and most of that on peripherals (disk, monitor, memory) that can be easily resold, or moved to the new computer.

I'd rather save my money and just upgrade to a NEW computer. Now, if I go to a clone, I see the Gemulator board in the "upgrade" category. Why would I want to spend $300 on it...when i could buy native software instead? You harp that the Atari market is "dead-end", and seem to indicate that I'll have to move totally over to the x86 (or mac) sometime. Why shouldn't I do that NOW, using the $300 I'd waste if I bought a Gemulator--if the Atari community dies like you say it will--the Gemulator is REALLY a waste of money. Hey, I can keep my ST (for 100% compatibility BTW) when I upgrade. Why should I spend more on a dead market? Hey, I'm just applying YOUR argument to it's conclusion.

I'm not saying that no one would buy a Gemulator (obviously false) or that for some, they need to run the Atari version of some software as no alternative exists. But in general, if you are going to MOVE ON, I say, MOVE ON. I would buy a Gemulator *if* I had some extra money lying around, it'd be a nice toy to play with (of course, I'd have to get the 486 FIRST).

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3333. Re: Falcon prices in North America

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 20:24:04 UTC
From: renfro@bnr.ca
Message-ID: <25r394$hc8@crchh327.bnr.ca>
Source record: 201709

In article <1993Aug28.165343.29804@IRO.UMontreal.CA>, kosmatoo@IRO.UMontreal.CA (Odisseas Kosmatos) writes:
|>
|> ** How much have you payed for _your_ falcons_? (or price in your area) **
|>

I paid $1500.00 for a 4/80 Falcon and a 14" Acerview UltraVGA monitor in the Dallas, Texas area. Maybe not cheap, but I think it was worth it.

RandyH

3334. Atari 1040 ST, Amiga 500 & Amiga 3000 forsale

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 21:15:16 UTC
From: msherman@netcom.com
Message-ID: <mshermanCCJHpG.1wr@netcom.com>
Source record: 201710

I have the following systems forsale:

Amiga 500 cpu with
mouse
adram card (with 2.5 mb expandable to 3.5 mb)
fatter Agnus chip (for 1 mb of chip ram)
version 2.04 roms (will include ver. 1.3 if requested)
1084s RGB monitor
CLtd. SCSI Harddisk controller
Future 500 sound digitizer

Asking $450.

Atari 1040ST (1Mb of RAM)
Atari SC1224 Color Monitor (with monitor stand)
ICD SCSI Hard Disk Interface
External Quantum 80 megabyte SCSI hard disk
(in a small footprint case with fan and power supply)
Omniswitch monitor switcher

Asking $350

Amiga 3000
25Mhz 68030 Processor
5 megabytes of 32-bit RAM
(enhanced chipset provides access to 2 megabytes of chipram)
Built-in flicker fixer to display non-interlaced hi-res
Internal Seagate 44 megabyte SCSI hard disk

Asking $700

If there are any questions about the systems, feel free to e-mail me. I
will not consider splitting any of the systems up.

--
****
* My opinions are my own and you may not copy * msherman@netcom.com *
* them without my expressed written conscent. * In an electric storm *
****

3335. Mint, what do I need?

Newsgroup: comp.sys.atari.st
Date: 1993-08-29 23:29:31 UTC
From: psurge@cs.utexas.edu
Message-ID: <m82eurINNrhj@bovina.cs.utexas.edu>
Source record: 201711

I have a Mega STe with 4 megs. I have wanted to try Mint for some time now, so I need to know what files I need and what I will have to do to get the system running. I would like to get version 1.08 up ASAP, but I understand if it would be easier to install an older one and move up into 1.08.

Keep in mind I have none of the GNU stuff, so I am basically starting from the ground floor on this. I have been using Gulam for some time and would like to have more of a feel of my Unix account.

Also tell me how MiNT does with GEM programs. I would IDEALLY like to run SLIP in a window in the background (which is a TOS program) and be free to run GEM programs in the foreground, maybe even multitask the GEM programs, but that is not neccessary.

Thanks

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3336. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 01:39:38 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CCJtyB.8pC@cbnewsc.cb.att.com>
Source record: 201713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

From article <25j4of$foh@cville-srv.wam.umd.edu>, by (I own Bear):
>
> Plus, why should anyone buy a used ST? I mean, I don't think a $600 new
> system should be like that.. long time ago, I remember new 1040STe machins
> selling for $379. 4MB in SIMMS is $150. Use your $100 figure for a
> monitor, and you're just barely over $600 with a new STe.
>
> Also, an STe or TT is going to have features GEMulator doesn't emulate,
> like stereo sound, MIDI, etc...

Well, for one reason, not everyone has the room for one more computer
system on their desk. I have never owned an ST of any ilk, only Atari
8bits and now a 486DX e/w 8Meg and a hard drive. I would buy the Gemulator
just to run some of the 8bit software I would like to continue to use and
some of the ST software that I would be interested in owning that is either
more expensive or not available for the MS-DOS machines. Sure it may not
have full compatability nor be able to run all the things a real ST or
Atari 8bit could run, but it sounds good enough for me.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3337. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 03:02:39 UTC
From: wilsont@rahul.net
Message-ID: <CCJxsG.7oq@rahul.net>
Source record: 201714
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <CCFstH.M9H@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>friend on the other side of the phone line has his own Jaguar and gets his
>own view. Any ideas on a conference call? Or will be need to central
>computer with a bunch of phone lines and modems to network more than 2 people?
>
>I think it would be great - better than great - revolutionary.

Modem carriers don't like more than two stations. although, i suppose you could
design it in from the start of your protocol.

>Hehe .. wonder when the Jaguar card for the Falcon's PDS is coming out? Its
>pretty obvious why they chose to limit the PDS to be so 68000 compatible
>when you see that the Jaguar is chips controlled by a 68000 (with the 68000
>and bus at 13.3MHz - wonder how fast it goes at the Falcon's 16MHz?)

Sorry, the 68000 doesn't even have to be used! its not the controller,
its just another chip you can use if you so wish.

(this info from the delphi/atari conference a few days ago)
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3338. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 03:06:37 UTC
From: wilsont@rahul.net
Message-ID: <CCJxz1.7sH@rahul.net>
Source record: 201715
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <1993Aug29.044216.22362@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> The complex calculations could be done by the Jaguar's processors, then
>|> sent out on the ComLynx as sprite ID's/locations.
>|> (I'm thinking Netrek/Jag-Lynx...)
>|>
>|> Then the console/TV could be the "galactic map", while the tactical
>|> screens would be the little Lynxen...

> Now, this *IS* A COOOOOOOOOOOOOOL IDEA! Someone should suggest ATARI!

This is already planned, I found out that the Comlynx port is just for that, its not for " I'll play my lynx version of XXX, while you play your jaguar version"

But its for 'slaving' the lynxen to the Jaguar console, such as the scenario above. So in other words, they designed it in.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3339. how do you flush midi port on st [?]

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 03:25:29 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Aug30.032529.10962@news.cs.brandeis.edu>
Source record: 201716
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

greetings:

i'm trying to write a few simple midi programs for my atari st
using lattice c 5.5 and i can't find any call in the libraries
that flushes the midi port (the reason i want to flush it is that
the midi port keeps incoming notes that weren't read -- even
across program exits so the first thing i hear when i start my
program is usually a few goddam notes that were kept in there
from the previous run and never read)

also i couldn't find a way to associate a file descriptor to the
midi port so that i can use fflush()

one thing i tried to do, based on information on abacus's "atari
st internals" -- the most useless book ever printed -- is to write
to the status byte of the acia controlling the midi port a byte
doing the reset (bit 0 and 1 set) but that hangs the st: i go into
supervisor mode, write the byte to acia status register and get back
to user mode. i can read that status register (in supervisor mode)
no problem though. (i _assume_ it's that register i'm reading -- i'm
using the address given in "atari st internals"...)

any idea?

please reply in email as i don't usually keep up with this group
thanks

jacob

3340. how do you set an alarm on atari st [?]

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 03:35:20 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Aug30.033520.11223@news.cs.brandeis.edu>
Source record: 201717
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

greetings:

i'm trying to write a few simple programs for my atari st using
lattice c 5.5 and have tried to locate alarm() or sleep() or an equivalent
routine but with no luck. the only routine that "waits a certain amount
of time" is some AES that seems to be specific to AES...

how do you time yourself on the st? for example how do you perform a task
that needs to be performed at fixed intervals? obviously you can't
intersperse your program with code checking the system clock to see if
"that time" has arrived yet. something equivalent to alarm() and SIGALARM
handlers must exit.

any help greatly appreciated...

please reply in email as i don't usually keep up with this group
thanks

jacob

3341. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 04:02:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15146@uqcspe.cs.uq.oz.au>
Source record: 201718

tla@wolfson.demon.co.uk (Tom Laird) writes:

>I am looking for a version of Vi which works on the ST. Could
>someone please let me know where to find it.

Elvis is king. It emulates VI to a VERY high precision (in fact, it is
BETTER than VI - more options).

Available from:

atari.archive.umich.edu

in the file:

/atari/Editors/elv16beta2.zoo

Elvis has almost all the features of Unix vi (the only one I know it
doesn't have is "%" expansion in shell escapes), plus many more extensions,
including:

:prev - go to PREVIOUS file (I hate Unix vi for not having that)
v - visual highlight! You can mark blocks, etc visually.
errlist - it can parse compiler output and show error messages
in files.
(and tonnes more)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3342. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 04:04:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15147@uqcspe.cs.uq.oz.au>
Source record: 201719

jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:

>Its scrolling is also
>depressingly slow.

Elvis? Scrolling should be very fast if you've got a decent termcap entry.

Even under TOSWIN, it is lightning fast (with Warp9 - but you can't blame
Elvis for the speed of screen output).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3343. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 04:05:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15148@uqcspe.cs.uq.oz.au>
Source record: 201720

buehler@nova.tat.physik.uni-tuebingen.de (Gerold Buehler) writes:

>I'm looking for a program which allows 2 ataris to communicate w/each other.
>Any suggestions (ftp sites)?

I've tried MikeNET and MidiNET from atari.archive.umich.edu. Both look
good, but neither seems to work seemlessly between my TT and ST.

They allow the filesystem of each machine to be fully available from the other
(yes, you can even run programs that are stored on the remote machine, just
by double-clicking on them at the desktop).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3344. Re: Atari ftp archives

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 05:21:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.615714@cix.compulink.co.uk>
Source record: 201857

In article <1993Aug29.213151.3412@news.sara.nl>, sscpaald@diamond.sara.nl (Harold van Aalderen) writes:
>
>work so well anymore. Could anyone direct me to a anonymous ftp
>site for atari stuff where I can find the newest version of the
>following programs:
>
>Rufus

Try Connect instead, it's MTOS friendly and is similar to Rufus is appearance.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3345. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 07:06:42 UTC
From: farren@netcom.com
Message-ID: <farrenCCK936.D2J@netcom.com>
Source record: 201721
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

wilsont@rahul.net (Timothy Wilson) writes:

>Sorry, the 68000 doesn't even have to be used! its not the controller,
>its just another chip you can use if you so wish.

It's not the controller? Then what is? According to the information
I've seen, each of the other chips is somewhat special-purpose. The
only other contender for the title of "main CPU" is the graphics
controller (the real 64-bit RISC chip in there), and if it's any
good for graphics, then that means that it's not especially well
designed for general-purpose processing, as the requirements for
efficient execution of graphics routines are considerably different
than those for general-purpose processing. The DSP, the only other
possible candidate, is even worse - while you can, conceivably,
use a DSP for general processing, it's going to be a superdog at
it, no matter how good a DSP it is - the design requirements are
in another space entirely.

Seems to me that what you're likely to find, in the real world, is
a dependence on the 68000 for nearly all of the general-purpose computation
in the box, for several reasons: first, there are development tools available
for the 68000 that will probably *never* be available for the RISC chip,
especially since it's Jaguar-specific. Second, it's rather dumb to tie
up the graphics chip with general computation instead of letting it
do what it's designed to do - take the heavy graphics load off of the
"main" processor. And finally, a point that nobody seems to have seen
yet - programming a RISC chip is not only a pain in the butt, but RISC
executables are always, without exception, huge. It's the nature of RISC
itself, and there's nothing you can do about it. If you're interested
in putting as much stuff into a cartridge as possible, you're going to
be using the 68000, not the RISC chip, just to keep your code size
overhead as low as possible.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3346. FREE MasterBrowse (GEnie/Compuserve/Delphi)

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 07:13:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg._KhKcYyLlqk@elfhaven.ersys.edmonton.ab.ca>
Source record: 201531

Hello,

I have an offer to make that I hope will be of interest to GEnie, CompuServe, and Delphi users. If you would like to earn a registered version of MasterBrowse 2.8 (in exchange for uploading the public version of the program to one of the services mentioned above), then please contact me at ess@PUCnet.com immediately.

[Remember to contact me first, though. Only one person for each service will receive a registered copy of the program, so I need to know in advance.]

Upon presenting me with a file list from the service in question (by which I will know that the file was uploaded) I will send the user who uploaded the file (in electronic mail) a registered version of MasterBrowse 2.8!

Interested? Contact me. The sooner the better!

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

3347. Re: Mint, what do I need?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 07:47:13 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25sba1$l28@cismsun.univ-lyon1.fr>
Source record: 201722

In article <m82eurINNrhj@bovina.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>I have a Mega STe with 4 megs. I have wanted to try Mint for some time now,
>so I need to know what files I need and what I will have to do to get the
>system running. I would like to get version 1.08 up ASAP, but I understand
>if it would be easier to install an older one and move up into 1.08.
>

The best thing to do is downloading the Mint Installation Kit II at
atari.archive.umich.edu. (9files -> 9 disks)
It installs automatically in your filesystem, installing a Minix File system if you want, and you can upgrade to 1.08 later if you want (this version is 0.95
I think).
>Keep in mind I have none of the GNU stuff, so I am basically starting from the
>ground floor on this. I have been using Gulam for some time and would like
>to have more of a feel of my Unix account.
>
>Also tell me how MiNT does with GEM programs. I would IDEALLY like to run
>SLIP in a window in the background (which is a TOS program) and be free to
>run GEM programs in the foreground, maybe even multitask the GEM programs,
>but that is not neccessary.

MinT can multitask GEM programs, but the AES should handle this, too. (what does the AES version shipped with MultiTOS). The desktop should be aware of multitasking, too (use Teradesk, Neodesk). If you want to Multitask GEM progs, you should get the MultiTOS from atari, on my mind. It's easy to install and multitasks GEM out of the box.

Otherwise, Mint itself with a shell (Gulam, okami, ksh or anything) will multitask TOS apps

3348. Information required - using ST to sample sounds.

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 08:15:15 UTC
From: cbrasted@physics.adelaide.edu.au
Message-ID: <25scuj$k1a@huon.itd.adelaide.edu.au>
Source record: 201729

Hi folks,

I have been reading this group for the last month, hoping to find some information about sampling with my ST, but to no avail...

What I need is a hardware attachment, so that I can take samples, through a microphone, and then use my ST to edit/store the sample, and also so that I can control the sounds with a sequencer. I have seen this piece of hardware advertised in a magazine a while ago, for about 100 pounds, but have since been unable to find another advertisement/mail order address.

As I live in Australia, which has about 3 atari retailers, none in Adelaide, I would also like to know a mail order company which sells the equipment I need.

Thanks in advance,
Charles.
--

| Charles Brasted. cbrasted@physics.adelaide.edu.au \sum m_{q} \bar{q}q.|

3349. FTP sites with Falcon software?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 09:17:29 UTC
From: lmason@tartarus.uwa.edu.au
Message-ID: <25sgj9$qi4@uniwa.uwa.edu.au>
Source record: 201724

Hi, are there any FTP sites that have Falcon software, PD, Shareware
etc..
If so, could I please have their addresses..

Thanks.

3350. MegaSTEs available in France

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 09:37:29 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <25shop$n04@cismsun.univ-lyon1.fr>
Source record: 201723

In reply to all the people who asked whether Mega STEs are still available,
I'd like to notice that here in France brand new Mega STE 2 WITHOUT a HArd Disc
drive but with HD floppy are available for 1990 Francs at the Auchan super-
markets. They are under 1 year guarantee, plus Atari's guarantee.
Vroom and an educational program to learn English (for Kids), as well as
1st word plus are shipped with.

By error I got a 48 Meg Seagate Hard Disk in it for the same price, but THIS IS
AN ERROR that didn't happen as a friend of mine bought his one (unfortunately
I hear him saying :-).

That's all folks.

I don't earn any money from Auchan to put this posting here, they don't need
this to sell them ! It's just for your information.

3351. Re: vt 100+ emulators that are any good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 10:05:51 UTC
From: tyjori@voikukka.uta.fi
Message-ID: <25sjdv$cru@vuokko.uta.fi>
Source record: 201727

But how to override this non-standard 79 rows 22 lines ??

I found this 'virtual' screen for trouble - and I turned back
to my UniTerm 2.0

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

3352. IMG file format ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 10:05:56 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.746705156@groucho>
Source record: 201726

Does anybody know the format of standard IMG files? I need to store large bitmaps where the ordinary degas and other formats won't do, and since most graphics programs can read IMG files I thought IMG would be a good choice.

Any help, pointers, etc appreciated. Email and follow-ups both ok with me.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3353. Re: Falcon prices in North America

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 13:20:37 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Aug30152035@zetkin.cs.tu-berlin.de>
Source record: 201728

> How much have you payed for _your_ falcons_?
In Germany you have to pay 2300 DM (about 1350 US $) for
a Falcon 030 4/80

Michael

3354. Re: Atari.archive mirrors

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 14:35:45 UTC
From: dwinkel@css.itd.umich.edu
Message-ID: <25t381$i6l@terminator.rs.itd.umich.edu>
Source record: 201731
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

```
In article <25qia6$d2@terminator.rs.itd.umich.edu> weiner@terminator.rs.itd.umich.edu
(Jeff Weiner) writes:
>[stuff deleted]
>info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
>-Direct afs link, updated instantaneously.
>
>[stuff deleted]
>Please note that uploading is not permitted on any of these mirrors.
>Uploads must go directly to atari.archive.umich.edu.
>

From my understand of AFS, you should be able to upload stuff through
the uni-stuttgart FTP server. Unless their server doesn't allow it.

--
______ _ Dave.Winkel@um.cc.umich.edu
/ / ' ) / / dwinkel@engin.umich.edu
--/ /_ _ / / / o __ /_ dwinkel@css.itd.umich.edu
(_/ / /_(<_ (_(_/ (_/) )_/ <_ Archivist for msdos.archive.umich.edu
```

3355. Re: Multifarious network

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 14:51:13 UTC
From: bnorvell@solaris.carl.org
Message-ID: <CCKuLD.5Cn@du.edu>
Source record: 201732
Cross-posted to: comp.os.cpm,comp.os.os2.networking,comp.sys.atari.st,comp.sys.amiga

Rick Rodman (rickr@vti.com) wrote :
:]What I would like to do is interconnect several computers in such a way
:]that files can be transferred and/or shared.

:]The software should be simple and easily portable; the hardware required
:]should be limited to a serial port. The machines might include virtually
:]anything - CP/M, Atari, Amiga, 6809, and whatever, even small SBCs.

:]Has anyone set up such a configuration? We've discussed the following
:]possible approaches:

:]1. KA9Q TCP/IP using SLIP. Routing programs would run on multiport machines.
I currently use this (AmigaNOS) to dial into the Net from my home...works well...

:]2. Using a small SBC to convert between RS-232 and a 9-bit network.

:]3. UUCP.

:]What I do in my setup now is use Xmodem. It seems to be the only common
:]transfer protocol. I'd like to change to Zmodem, but by the time I do that
:]it might have been easier to port UUCP.
^^^^^

No need to port it, has already been done, check any of the AmiNet sites, it should be out there somewhere. If you have a compiler, you can also customize it if/when you locate the source as well..

:]This would appear to be a common problem, though. I imagine someone out in
:]netland has already solved it, at least partway. How did you do it?

:]--

:]Rick Rodman uunet!virtech!rickr Manassas, VA
:]"This government is the biggest fraud in the history of the industrialized
:]Western world. There isn't any Western democracy that does so little for its

--

Brock Norvell
bnorvell@carl.org

#include <sys/std/disclaimer.h> /* Mine and Mine alone!! */

3356. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 15:15:56 UTC
From: dwhr24@festival.ed.ac.uk
Message-ID: <CCKvqL.3HH@festival.ed.ac.uk>
Source record: 201733

Due to an undesirable upgrade to a PC, I have the following unregistered ST
software for sale.
Fontkit Plus 3 10
K-Spread 3 10
K-Graph 3 10
Superbase Personal 5
Microsoft Write 10
That's Write 2 60
Protext 5.53 50
Redacteur 3 60
Molgraph 10
Atari Introduction to
Wordprocessing,
Home Productivity,
Database Management,
Personal Finance 10 each
Metacomco Pascal 10

All Prices are in pounds. Software is in original packing and complete with
manuals. I can be contacted via email as sgdh01@uk.ac.ed. castle or by 'phone
at 031 650 44738/4818. Prices may be slightly negotiable.

Steve Henderson

3357. Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 15:24:32 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93242.30272.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201748

I've had no luck getting Quark XPress 3.1 to load onto my Mega STe w/4MB RAM using the notoriously flakey Spectre GCR Mac emulator. I have managed to load on Pagemaker 4.2 and Microsoft Word 4.0, but no luck with Quark. Has anyone out there had any luck with the Quark application? Supposedly, Quark is compatible with a Mac Plus (which Spectre GCR emulates), but no luck with mine. It crashes while loading.

3358. Re: vt 100+ emulators that are any good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 15:32:11 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <CCKwHo.5wH@dscomsa.desy.de>
Source record: 201730

In article <25sjdv$cru@vuokko.uta.fi> tyjori@voikukka.uta.fi writes:
>But how to override this non-standard 79 rows 22 lines ??

Select an other font in the display dialog. This may either be a GDOS
font with any good GDOS installed or a GDOS font without GDOS installed.
In the latter case you have to install a folder named GEMSYS in the
CoNnect-Folder and put the desired GDOS fonts inside. 80x24 are no
problem using the standard CONNECT.FNT...

WOlfgang

3359. Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 15:40:04 UTC
From: peter@stack.urc.tue.nl
Message-ID: <25t70k$9q4@tuegate.tue.nl>
Source record: 201734

Hi. A friend of mine (who also happens to own a you-know-what-computer
from you-know-what-company from West-Chester, PA - ah, cut the crap,
an Amiga) send me some official looking spec sheet from Atari Corp
about the Jaguar.

As you would probably suspect, I'm a bit more sceptical when I get
information about a new Atari product. So when I read stuff like
"64 bit architecture" (with an 68000?), "Object Processor" (sounds
just like a programmable video chip) and "55 MIPS" (just adding
27 + 27 + 1 ?!), I throw out all the marketing hype (well, that *is*
pretty impressive, to state the memory capacity in Megabits - this
is 1993, you know, people use bytes these days) and am left with
the following:

A Falcon, with some better graphics, no expandibilty to some real
computer system, an 68000 instead of an 68030 and a neat graphics
chip.

Now I've seen a Falcon the other day. The display liked really great,
as long as it didn't have to do animation and the sound was also
pretty neat. So now I'm left with this question: what does this
graphic chip really do? Atari's report on the Jaguar is useless,
it's just some wow-man-this-is-really-it-now-buy-it piece of
advertising and is utterly vague.

Is the video chip an adapted version of something existant, like the
DSP is an adapted version of the 56001? What are the *real* specs?
For instance, texture mapping, on what shapes is that possible?

One of the the 16 bit game consoles seems to have something simiral:
the specs sound great, but wait until you see it in action. It
isn't that great all of a sudden.

Please, this is no attempt to bitch at Atari in any way. I just want
some objective information on the Jaguar. BTW, I posted something
about this matter in comp.sys.amiga.advocacy, but you might not
like it.

Peter.
--
Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
"I'll never let you see the way my broken heart is hurting me
I've got my pride and I know how to hide all the sorrow and pain
I'll do my crying in the rain." A-Ha, "Crying in the rain"

3360. MegaSTE forsale - repost

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 15:50:53 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Aug30.155053.15531@galileo.cc.rochester.edu>
Source record: 201735

Forsale:

Atari MegaSTE (16Mhz 68000) with 4 Meg of RAM,
50 MB internal hard disk
Tos 2.05
720k Internal Floopy drive
w/ 2 modem ports, 1 high speed serial/vme port/slot,
Midi in/out, ROM catridge port, LAN port,
external hard disk port, external floopy port,
parallel printer port, TV port, RCA audio left & right.

Hard Disk is now formatted for 4 TOS partition and 1 Spectre Mac partition.
Will reformat it and filled with PD/Shareware programs if wanted. $700

Atari SC1435 14" color monitor $200

Atari SC124 Monocrome monitor (bright and display size never adjusted)
$80

all above for $850

Also, some softwares and misc stuffs:

Games:
SDI * $15
Balance of Power * $13
ST Karate * $10
Battletech * $15
Silent Service * $15
Championship Wrestling * $7
Roadwar 2000 * $13
Universe II * $15
Universe III * $15
Deep Space * $10
Falcon $15
MicroLeage Wrestling $7
Captain Blood $13 (sold)
StarGlider $10
Leisure Suit Larry $7 (original disk gone, manual and backup disks only)
HardBall $7
Speed Ball $5 (original disk gone, manual and backup disks only)
Star Raiders $10
Air Ball * $10
Marble Madness (disks only) $5
Jewels of Darkness $10
Tanglewood $10

Other softwares:
Procopy $10
Timeworks Word Writter ST * $17
Art & Film Director * $20
STTalk $5
PC-Ditto IBM XT emulator (no manual, w/ original disk) $7
Music Studio $15
Mark William C $27

Software w/ * come w/ original boxes, disks and manuals.
Others have manuals and original disks unless specified.

VidiST Video Digitizer * $70
Computer Eye Video Digitizer $60
Epstart - Epson Printer Driver for the Mac in MagicSac (readable by Spectre GCR) format. * $20
ICD ADSCSIPlus hostadapter $75 (can't sell this before I sell the MegaSte)

All the price excluding shipping.
The first offer over $1100 get the whole thing (computer + softwares + misc stuff)

thanks

...
ling cherd
(716)271-5822 evening only or leave a message, working during the day
lchd_ss@uhura.cc.rochester.edu

3361. Re: Falcon prices in North America

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 16:26:22 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <25t9ne$30b@sol.ctr.columbia.edu>
Source record: 201736

In article <HUBER.93Aug30152035@zetkin.cs.tu-berlin.de>, huber@cs.tu-berlin.de (Michael Huber) writes:
} > How much have you payed for _your_ falcons_?
} In Germany you have to pay 2300 DM (about 1350 US $) for
} a Falcon 030 4/80
}

In Britain, Silica shop sell a F030 4/210 for #1099 (~$1750)
4/120 for #999 (~$1600)
4/80 for #899 (~$1440)

I'm basing those ~'s on 1# == 1.6$ - I don't know if that's the
correct ratio any more, but I think it's around there.

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3362. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 17:04:22 UTC
From: healy@nosc.mil
Message-ID: <1993Aug30.170422.11665@nosc.mil>
Source record: 201740

Gee, vi on our UNIX systems allow you to go to the
previous file with ":e#"

Mike Healy

healy@nosc.mil

3363. Re: Atari.archive mirrors

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 17:10:35 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25tcab$112@terminator.rs.itd.umich.edu>
Source record: 201737
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

```
In article <25t381$i6l@terminator.rs.itd.umich.edu>,
Dave Winkel <dwinkel@css.itd.umich.edu> wrote:
>>[stuff deleted]
>>info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
>>-Direct afs link, updated instantaneously.
>>[stuff deleted]
>>Please note that uploading is not permitted on any of these mirrors.
>>Uploads must go directly to atari.archive.umich.edu.
>>
>From my understand of AFS, you should be able to upload stuff through
>the uni-stuttgart FTP server. Unless their server doesn't allow it.
>

Looks like the answer is "no", there is no uploading to the uni-stuttgart
site - uploads must go directly to atari.archive.umich.edu.

/home/terminator/weiner(33)> ftp
ftp> open info2.rus.uni-stuttgart.de
Connected to info2.rus.uni-stuttgart.de.
220 info2 FTP server (Version wu-2.1b(21) Tue Aug 10 13:02:20 1993) ready.
Name (info2.rus.uni-stuttgart.de:weiner): anonymous
331 Guest login ok, send your complete e-mail address as password.
Password:
230- PROBLEMS
230- If your FTP client crashes or hangs shortly after login please try
230- using a dash (-) as the first character of your password. This will
230- turn off the informational messages that may be confusing your FTP
230- client. Administrative contact: ftp@rus.uni-stuttgart.de
230-
230-
230- Welcome to the
230- ****** I N F O and S O F T Server ******
230- (ftp.uni-stuttgart.de)
230-
230- Computational Center, University of Stuttgart, Germany
230- ------------------------------------------------------------
230-
230- UPLOADS
230- If you have files to put on our server, please put them in
230- /incoming/<dirname> and send a *mail* either to the
230- responsible person mentioned in /incoming/README (best way)
230- or to burr@rus.uni-stuttgart.de.
230-
230- The local time is: Mon Aug 30 17:03:02 1993
```

```
230- The current working directory is: /
230- You are user number 1 out of a possible total of 100 in your domain class.
230-
230- All transfers to and from info2 are logged. If you don't like this then
230- disconnect now!
230-
230 Guest login ok, access restrictions apply.
ftp> cd afs/umich.edu/group/itd/archive
250 CWD command successful.
ftp> cd atari
250 CWD command successful.
ftp> cd New
250 CWD command successful.
ftp> put access
200 PORT command successful.
553 access: Permission denied. (Upload)
ftp> quit
221 Goodbye.
```

Please note follow-ups to umich.archives. If you don't get this group
and have questions regarding this matter ,please contact me directly.

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

3364. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 17:16:08 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug30.171608.120662@zeus.calpoly.edu>
Source record: 201738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Darek,

Your argument is fairly lucid, so I won't bother replying to most of it.

There are several problems with it, but now that I did an f instead of F in trn I don't remember what they are! Ahahahaha! :-). I just want to point out that a "bare bones" Falcon is $799, not $1199 as you said. The $1199 Falcon is a 4/80 config. If planning on upgrading the HD and Memory as you said, that would be the wrong choice. The $799 modem is a 1/0 config.

Of course, I gather from previous messages that Atari did not put SIM slots in the Falcon, and in facct I think you need an upgrade board of some type to put in 14 MB. This is almost criminal on Atari's side. With IDE/SCSI though, the HD would be easy to top. (Prob. best to gget an external SCSI, as the internal IDE has to be 2.5" which is not cheap).

- mike

3365. Questions about the MegaSTe...

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 17:21:44 UTC
From: cris@ews207.csc.ti.com
Message-ID: <1993Aug30.172144.16396@mksol.dseg.ti.com>
Source record: 201739

More questions...(you can tell we've been without USENET access for awhile!!!)

We are running TOS 2.5 on our MegaSTe and need to know :

1) Is there a patch or fix to allow us to play Lemmings 2?

2) Is there an update or revision of Lemmings 2 to allow operation on a MegaSTe?

3) Where can we find a list of sites with current .GIF satellite and associated weather images on the Internet to download?

Thanks a bunch - y'all are great!

--
Cristine A. Webb

There is only one hope for this world...Jesus Christ!

3366. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 17:50:04 UTC
From: Daron.Brewood@f401.n255.z2.FIDONET.ORG
Message-ID: <2576.2C8B6254@mechanic.fidonet.org>
Source record: 201604

Original Msg: From Ofir Gal (1:3603/330) to All ---->

OG> EagleSonic and MightySonic

Not come across these Ofir, what are they?

Daron

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!2!255!401!Daron.Brewood
Note: The opinions stated in this post are only my own!

3367. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 18:57:11 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <25tii7$ekt@agate.berkeley.edu>
Source record: 201741

In article <15147@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:
>
>>Its scrolling is also depressingly slow.
>
>Elvis? [...]

No; `stevie'. Read again. That comment comes at the end of a paragraph
that starts ``I tried `stevie' ....''

God bless America! God bless George Bush! And God bless the Panama Canal!
John Hauser---jhauser@cs.berkeley.edu

3368. 'Before Dawn' 1.25 released

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 18:58:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A5193@AC.maus.de>
Source record: 201861

To whom it may concern:

I've released 'Before Dawn' 1.25 today! New features since version 1.22 are:

- corrections in the "Watch... Midi" option.
- random selection of MOD-files in 'At the Movies' and 'Warp 5 - Mr. Sulu!'
- English doc's and RSC-files!!!
- some minor changes an corrections!

I will uplod it to a.a.u.e if I manage to (I've never done it before).
Otherwise you might find it on ftp.informatik.rwth-aachen.de sometime this
week! I will also upload a collection of BDI-modules.

Ciao,
Arne

3369. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 19:21:48 UTC
From: wilsont@rahul.net
Message-ID: <CCL74C.Iq1@rahul.net>
Source record: 201743
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren) writes:

>wilsont@rahul.net (Timothy Wilson) [me] wrote:

>>Sorry, the 68000 doesn't even have to be used! its not the controller,
>>its just another chip you can use if you so wish.
>It's not the controller? Then what is? According to the information
>I've seen, each of the other chips is somewhat special-purpose. The
>only other contender for the title of "main CPU" is the graphics
>controller (the real 64-bit RISC chip in there), and if it's any
>good for graphics, then that means that it's not especially well
>designed for general-purpose processing, as the requirements for

Its in the delphi conference, spelled out by Richard Millar.
(Through bob brodie, who relayed the question to him)

The 68000 is present, its listed as "co-processor".
I'm not the guy who designed it, but Richard is the main tech R&D guy at atari
though.

>"main" processor. And finally, a point that nobody seems to have seen
>yet - programming a RISC chip is not only a pain in the butt, but RISC
>executables are always, without exception, huge. It's the nature of RISC
>itself, and there's nothing you can do about it. If you're interested
>in putting as much stuff into a cartridge as possible, you're going to
>be using the 68000, not the RISC chip, just to keep your code size
>overhead as low as possible.

Read the delphi conference. from the way it sounds, the 68000 is told
what to do.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3370. Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 19:28:03 UTC
From: ajl8039@ultb.isc.rit.edu
Message-ID: <1993Aug30.192803.9373@ultb.isc.rit.edu>
Source record: 201744

I know that the Falcon can only accept memory sizes of 1, 4, and 14 megs, but can you do this with standard simms? I've heard that you need to use special memory boards. Atari advertises a base unit Falcon030 with only a 1.44 floppy and 1 meg of RAM for $800 (US$). My local dealer won't sell that configuration, but will sell me a model with three more megs of RAM for $1050, or $250 for 3 megs of RAM. Why is this so expensive? I've seen RAM go for about $30-$40 a megabyte.

<< Aaron >>
--
Aaron Jeremias Luz / ajl8039@ultb.isc.rit.edu / Rochester, NY, USA

3371. RDE_Version 5 (Upgrade & bugfix) sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 20:22:06 UTC
From: wabe@ukc.ac.uk
Message-ID: <5682@eagle.ukc.ac.uk>
Source record: 201742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some of you have reported that the contents of "nearly-full"
saved RDE files can get corrupted on loading.

This puzzled me quite a bit, but thanks to Wojciech Surowka who
not only detected this (rare) bug, but also diagnosed the cause and indeed
suggested the cure - which is now implemented in Version 5.

Some GUI Enhancements are also incorporated. I reproduce (below)
the "new" bit of the documentation - which explains what I've said in
more detail.

Cheers,
W. Alan B. Evans

********** Part of Documentation of RDE_V5 **********

RDE (Version_5) - Upgrade and BugFix on RDE_Version_4.
****
(Distribution to the Public Domain

by kind permission of

Mark Williams Company)

RDE Version 5 improves the GUI on previous RDE versions in that:

i/ whenever a filename is to be chosen, it now uses a fileselector
rather than the dialogue box. The advantages are obvious.

ii/ On creating a ramdisk, the _precise_ desired size in Kbytes can
now be typed in via a dialogue box. If 711 or 811 kbytes is
requested, then the ramdisk is configured as an exact image of
the 2 popular Floppy Formats (720kb and 820kb) - see RDE_V3
documentation below.

iii/ When removing a ramdisk in the GUI, you are no longer "forced" to
remove one of your installed disks (unless you hit the warmstart
button). Of course there should have been a last chance to cancel,
and now there is!

BUG FIX
~~~~~~~

There has always been an obscure bug in Mark Williams' original
RDY and in all subsequent RDE Versions. The symptoms are that if a
"nearly full" ramdisk is saved to file and then restored, then its
~~~~~~~

contents near the top end can get corrupted. Luckily this hardly ever happens in normal usage - as most people would leave empty work space in the saved ramdisk and make sure the files are contiguous (i.e. "reorganise" or "defragment") before saving. Those who have used RDE to create ramdisks that are nearly-full (usually with "read-only" utilities) might have noticed the last few files on the disk are sometimes corrupted after loading.

I am indebted to Wojciech Surowka for diagnosing the trouble and, indeed, for suggesting a cure which is now implemented. From my tests, it appears to have done the job.

Basically during loading, RDE/RDY copy the contents of the saved file to high memory below PHYSTOP where the screen is. Now if it so happens that screen interrupts (mouse movement, flashing cursor etc.) are made during the load just AFTER the last few kbytes of contents have overwritten the screen and BEFORE the ensuing warm reset, then it is clearly possible for these contents to get corrupted.

The cure is, of course, to set the system byte of the Status Register so that all interrupts are disabled during the load.

Ramdisks created with Version_5 retain full compatibility with all earlier RDE versions.

I am not aware of any remaining bug in RDE.

Documentation(s) that accompanied previous versions are appended at the end. Newcomers to RDE can find useful hints by studying them. Users are reminded that RDE only displays its full flexibility if invoked from a shell with command line arguments. RDSH (available from the archives) is a tiny, quick-loading, shell tailored for easy command line invocation of RDE.

The current executable is about 22 kbytes and is not "packed". If you desire to pack it to about 12 kbytes or so, I recommend either ICE (version 2.4) or PFXPAK, both of which produce MINT compatible executables.

It goes without saying that neither I nor Mark Williams Co. will assume any responsiblity for whatever (dire or otherwise) consequences that may arise through the use of this software.

Cheers,
W. Alan B. Evans. (August 27th 1993)

3372. That's Write 2 -Comments

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 20:51:52 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Aug30.155152.12585@desire.wright.edu>
Source record: 201745

Hello,

I'm thinking of replacing my trusty Wordwriter ST with

Thanks
todd
cse0947@desire.wright.edu

That's Write 2. I'd appreciate any comments about that's Write 2.

3373. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 21:44:20 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug30.214420.5693@nrtpa038.bnr.ca>
Source record: 201746

In article <1993Aug30.192803.9373@ultb.isc.rit.edu>, ajl8039@ultb.isc.rit.edu (A.J. Luz) writes:
|> I know that the Falcon can only accept memory sizes of 1, 4, and 14
|> megs, but can you do this with standard simms? I've heard that you
|> need to use special memory boards. Atari advertises a base unit
|> Falcon030 with only a 1.44 floppy and 1 meg of RAM for $800 (US$). My
|> local dealer won't sell that configuration, but will sell me a model
|> with three more megs of RAM for $1050, or $250 for 3 megs of RAM. Why
|> is this so expensive? I've seen RAM go for about $30-$40 a megabyte.
|>

Well first remember that for $250 you are getting 4 megs of ram and throwing out 4 basically worthless 256K simms. Many of my Intel compatable friends are having the same frustration. Now $250/4meg ($62.50/meg) is not to bad, especially since memory is now going for $55/meg. Remember because of it's design, all the memory resides on a daughter board and that has a small cost to it.

|> << Aaron >>
|> --

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

3374. IDE/Hard drive for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 21:48:29 UTC
From: sharad@plf11.scrd
Message-ID: <25tsjd$2ei@lsi.lsil.com>
Source record: 201747

Hi

I want to attach a hard drive to my ATARI 1040ST. Which hard drive and controller etc can I use ?
Earlier someone had posted in this news group that ICD does sell controller for IDE drives, however ICD told me that they only sell controllers for SCSI drives.

THANKS

Sharad Prasad Phone : (408) 433-7446 _____
LSI Logic Corporation Pager : (408) 994-2318 LSI|LOGIC| (R)
3115 Alfred St. FAX : (408) 986-1486 | |
M/S J-201 e-mail : sharad@cres1 |_____|
Santa Clara, CA. 95054 Internet : sharad@lsil.com

3375. Re: lharc2.22...

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 22:27:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9957@S2.maus.de>
Source record: 201766

S>Lharc is so *stupid* to not check the result of the Frename call!!

I'm sure you wanted to say that I'm stupid, right ? ;-)

Regards,
Criss ...

3376. Re: lharc2.22...

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 22:27:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A9956@S2.maus.de>
Source record: 201767

C>But surprise: the same problem again: lharc a -l runen.lzs *.mf left me
C>without .lzs but with LHA)T(... lharc a -l -w. runen.lzs *.mf led to
C>the expected result.

Try the following command-line:
a -l -w0 <archive>.lzs <wildcard>

Unfortunately it's a bug, but it will be fixed next week...

Regards,
Criss ...

3377. Atari ST monitors, misc for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-30 23:41:17 UTC
From: Steve.Yelvington@launchpad.unc.edu
Message-ID: <25u36t$2iv@samba.oit.unc.edu>
Source record: 201749
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
For sale:
Atari SM124 monochrome monitor (for ST) $80
Atari SC1224 color monitor (for ST) $120
Atari 520STFM, 1MB, bombs on bootup $40
Atari 520ST, 2.5MB, with SF354 external (Epson)
disk drive, won't recognize drive $40
Supra SCSI host adaptor for Atari $40
Supra case/power supply with host adaptor $65

I also have some programming-related books and software that I'll
post later.

Steve Yelvington
use the above address or s.yelvingto2@genie.geis.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80
```

3378. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 00:12:43 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug31.001243.7861@jonh.wimsey.bc.ca>
Source record: 201851

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>Well first remember that for $250 you are getting 4 megs of ram and
>throwing out 4 basically worthless 256K simms.

Except that the Falcon doesn't use simms, as Atari claimed they
wouldn't fit. There is, amazingly, a third party board that does use
simms, and it does fit.
It has traditionally cost more to get a higher memory model ST from
Atari than the bare cost of memory, even in the case of the STe's,
though there at least, there was a reasonable alternative.
--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3379. Re: VI Editor

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 00:13:22 UTC
From: ad586@Freenet.carleton.ca
Message-ID: <CCLKMA.8sw@freenet.carleton.ca>
Source record: 201750

In a previous article, tla@wolfson.demon.co.uk (Tom Laird) says:

>Hi there,
>
>I am looking for a version of Vi which works on the ST. Could
>someone please let me know where to find it.
>
>Many thanks in advance
>
>Tom Laird, Edinburgh, Scotland.
>
><tla@wolfson.demon.co.uk
>
>
I have used a clone of vi called ELVIS, author Steve Kirkendall,
14407 SW TEal Blvd., Apt. C, Beaverton, Oregon,97005. E-Mail is
kirkenda@cs.pds.edu, phone (503) 643-6980, version 1.5j-betatest Aug. 10 '92
It seems a pretty complete implementation and I found no bugs, but I did
find that I much prefer emacs. If this helps, maybe I can figure out
how to get it to you.

3380. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 01:24:12 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug31.012412.22120@microsoft.com>
Source record: 201859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>'000 (what a moniker!) for compatibility's (and probably simplicity's :))
>sake.

Once again we have some naive idiot running around pretending to know something. Yes, he knows that a 68030 is better than a 68000. Everyone keeps telling him that. But he doesn't say why it's better because he doesn't really know. True that in the rights hands, like Apple or Amiga, the 68030 can do some amazing things compared to the 68000. In the hands of Atari, the 68030 is just used as a fast 68000. So whether you have a 16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

Explain to me why emulating a 68030 would improve things? As was already explained to your buddy Warwick a few days ago, there is a lot of Atari ST software out there that flat out does not run on a 68020 or 68030 without having to be patched or re-written. Programs like Tempus, Magic Sac, ST Xformer, most AUTO folder programs, a lot of older programs such as those written with GFA Basic, etc. So when you buy a TT or Falcon you can kiss a good chunk of the Atari ST software base goodbye.

So what do you want? A 68030 emulator for the sake of emulating a 68030, or something that's compatible with Atari ST software? In your naive world all you know is "68030 good, 68000 bad" and I think you need to stop and rethink that.

It's bad enough that for years Atari gave minimal support to developers regarding anything about the ST, leaving it up to them to reverse engineer things and write hardware or 68000 dependent code, but then they come out with 68030 based machines and surprise, surprise, half the stuff doesn't run! The 24BIT.PRG utility helps matters in a few cases but not all. For example, it allows Tempus to go from crashing at load time to crashing at exit time.

The bottom line: you're better off with a fast 68000 than a 68030 chip as far as running Atari software goes.

Also, you would seem to imply that there is something you'd be able to do with a 68030 that you can't on a 68000? Like, is there some special version of Calamus that only runs on the 68030? A special version of Word Writer? Of anything? Hardly.

You're confusing the issue of speed with the issue of processor. Yes, a 16 Mhz 68030 is faster than an 8 Mhz 68000. Duh! Not much faster than a 16 Mhz 68000 though. Certainly a lot less compatible as far as Atari ST software goes. On a fast PC Gemulator gives you 68000 emulation at the

speed of a 68030. Speed AND compatibility. Oooh, what a concept. Pinch me
I must be dreaming.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3381. Claculating PI on an ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 01:50:08 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.065s@outb.wimsey.bc.ca>
Source record: 201863

I have recently tracked down the formula for caluclating PI to any number of decimals that one would wish. Indeed, it was used to calculate PI to about 29,000,000 decimal places, and there has been another try on a Cray supercomputer that has gone near 200,000,000. The study I read at the Math Library at the University of British Columbia said that it is now a matter of "one's will" to go to any number that computer free-time will allow.

I tried using ST Basic to write my own version. I got hung up on ST Basic's slow speed, and the fact that you cannot (seemingly) double-nest subroutines.

So: my question:

Is there any Assembly language programmers out there who would be willing to devote some time to write a program compatible with at least TOS 1.4, to calculate PI using Borwein & Borwein's Quadratic formula?

Contact me E-mail.

I will port over to you the formula, and the text of my ST Basic attempt.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3382. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 02:06:32 UTC
From: rjung@netcom.com
Message-ID: <rjungCCLpux.Dup@netcom.com>
Source record: 201853
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <25t70k$9q4@tuegate.tue.nl> peter@stack.urc.tue.nl (Peter Korsten) writes:
>As you would probably suspect, I'm a bit more sceptical when I get
>information about a new Atari product. So when I read stuff like
>"64 bit architecture" (with an 68000?),

Two 64-bit RISC processors and a 64-bit data bus too. The 68000 is not the primary CPU, and only accesses the lower 16 bits of the bus.

>"55 MIPS" (just adding 27 + 27 + 1 ?!)

27.5 + 27.5, perhaps? It's a minor exaggeration, but technically correct, since the two RISC processors are operating in parallel.

>I throw out all the marketing hype (well, that *is*
>pretty impressive, to state the memory capacity in Megabits - this
>is 1993, you know, people use bytes these days)

Not in the video-gaming field they don't. B-) Go check out all the SNES and Sega Genesis cartridges in "8 megabits!", "16 megabits!", and "24 megabits!" plastered all over the packaging. When in Rome...

>and am left with the following:
>
>A Falcon, with some better graphics, no expandibilty to some real
>computer system, an 68000 instead of an 68030 and a neat graphics
>chip.
>
>Now I've seen a Falcon the other day. The display liked really great,
>as long as it didn't have to do animation and the sound was also
>pretty neat. So now I'm left with this question: what does this
>graphic chip really do? Atari's report on the Jaguar is useless,
>it's just some wow-man-this-is-really-it-now-buy-it piece of
>advertising and is utterly vague.

To quote largely from the official press release and other stuff, there's transparency, lighting, texture mapping, goroud shading, and morphing effects supported. If we assume the official stuff is not 100% imagination (Atari may exaggerate things, but they cannot out-and-out promise a feature that is not present), it's pretty impressive.

The only other real word comes from Andy Eddy, who says that his viewing of the Jaguar made it "comparable" to a 3DO, for 1/3rd the price. Given what the 3DO can do, that's no idle claim.

>Is the video chip an adapted version of something existant, like the
>DSP is an adapted version of the 56001?

Unconfirmed but widely-reported word is that the graphics chipset is a new design, by a European firm. This report comes largely from Jez San of Argonaut Software, who has no ties with Atari whatsoever and (theoretically) has no reason to make this up.

>Please, this is no attempt to bitch at Atari in any way. I just want
>some objective information on the Jaguar.

Until a EE guru hacks apart a Jaguar and dissects everything, the official word from Atari is the best we've got. Only advice is to take everything with a grain of salt and cut through the PR hype. Remember, one may exaggerate -- but one cannot flat-out lie...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3383. Re: Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 02:07:44 UTC
From: mauritz_c@spcuna.spc.edu
Message-ID: <CCLpwx.8z2@spcuna.spc.edu>
Source record: 201852

676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
: I've had no luck getting Quark XPress 3.1 to load onto my Mega STe w/4MB RAM
: using the notoriously flakey Spectre GCR Mac emulator. I have managed to load
: on Pagemaker 4.2 and Microsoft Word 4.0, but no luck with Quark. Has anyone
: out there had any luck with the Quark application? Supposedly, Quark is
: compatible with a Mac Plus (which Spectre GCR emulates), but no luck with mine.
: It crashes while loading.

Just out of curiosity, why would someone who can afford to spend
US$500+ on Quark Express not run it on a real Mac? Macs are getting
quite cheap and are great if you're serious about DTP. I use Quark
on my Quadra at work all the time and I find it indispensable.

Just curious.

Cheers,

Chris
--
-------------------------+----------------------------------
Christopher Mauritz | This space reserved for some
mauritz_c@spcvxa.spc.edu | future witty saying.
mauritz_c@spcvxe.spc.edu |

3384. Tape problem

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 02:19:09 UTC
From: sourada@iastate.edu
Message-ID: <sourada.746763549@vincent1.iastate.edu>
Source record: 201854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm new to the world of tape drives, so please help me out.

Here's my hardware:
1040 STe w/4MB RAM
ICD AdSCSI+ adaptor
Quantum LPS240S (SCSI 0, no parity, etc.)
Tandberg 3600 tape drive (SCSI 1, no parity)
ICD adaptor software
TapeBIOS tape drive

(There are no problems with the adapter or hard drive, that I know of)

The tape drive will do some stuff, like retension, rewind, make noise... But when I try to run tapetest from the TapeBIOS package, it gets to the write part, makes some noise, stops, and gives me some sense data. I decoded the sense data and it says "hardware error" (sense key #4). Sounds bad.

So am I doing something wrong, or is the drive messed up?

Thanks a lot,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3385. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 02:50:42 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25uea2INNlgj@golem.wcc.govt.nz>
Source record: 201856
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

```
] Unconfirmed but widely-reported word is that the graphics chipset is a
] design, by a European firm. This report comes largely from Jez San of
] Argonaut Software, who has no ties with Atari whatsoever and (theoretical
] has no reason to make this up.

The guy who wrote Star-Glider II, probably the fastest (and IMHO the Best)
3D-space-travel game for the ST. I'd be surprised if he'd just state
the existance of a chipset for the heck of it, I wonder when we are
actually going to get a decent review of the Jag'......

/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3386. Canon BJ10 or BJ200 Driver

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 02:55:29 UTC
From: palefox@u.washington.edu
Message-ID: <25uej1$ddk@news.u.washington.edu>
Source record: 201855

Just wondering, is such a driver available for the ST? If so where could
I find it? I checked in the Printing directory of a.a.u.e.

THanks!

Romeo Fahl

3387. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:01:47 UTC
From: rjung@netcom.com
Message-ID: <rjungCCLsEz.IIM@netcom.com>
Source record: 201858
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CCJxz1.7sH@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>In <1993Aug29.044216.22362@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>>> Then the console/TV could be the "galactic map", while the tactical
>>> screens would be the little Lynxen...
>>
>> Now, this *IS* A COOOOOOOOOOOOOOL IDEA! Someone should suggest ATARI!
>
>This is already planned, I found out that the Comlynx port is just for
>that, its not for " I'll play my lynx version of XXX, while you play
>your jaguar version"

To be honest, though, if the Jaguar can communicate with the Lynx via the "standard" ComLynx protocol (and it'd probably have to, in order to do what was mentioned above by Atari), there is no reason a Jaguar CAN'T be another Lynx in the chain.

Remember, the ComLynx port is just a communications medium. What gets sent over that port is controlled by software. And you can do a LOT with software.

What I'd like to see is a game released for both the Jaguar and the Lynx (say, SPACE BATTLE 3000 or whatever name you want). You can ComLynx the Lynx versions, you can ComLynx the Jaguar versions (if you can get two Jaguars in the same room, at any rate B-), you can ComLynx them together. The graphics and controls may differ, but the basic gameplay would be the same. Yowch.

And the Jaguar/Lynx/NetTrek idea sure isn't anything to scoff at...

--R.J.
B-)

P.S. And how about a Lynx adaptor for the Jaguar? Convert Lynx code to Jaguar display data, that's all. It'll be a blocky display, certainly, but if it's cheap enough, some people may go for it. Heck, the Jaguar is easily capable of doing everything the Lynx can do...

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3388. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:15:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>
Source record: 201676
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CCAG44.F0A@sdf.lonestar.org>, Evan Langlois writes:
> Has anyone gotten TOSWIN and Before Dawn both loaded as desk accs? If so, how?

Nope; if I try to load 2 or more ACCs, GEM dies with an Address Error
and MiNT exits (with exit code 2816). :-(

Before Dawn also locks up as soon as it tries to save the screen if
there's a mouse accelarator loaded (!). This could just be my system,
but it happens with both maccel3 and SilkMouse (my favourite).

My system is pretty vanilla as far as OSs are concerned. TOS 1.04, 4M
of RAM, monochrome.
--
------------------==----------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3389. Re: Hermes vs MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:22:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.kE9NdyVzMqo@semprini.tdkcs.waterloo.on.ca>
Source record: 201677

In <H.eg.nE62eoJq6bQ@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

[Only bozos reply to their own messages. :-)]

> In <25lo9gINNb00@xs4all.hacktic.nl>, Gijs Bok writes:
> > I think that's the only problem.
> > When I brought this to Martin's attention, he said that the writer
> > of UUCICO is to "blame". He does not feel it is part of the Hermes
> > software. The writer is to be found in the docs somewhere.
>
> I'll be trying a newer uucico as soon as I get it (probably Monday); I'm
> also going to see if I can't turn up some uucico source code... I don't
> like the fact that the current uucico is done is written in GFA-BASIC.
>
> If I can get this to work nicely under MiNT, I'll be real happy; uucp
> practically needs a minixfs to run at a decent speed. And I'll be able
> to play NetHack while polling... ;-)

So, I grabbed Taylor UUCP today from atari.archive (well, wuarchive
actually), and swapped the Hermes 1.10 uucico for the Taylor uucico;
guess what, uucico never gets executed! uuwork tries to create
\uucico.par, which it _can't_, since \ is u:\! The error generated is
in uuwork.c (though I wasn't smart enough to write down the line
number).

Pity. I really wanted to use the minixfs for my uucp; I'll have to go
through the growing pains of converting to Taylor UUCP and finding elm
and nn ports. Ah well, I'm sure the extra speed and free-form filenames
will be worth it (hope it doesn't take me too long to weed out the
programs that don't run well with MiNT loaded).
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3390. Re: MiNT slower than TOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:28:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.yO8n3m8zU6Y@semprini.tdkcs.waterloo.on.ca>
Source record: 201674

In <A3465@MS.maus.de>, Julian Reschke writes:
> In article <25d8ah$j7@sol.ctr.columbia.edu>, Simon Gornall
> (sjg@phlim.ph.kcl.ac.uk)
> wrote:
> >As for why futils are slow, that's because of the way they're written
> >(unless thi shas changed since I last looked). They were written to
> >take advantage of un*x systems filesystem buffering, so that they read
> >and write a byte at a time, and leave it up to the os to buffer that
> >into large enough chunks to be efficient. Neither MiNT nor TOS do this
> >efficiently yet.
>
> That wouldn't explain the differences for `rm'.
>
> Anyway. I can't believe that there is an operating system where it's faster
> to write 1000 times one byte instead of writing them with one single call.

Under tcsh at least, an "rm *" will take forever (under a TOS filesystem)
with lots of files due to the excess overheard; tcsh does a zillion
calls to the MiNT kernel to convert "*" into filenames, and then convert
those filenames into real paths. I think. :)

My /var/spool/news/control directory had about 2,000 < 1k files in it
due to someone going berserk cancelling messages (not quite an ARMM, but
hey...); it was taking longer than 10 minutes to get from typing "rm *"
to the point where rm.ttp was actually loading. I was watching top in
another window and killed the "rm *" attempt after 10 minutes or so.
The DOS filesystem dies a very slow and horrible death when you write a
lot of files into one directory.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3391. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:31:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
Source record: 201678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <25no11$99k@wsinis01.info.win.tue.nl>, Pieter C. Filius writes:
> My subject line pretty much says it all:
>
> Is anyone into porting ST software to MS-DOS ?
>
> Ehr. Darn. I'm afraid that's it.

Ew, yuck. It'd be a rather hellish mess; after all, things that we take for granted (flat memory, being able to access > 640k, etc) are either difficult or really, really arcane under DOS. Segments (yah, I like looking at those 1M image arrays in 64k chunks...) and the famous 640k limit (actually a 1088k limit these days) are death.

Try OS/2 or linux; it'll make life much easier (well, Linux sure won't, unless you know much about unix systems administration... I sure don't).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3392. Re: Why is all rubbish moving back to this group again?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 03:38:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg._ISKO0aDLXs@semprini.tdkcs.waterloo.on.ca>
Source record: 201675

In <CCFB63.716@cbnews.cb.att.com>, Grue writes:
> >>P.S. Not interested in the Jaguar? You should be, the future of Atari rests in
> >>Jaguar's paws.
> >>
> >
> >I have never believed any speculations about Atari (and especially about
> >the future). If I had, I would probably own a 486 right now, instead
> >of the beauty (TT) that's on my desk at home.
>
> What speculations? They're pumping all of their money into the Jaguar. You
> should pay attention to the world around you.

It seems evident to me that they will never release another home
computer; the Falcon is a last hurrah to allow Atari to develop for
their own console-to-be without having to support Apple or the clones.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3393. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 04:08:18 UTC
From: rjung@netcom.com
Message-ID: <rjungCCLvHu.n4A@netcom.com>
Source record: 201860
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

In article <25uea2INNlgj@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>I wonder when we are
>actually going to get a decent review of the Jag'......

Well, the odds are good that a Jaguar will be shown at the Glendale Atari Faire in September. I'm definitely going -- I've been to all the others, to pick up the latest Lynx news -- and if I get my mitts on a machine, you can bet I'll give it the fifth degree. Along with any other news, natch.

And maybe I can corralle a bunch of folks into a ComLynx mania session. Last year there was a wild bout of four-player WARBIRDS, and Howard Chu plays a mean game of SLIME WORLD...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
---------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3394. Re: Fair price for used Megafile 30 HD?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 04:09:56 UTC
From: zap@eskimo.com
Message-ID: <CCLvEs.DDK@eskimo.com>
Source record: 201893

For what it's worth, I spent over 500.00 for a 30 meg drive 2 years ago. I hope you can do better than I. Good luck!

--

```
__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com
```

3395. Atari Minix 1.5 For Sale $40US

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 05:04:53 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CCLy46.5yr@watserv1.uwaterloo.ca>
Source record: 201864
Cross-posted to: comp.sys.atari.st,comp.os.minix

I am selling my copy of Minix for the Atari St. It is version 1.5
with the original disks and bindered manual. I am asking for $40US.

brett maraldo
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3396. Printer help!!

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 05:52:38 UTC
From: ruffus@tartarus.uwa.edu.au
Message-ID: <25uov6$q1@uniwa.uwa.edu.au>
Source record: 201866

Hiya guys,

I've got this Epson LX-80 printer I just bought of a mate of mine. He used it on His PC so I saw it working and everything. I attached it to my 1040ST , and went to eagerly print something, and nothing happens!!!! I ran Degas Elite (with the correct driver set) and I just did nothing when I came to print. I've havent got the manual for the printer, so I dont know how to set the DIP switches. If anyone out there has or Had a Epson LX-80 on there ST , can you please tell us how to set up the printer for it!! :)

Heaps of Thanx in Advance!!

Nasir ;)
--
* "What America's Cup??" | "My mistress eyes are Nothing Like the Sun" *
* _+-_|\ | William Shakespear *
* / \ | Nasir David at the... *
* Perth , W.A ----> _.--._/ | University Of Western Australia. *

3397. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 05:57:15 UTC
From: rixcat@rider.UUCP
Message-ID: <1416@rider.UUCP>
Source record: 201869
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
Rick Detlefsen
rixcat@rider.cactus.org
```

3398. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 06:04:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <25upmb$cdi@cville-srv.wam.umd.edu>
Source record: 201865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug31.012412.22120@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:
>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>'000 (what a moniker!) for compatibility's (and probably simplicity's :))
>>sake.
>
>Once again we have some naive idiot running around pretending to know
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Darek, you sure know how to make a sale.

I give you a coherent set of arguments, rationally, for why your product
is maybe not quite as peachy keen as you make it out to be, and blam! I'm
an idiot.

(maybe it is just me, but why should anyone buy a product from someone
who stoops to personal attacks the moment their product is criticized?)

>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know. True that in the rights hands, like Apple or Amiga,
>the 68030 can do some amazing things compared to the 68000. In the hands
>of Atari, the 68030 is just used as a fast 68000. So whether you have a

Well is it? We all know the Falcon has a '030 attached via a 16-bit bus
to the memory. Unless we use a 3rd party board, we can't use FastRAM to
get 32-bit access via the CPU.

But in no way have I seen any benchmarks that show a Falcon running in
ST graphics modes to run the same speed as a comparable 68000.

>16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.
>
>Explain to me why emulating a 68030 would improve things? As was already
^^

Well, Darek, since YOU are such an idiot, let me lay it out for you in simple
terms.

For one thing, you are the one claiming you are offering a machine as fast
as a Falcon.

According to your own mailing, it's not.

Your GEMulator runs as fast as a 16mhz 68000 on a 50mhz 486 machine.

You're full of it if you think that we're all supposed to believe it is going to perform as well as a Falcon.

The only time it should come even close to Falcon performance when number crunching should be when the graphics chip is stealing tons of time from the CPU.

My point, Darek, if you would pay attention, which apparently is not your strong suit as you think you know it all... is that the Falcon should be able to consistently outperform what YOU claim your emulator runs like: a 16mhz 68000.

I am not suggesting in any way, shape, or form that you need to make a 68030 emulator. What I am saying is that if a user wants raw speed, they would need a high-end PC (486/50 or better) to equal a lowly Mega STe or slightly better.

My point is that if a user wants a fast Atari system, they would do better to get a TT or Falcon because GEMulator wouldn't offer the same speed increase on their current ST software as those machines would unless you ran it on a Pentium.

Have you priced Pentiums lately, Darek?

Also, if you weren't too busy turning into a major asshole, you would have noticed I advocated your GEMulator as being more flexible, and I *thought* I had offered only constructive criticism.

If you can't handle it, then that's your problem.

>explained to your buddy Warwick a few days ago, there is a lot of Atari ST
>software out there that flat out does not run on a 68020 or 68030 without
>having to be patched or re-written. Programs like Tempus, Magic Sac,
>ST Xformer, most AUTO folder programs, a lot of older programs such as
>those written with GFA Basic, etc. So when you buy a TT or Falcon you
>can kiss a good chunk of the Atari ST software base goodbye.

And when we buy a GEMulator we're giving up our money to a no-name 3rd party company that may or may not be committed to the "idiots" who buy their product, right?

>
>So what do you want? A 68030 emulator for the sake of emulating a 68030,
>or something that's compatible with Atari ST software? In your naive world
>all you know is "68030 good, 68000 bad" and I think you need to stop and
>rethink that.
>

Darek, if you even read this post this far, I hope you realize that I've been running on a 16mhz 68000 since late 1990. I've got a close friend whose system is based on the Fast Tech 25mhz 68000 system. We've both seen Falcons and TTs and our systems aren't even close in performance.

If your GEMulator, at best, does the same performance as his 25mhz 68000, and we see for a fact that a 25mhz 68000 can't match up to those machines,

how can you claim GEMulator is anything more than a painfully slow emulator
which needs an incredibly fast CPU to make it even tolerable to use?

>It's bad enough that for years Atari gave minimal support to developers
>regarding anything about the ST, leaving it up to them to reverse engineer
>things and write hardware or 68000 dependent code, but then they come out
>with 68030 based machines and surprise, surprise, half the stuff doesn't run!
>The 24BIT.PRG utility helps matters in a few cases but not all. For example,
>it allows Tempus to go from crashing at load time to crashing at exit time.
>
>The bottom line: you're better off with a fast 68000 than a 68030 chip as
>far as running Atari software goes.
>

As far as running OLD Atari software.

>Also, you would seem to imply that there is something you'd be able to do
>with a 68030 that you can't on a 68000? Like, is there some special version
>of Calamus that only runs on the 68030? A special version of Word Writer?
>Of anything? Hardly.
>

GNU C. :) Ever used the -m68030 option? :)

>You're confusing the issue of speed with the issue of processor. Yes, a
>16 Mhz 68030 is faster than an 8 Mhz 68000. Duh! Not much faster than a
>16 Mhz 68000 though. Certainly a lot less compatible as far as Atari ST
>software goes. On a fast PC Gemulator gives you 68000 emulation at the
^^
>speed of a 68030. Speed AND compatibility. Oooh, what a concept. Pinch me
^^^^^^^^^^^^^^^^^^

If a 486/50 runs GEMulator at 16mhz 68000 speeds, I'd love to see this. :)

>I must be dreaming.

You are. :)

3399. Re: Canon BJ10 or BJ200 Driver

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 06:17:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.619303@cix.compulink.co.uk>
Source record: 201873

In article <25uej1$ddk@news.u.washington.edu>, palefox@u.washington.edu (Romeo Fahl) writes:
>
>Just wondering, is such a driver available for the ST? If so where could
>I find it? I checked in the Printing directory of a.a.u.e.
>
It depends on the program you want to print from. There are drivers
available for GDOS, First Word and others.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3400. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 06:34:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <25ure2$kk2@elroy.jpl.nasa.gov>
Source record: 201867
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

In article <rjungCCLvHu.n4A@netcom.com>,
Robert A. Jung <rjung@netcom.com> wrote:
> Well, the odds are good that a Jaguar will be shown at the Glendale Atari
>Faire in September. I'm definitely going -- I've been to all the others,
>to pick up the latest Lynx news -- and if I get my mitts on a machine, you
>can bet I'll give it the fifth degree. Along with any other news, natch.
>
> And maybe I can corralle a bunch of folks into a ComLynx mania session.
>Last year there was a wild bout of four-player WARBIRDS, and Howard Chu
>plays a mean game of SLIME WORLD...

Heh heh... And I'll see ya there again if you're up for a rematch.
I hadn't heard about the Jaguar appearing at Glendale, but hey, even
better.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3401. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 07:10:22 UTC
From: tehyang@aludra.usc.edu
Message-ID: <25utgu$ljv@aludra.usc.edu>
Source record: 201868
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

In article <25ure2$kk2@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <rjungCCLvHu.n4A@netcom.com>,
>Robert A. Jung <rjung@netcom.com> wrote:
>> Well, the odds are good that a Jaguar will be shown at the Glendale Atari
>>Faire in September. I'm definitely going -- I've been to all the others,

Can someone please tell me the specific place and time for the Glendale Atari
Faire? I would like to go check out the Jaguar.....

-TK

3402. Re: Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 07:15:47 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.746781347@spoetnix.idca.tds.philips.nl>
Source record: 201872

mauritz_c@spcuna.spc.edu (Chris Mauritz) writes:

>676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
>: I've had no luck getting Quark XPress 3.1 to load onto my Mega STe w/4MB RAM
>: using the notoriously flakey Spectre GCR Mac emulator. I have managed to load
>: on Pagemaker 4.2 and Microsoft Word 4.0, but no luck with Quark. Has anyone
>: out there had any luck with the Quark application? Supposedly, Quark is
>: compatible with a Mac Plus (which Spectre GCR emulates), but no luck with mine.
>: It crashes while loading.

Xpress 3.0 works on a Spectre. Have seen it working.. Dunno about 3.1

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

3403. Kyrillic font

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 07:17:34 UTC
From: mike@bsun8.zfe.siemens.de
Message-ID: <CCM49B.78A@ztivax.zfe.siemens.de>
Source record: 201870

Hi!
Does someone of you know where I can get a kyrillic font which I can use in a gem-program?

bye, mike :-)

****
*** hierarchical systems are for files ***
********** and not for humans **********
****
******* mike@bsun11.zfe.siemens.de *******
****

3404. Re: Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 07:21:44 UTC
From: lordthan@news.delphi.com
Message-ID: <25uu68$ipg@news.delphi.com>
Source record: 201871

mauritz_c@spcuna.spc.edu (Chris Mauritz) writes:

>676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
>: I've had no luck getting Quark XPress 3.1 to load onto my Mega STe w/4MB RAM
>: using the notoriously flakey Spectre GCR Mac emulator. I have managed to load
>: on Pagemaker 4.2 and Microsoft Word 4.0, but no luck with Quark. Has anyone
>: out there had any luck with the Quark application? Supposedly, Quark is
>: compatible with a Mac Plus (which Spectre GCR emulates), but no luck with mine.
>: It crashes while loading.

>Just out of curiosity, why would someone who can afford to spend
>US$500+ on Quark Express not run it on a real Mac? Macs are getting
>quite cheap and are great if you're serious about DTP. I use Quark
>on my Quadra at work all the time and I find it indispensable.

Considering the fact that he also claims to have run MS Word ($295) and
PageMaker ($579), do you *really* think he has a legal copy of XPress
($599)? Or any of the other programs he mentions? Let's not be naive.
There are some people (like myself) who purchased XPress for their Macs,
and then there are others who can't be bothered.

3405. Re: Mint, what do I need?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 08:01:23 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug31.080123.2304@praxis.co.uk>
Source record: 201895

psurge@cs.utexas.edu (Troy Carpenter) writes:

>I have a Mega STe with 4 megs. I have wanted to try Mint for some time now,
>so I need to know what files I need and what I will have to do to get the
>system running. I would like to get version 1.08 up ASAP, but I understand
>if it would be easier to install an older one and move up into 1.08.

>Keep in mind I have none of the GNU stuff, so I am basically starting from the
>ground floor on this. I have been using Gulam for some time and would like
>to have more of a feel of my Unix account.

>Also tell me how MiNT does with GEM programs. I would IDEALLY like to run
>SLIP in a window in the background (which is a TOS program) and be free to
>run GEM programs in the foreground, maybe even multitask the GEM programs,
>but that is not neccessary.

If that's all you want to do you could get the MiNT 0.95 binaries and
TOSWIN. They would allow you to do this with no trouble as you don't
need to compile anything. Then, you can start setting up the GNU
stuff... in about a month you should be ready to compile MiNT 1.xx ;-)

>Thanks
Your welcome.

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

3406. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 08:31:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCM7oy.1F7@cs.bham.ac.uk>
Source record: 201874

In article <746219184snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>In article <CC9A2n.4qn@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>
>>Version 5.6 is just about out now. It (the adverts say) supports
>>Falcons, M-TOS, Speedo, NVDI (huh?)
>
>NVDI's vq_scrninfo & offscreen bitmap stuff. vq_scrninfo is just the call
>you always needed to roll your own device specific rasters in a portable
>manner (which if you're doing hi/true color work is essential, since there
>is no device independent TC raster).
>

I just got NVDI 2.5 today, and indeed noticed the extra calls :-)

Can't we use MEMORY.SYS for offscreen bitmaps instead...?

--Chris

3407. Need Modem program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 09:10:22 UTC
From: beloved@cats.ucsc.edu
Message-ID: <25v4huINNqc0@darkstar.UCSC.EDU>
Source record: 201875

Is there anyone who knows where I can get a modem program for my atari STe?
I sold my old Atari and the disk that had the terminal program on it.

If anyone knows how via FTP I can get one, please let me know, thanks.

beloved@am.ucsc.edu

3408. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 09:38:33 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CCMAsB.6vy@cbnewse.cb.att.com>
Source record: 201877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug31.012412.22120@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>'000 (what a moniker!) for compatibility's (and probably simplicity's
>> :)) sake.
>
>Once again we have some naive idiot running around pretending to know
>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know.
the rest of Darek's defense deleted

IMHO yet once again we see the endearing qualities of Derek on display.
Why should anyone want to buy any product offered by a person with such
a customer conscious attitude? What? Why should the customer get what
they want? Wayne
****
Obviously these are just my opinions.
****

3409. GEM-View (UPDATE -> 2.46)

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 10:21:26 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <25v8n6$p8p@fbi-news.informatik.uni-dortmund.de>
Source record: 201878

Hi,

i have upload GEM-View version 2.46 today (Tue 8/31/93), please wait one
day before download:

o ftp.Germany.eu.net
o atari.archive.umich.edu
o ftp.uni-muenster.de
o ftp.tu-clausthal.de
o ftp.tu.berlin.de

CHANGES:

- [2.46]:
o minor changes
o better redraw after clipping
o Supports the extended ARROW-Messages (WINX 2.1)
o Bug in Online-Brighten fixed
o Bug in Scrolling fixed
o Bug in rotated PCDs fixed

- [2.45]:
o Safes desktop colors if you invert color images, too.
o Compress colormap faster.
o Bug in ZOOM fixed, SORRY!
o After clipping the size of the picture will changed in title.
o Includes SNAPSHOT.ACC, again!

- [2.44]:
o The DSP-JPEG-Decoder can switched off. Why?
o While loding JPEG images with DSP, the image can converted
to a 256 level greyscale image. (both in GLOBAL-Dialog).
o Faster transform into standard format
o Don't use the first 16 colors (desktop colors) if possible.
If you want to safe your first 16 colors allways, please
set colors to 240 in the PRESET-Dialog (^F).
Now save your new configuration with (<ALT>Z).

- [2.43]:
o changing SMALLER-gadget to the newest version of Multi-TOS
o Ignores an bug in METADOS2 (CD-ROM) in FSEEK()

| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +----------------------------+
| | With a rubber duck :-) |

```
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------------+-----------------------------
```

3410. Re: Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 10:45:49 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1993Aug31.104549.498@rhrk.uni-kl.de>
Source record: 201879

mauritz_c@spcuna.spc.edu (Chris Mauritz) writes:

>676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
>: I've had no luck getting Quark XPress 3.1 to load onto my Mega STe w/4MB RAM
>: using the notoriously flakey Spectre GCR Mac emulator. I have managed to load
>: on Pagemaker 4.2 and Microsoft Word 4.0, but no luck with Quark. Has anyone
>: out there had any luck with the Quark application? Supposedly, Quark is
>: compatible with a Mac Plus (which Spectre GCR emulates), but no luck with mine.
>: It crashes while loading.

>US$500+ on Quark Express not run it on a real Mac? Macs are getting
>quite cheap and are great if you're serious about DTP. I use Quark
^^^^^^^^^^^^^^^^
Use Calamus SL (the better one)

>Chris

Gunther

3411. LINUX for the TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 10:50:56 UTC
From: se_allma@chef.uwe.ac.uk
Message-ID: <1993Aug31.105056.27409@pat.uwe.ac.uk>
Source record: 201880

Just thought i would ask is anyone doing a port of linux for the
TT/Falcon etc..
As this would be very interesting.
Let me know if anyone knows.

Thanks,
Steve
University of West of England
Bristol

3412. Re: how do you flush midi port on st [?]

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 11:19:27 UTC
From: em09@liverpool.ac.uk
Message-ID: <CCMFGH.2vE@liverpool.ac.uk>
Source record: 201887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jacob@max.cc.brandeis.edu wrote:

: i'm trying to write a few simple midi programs for my atari st
: using lattice c 5.5 and i can't find any call in the libraries
: that flushes the midi port (the reason i want to flush it is that

How about: while(Bconstat(3)) Bconin(3) ;
?
--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

3413. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 11:37:09 UTC
From: peter@stack.urc.tue.nl
Message-ID: <25vd55$f18@tuegate.tue.nl>
Source record: 201882
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

Robert A. Jung (rjung@netcom.com) wrote:

| The only other real word comes from Andy Eddy, who says that his viewing of
| the Jaguar made it "comparable" to a 3DO, for 1/3rd the price. Given what the
| 3DO can do, that's no idle claim.

Please keep in mind that the 3DO has a (double speed? anyone?) CD-ROM drive
on board, just like the Amiga CD32. Opinions may differ, but I think that
the CD will become the media of the future and will replace cartridges within
a few years. They're cheap, they're impossible to copy (unless 600 Mb optical
discs would cost less than two bucks) and you can put all sorts of data
on it: audio, video and software. Let's just hope that the omission of a
standard CD drive isn't a mistake. If you were a simple customer and wanted
to buy a games console for your kids, you could choose between the CD32
and the Jaguar and you saw that games for the CD32 are half the price,
what would you buy? YOU are the one who gets to buy the software...

Peter.
--
Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
"I'll never let you see the way my broken heart is hurting me
I've got my pride and I know how to hide all the sorrow and pain
I'll do my crying in the rain." A-Ha, "Crying in the rain"

3414. ICD BBS phone number

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 12:05:40 UTC
From: ggranger@bithevn.ersys.edmonton.ab.ca
Message-ID: <H.eg.Glyfw1aRZLI@bithevn.ersys.edmonton.ab.ca>
Source record: 201530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently purchased an 85 meg ST296N w/ICD host adapter, but have an older version of the host software. I would like to phone the BBS to get the latest version of the software. If anybody has the phone number to their BBS, I would greatly appreciate it if they could give me their phone number.

Adv/Thx/ance,
--

```
=========================================================================
| Gregeory C. (Greg) Granger | |
| GGranger@bithevn.ersys.edmonton.ab.ca | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

3415. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 12:14:54 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Aug31.121454.43329@rchland.ibm.com>
Source record: 201756

In article <25t70k$9q4@tuegate.tue.nl>, peter@stack.urc.tue.nl (Peter Korsten) writes:

[Jaguar possible de-hype talk deleted]

|>
|> Peter.
|> --
|> Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
|> "I'll never let you see the way my broken heart is hurting me
|> I've got my pride and I know how to hide all the sorrow and pain
|> I'll do my crying in the rain." A-Ha, "Crying in the rain"

Peter, I have to agree with you. Considering how things can go,
and that now we see a 68000 as the CPU I wonder too. I'll like to
see a demo of the Jaguar doing real-time surface mapping, and one
thing I would truly like to see is actual benchmark of surface mapped
objects/speed, etc.

About the 'object processor' I'll like to see how 'many sprites you can program
in it' and stuff like that.

Specs look great, but maybe there's tons of hype in it (maybe not).

No flames guys, we have to be objective here. I am one of the first
to talk about the Jaguar favorably (with an Amiga :-))

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3416. Re: GEM-View (UPDATE -> 2.46)

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 12:17:51 UTC
From: hesche@cachalot.cs.tu-berlin.de
Message-ID: <25vc1f$n92@news.cs.tu-berlin.de>
Source record: 201881

> i have upload GEM-View version 2.46 today (Tue 8/31/93), please wait one
> day before download:

Thanks Dieter.

> o ftp.tu.berlin.de

Not the right adress. Correct is: ftp.cs.tu-berlin.de (130.149.17.7,
mail-server@cs.tu-berlin.de). pub/atari/graphic/Gemview:
-rw-rw-r-- 1 hesche atarimod 357849 Aug 31 12:52 gvw_v246.pax

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

3417. MSX diskcopy on ST?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 12:23:52 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Aug31.122352.15826@ifi.uio.no>
Source record: 201883

Is there anyone who knows of (or knows how to make) a program that can copy
MSX-DOS formatted disks on the Atari ST/STE machines?
The reason for this is that I have a YAMAHA TX-16W sampler that uses this
format, and I'd like to make copies of my disks/sound files easier/faster
than using the utilities in the sampler itself.
I need a program for the ST that can;

- Format MSX DOS (720K 3.5" disks)
- Copy a whole MSX disks
- Copy individual files from/to MSX disks

Anybody?

hallvart@ifi.uio.no

3418. Re: Tape problem

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 12:31:05 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug31.123105.21861@nrtpa038.bnr.ca>
Source record: 201886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <sourada.746763549@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
|> I'm new to the world of tape drives, so please help me out.
|>
|> Here's my hardware:
|> 1040 STe w/4MB RAM
|> ICD AdSCSI+ adaptor
|> Quantum LPS240S (SCSI 0, no parity, etc.)
|> Tandberg 3600 tape drive (SCSI 1, no parity)
|> ICD adaptor software
|> TapeBIOS tape drive
|>
|> (There are no problems with the adapter or hard drive, that I know of)
|>
|> The tape drive will do some stuff, like retension, rewind, make noise... But
|> when I try to run tapetest from the TapeBIOS package, it gets to the write
|> part, makes some noise, stops, and gives me some sense data. I decoded the
|> sense data and it says "hardware error" (sense key #4). Sounds bad.
|>
|> So am I doing something wrong, or is the drive messed up?
|>
|>

You may not be doing anything wrong. Get a copy of the ICD's program SCSI.PRG. It will allow you to manually send commands to your SCSI tape drive, use the source from tapeBIOS to figure out the format of the commands. If this works then there is most likely 1) a timing problem or 2) an incompatability between TapeBIOS and the ICD firmware.

If the problem is an incompatability then you will need to change TapeBIOS to use the ICD hardware driver instead of it's own. I can send you some files that may help. (If you have Turbo/Pure C and Assembler)

|> Thanks a lot,
|> Steven Ourada
|>

Your welcome
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

3419. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 13:29:46 UTC
From: farren@netcom.com
Message-ID: <farrenCCMLHn.7G6@netcom.com>
Source record: 201888
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

wilsont@rahul.net (Timothy Wilson) writes:

>In <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren) writes:

>>wilsont@rahul.net (Timothy Wilson) [me] wrote:

>>>Sorry, the 68000 doesn't even have to be used! its not the controller,
>>>its just another chip you can use if you so wish.
>>It's not the controller? Then what is?

>Its in the delphi conference, spelled out by Richard Millar.
>(Through bob brodie, who relayed the question to him)

Where can I find the delphi conference?

>The 68000 is present, its listed as "co-processor".
>Read the delphi conference. from the way it sounds, the 68000 is told
>what to do.

This makes no sense whatsoever. What is that supposed to mean? On
one level or another, *every* processor is "told what to do". Some of
them are told by their memories, some of them are told by their interrupts,
some of them are told by their internal circuitry. "told what to do"
is rather meaningless, IMHO.

The question is: which of the two (or possibly three) of the Jaguar's
co-processors (as they all are, in most senses) is going to be used
as the controlling CPU? Which one is going to be responsible for
coordinating and running the system as a whole - and thus, be the major
bottleneck for all operations? My money is on the 68000, for all the
reasons I've stated before.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3420. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 14:52:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug31.145237.9007@newshost.lanl.gov>
Source record: 201889

In article ljv@aludra.usc.edu, tehyang@aludra.usc.edu (Teh Kao Yang) writes:
>
>Can someone please tell me the specific place and time for the Glendale Atari
>Faire? I would like to go check out the Jaguar.....

The 7th Glendale AtariFaire will be held Saturday and Sunday, September 18-19, at the Glendale Civic Auditorium in non other than Glendale, California (where else?).

Sorry, I don't have the other info right now. I'll try to repost the Glendale press release tomorrow.

And due to a last minute change in schedules, it looks like FAIR DINKUM TECH will be attending the Glendale Show after all. Stop by for a visit so I can then associate a face with an email address. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3421. optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 15:54:31 UTC
From: porbe@csv.warwick.ac.uk
Message-ID: <25vs7n$3l0@sage.csv.warwick.ac.uk>
Source record: 201890

Greetings! I am currently writing a BASIC compiler that will run on
the Atari's. It will be compile GFA and HiSoft BASIC programs. However,
compiled code will run considerably faster, several times at least (my
first benchmark tested the maths and was 12 times faster than GFA.)
Also, programs will take up less memory. I would be grateful for ANY
feedback from you folks. It would be a bit pointless my writing something
that nobody wants! It might be a good idea to include games writing stuff.
Perhaps I could sell it as an optimising compiler? If so, how much would
you be prepared to pay for it? What improvements would you like to see?
Sorry about this blatant market research, but I'm a desperate man!

Best Wishes,
Mark.

P.S Programming I can just about handle,
but all this sales and marketing
stuff turns my brain to lime jelly!

3422. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 15:56:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <25vsbk$7is@cville-srv.wam.umd.edu>
Source record: 201891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <CCMAsB.6vy@cbnewse.cb.att.com>,
wayne.a.booth <trek@cbnewse.cb.att.com> wrote:
>In article <1993Aug31.012412.22120@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>>'000 (what a moniker!) for compatibility's (and probably simplicity's
>>> :)) sake.
>>
>>Once again we have some naive idiot running around pretending to know
>>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>>keeps telling him that. But he doesn't say why it's better because he
>>doesn't really know.
> the rest of Darek's defense deleted
>
>IMHO yet once again we see the endearing qualities of Derek on display.
>Why should anyone want to buy any product offered by a person with such
>a customer conscious attitude? What? Why should the customer get what
>they want? Wayne

Well, I have to score one for Atari here... never had anyone there call me
an idiot publicly if I criticized one of their products.

Actually, Darek never addressed some of my other potential criticisms to
GEMulator, namely:

- lack of MIDI support
(i think i've made a case that MIDI users spend as much $$$ on their
software as the DTP users he aimed for with GEMulator)

- no guarantee that the product will be upgraded
(this WAS a trivial concern initially, but now... if he is so fickle, how
can anyone be sure he won't just have PMS and drop the product next
week because he feels irritated?)

- the fact that GEMulator requires a 50mhz 486 to run 2X the speed of a
stock ST makes it obvious (to me, at least) that a power-user who wants
a "faster ST" for things like, say, the GNU compilers or anything of that
ilk, might be better off with a TT (which can run 3-6 times faster than
an ST) or even a Falcon. And either way, they also get "bonus" hardware
(like stereo sound, localtalk ports, > 8MB limit, newer TOS version(s),
the 56001 DSP (Falcon), et. al.) which GEMulator doesn't emulate.

However, even if Darek has been a bit of a net-jerk, I have to say I think
GEMulator is a nice job of programming (sounds like it must have been hell

to do), but I just think both the product (and perhaps its author? :)) need to mature a bit in order to appeal to a wider base of users.

3423. MiNT OK, now CS-TeX -> problem

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 16:26:32 UTC
From: d70@nikhef.nl
Message-ID: <2416@nikhefh.nikhef.nl>
Source record: 201894

I managed to install MiNT on my 3 MB 1040 STf + Mf 30, and now I want
a newer TeX than I had before, so I got CS-TeX 4.0, and tried the
install.prg which comes with it, but I can't say it works very well:
it askes whether I want to abort it over-and-over-again.

I don't think I'm supposed to click 'NO' buttons all evening to have
this stuff installed, so what should I do? Install it manually? Is
it obvious where to put it then (/tex I assume)?
Will I run into more problems then?

Bram
--

Bram Bouwens <Bram.Bouwens@nikhef.nl>
NIKHEF-H, National Institute for Nuclear and High-Energy Physics
Kruislaan 409; P.O. Box 41882, NL-1009 DB Amsterdam
Phone: +31 20 592 5011, home: +31 20 6956831, fax: +31 20 592 5155

3424. Mint Question (1.08)

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 16:32:45 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug31.163245.156594@zeus.calpoly.edu>
Source record: 201892

I compiled Mint 1.08 about two weeks ago. I was advised to name it "MINTNP.PRG" instead of "MINT.PRG".

I have not done this, because I don't see why. According to the docs with mint, if you call it mintnp, it does not load the MultiTos Kernal. Why on earth would I want to do that?

I will go try it once. But someone who knows please explain. Is Mint 1.08 equivalent to MultiTos? It is now copyrighted by Atari (it says MultiTos kernal (c) Atari 1993). If you rename it "mintnp" does the kernal not load?

It seems to imply that if you dont have the MultiTos kernal, call it mintnp. But this also does not make sense to me. It seems to BE the MultiTos kernal (or at least include it).

Please reply in email. I will post the result, as I assume at least one other person in the world is confused about this.

Thank you,

Mike

3425. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 16:36:02 UTC
From: spacey@kauri.vuw.ac.nz
Message-ID: <SPACEY.93Aug31163602@kauri.kauri.vuw.ac.nz>
Source record: 201862
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <25uea2INNlgj@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve W) writes:

The guy who wrote Star-Glider II, probably the fastest (and IMHO the Best)
3D-space-travel game for the ST. I'd be surprised if he'd just state
the existance of a chipset for the heck of it, I wonder when we are
actually going to get a decent review of the Jag'......

Argonaut were responsible for several amiga/st games. but more recently they
have received quite a bit of attention for Starfox on the SNES which uses
the widely talked about FX chip for handling vector gfx, bitmap scaling etc
etc. Also, the FX chip is 32 bit RISC, which sounds similar to the proposed
Jaguar gfx chipset.

Mike

--
=-=-=-

3426. Re: Details wanted about Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 16:40:42 UTC
From: crissman@btree.uucp
Message-ID: <1993Aug31.164042.14157@btree.uucp>
Source record: 201753

In article <4gTgeE200aw=FM3Ep3@andrew.cmu.edu> Jinlung Fung <jf4y+@andrew.cmu.edu> writes:
>I am looking forward eagerly to try out the speed of the Falcon as well
>as the DSP chip. Hope that I can know more and get one soon though.
>

I finally got to play with one over the weekend at Computer Plus in
Chula Vista -- it's quite a package! It was running the Melbourne
demo that shows off the graphics, sound, and productivity applications
most effectively! There's no doubt that there's a Falcon in my future,
it's just a matter of how long it will take to save up the shekels....

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Brooktree Scheduled Shutdown: Both offices and plant will be closed *
* from August 30, 1993 to (and including) September 6, 1993. Vacation! *
*************************************************************************
--
```

3427. Spectre 3.1 anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 16:56:15 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Aug31.165615.18683@news.unige.ch>
Source record: 201896

I just saw a mention that Quark works with Spectre 3.0 "dunno
about 3.1 though";
Did I miss something? Has it come it out? Or does anybody know
a launch date? (__Please___ don't start knocking Dave Small again!!)

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

3428. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 17:24:54 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Aug31.112454.20970@levels.unisa.edu.au>
Source record: 201876

In article <1993Aug24.190524.118508@zeus.calpoly.edu>, mcookson@flute.calpoly.edu (Mark Cookson) writes:
> In article <A41663@m4.maus.de>, Achim Wilhelm <Achim_Wilhelm@m4.maus.de> wrote:
>>M>TOS 4.04 - 2 chip set - for FALCON
>>Are you shure? My FALCON definitely has only *one* ROM. The equal EPROM-type is
>>a 27C4096, for example a HN27C4096CC-10. This one I'm using with my TOS 4.04.
>
> No, I am not sure. I assumed it was two chips. I will note that it
> is apparently one chip. That would make perfect sense, as there are
> ROMS large enough to hold TOS (easily). How many pins are there on your
> ROM?
>
> I assumed that since the TT and Mega-STE use 2 chip sets, that the
> Falcon did as well.

NOPE!

The falcon has a single TOS rom that is 16bits wide, as the CPU bus
between the CPU and anything else in the Falcon is 16 bits wide. Trust
me, I've seen the schematic and it is definately only 16 bits wide....
althought the video memory is 32 bits wide..

Kym

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

3429. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 17:38:09 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCMwzp.L2r@cbnews.cb.att.com>
Source record: 201900
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <25vd55$f18@tuegate.tue.nl> peter@stack.urc.tue.nl (Erik Manders) writes:
>Robert A. Jung (rjung@netcom.com) wrote:
>
>| The only other real word comes from Andy Eddy, who says that his viewing of
>| the Jaguar made it "comparable" to a 3DO, for 1/3rd the price. Given what the
>| 3DO can do, that's no idle claim.
>
>Please keep in mind that the 3DO has a (double speed? anyone?) CD-ROM drive
>on board, just like the Amiga CD32. Opinions may differ, but I think that
>the CD will become the media of the future and will replace cartridges within
>a few years. They're cheap, they're impossible to copy (unless 600 Mb optical
>discs would cost less than two bucks) and you can put all sorts of data
>on it: audio, video and software. Let's just hope that the omission of a
>standard CD drive isn't a mistake. If you were a simple customer and wanted
>to buy a games console for your kids, you could choose between the CD32
>and the Jaguar and you saw that games for the CD32 are half the price,
>what would you buy? YOU are the one who gets to buy the software...

Please also keep in mind that you don't have to buy the CD-ROM up front, but
later when you can afford it. Or never, since the cartridges can hold about
50MB of compressed data. And that parents might not like their young kids
scratching the hell out of CD's. Cartridges do not have to be handled with
care.

Personally, I'd rather have a cartridge + optional CD system than a CD-only
system.

Tom

P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
cartridge games. No way.

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3430. S.F. Chronicle on Atari

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 18:11:32 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93243.40292.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201897

The following article appeared in the "Technology" column of the August 31, '93 San Francisco Chronicle business section, page C-3, written by Ken Siegmann and Don Clark:

"Atari Corp., the once soaring, now sagging, computer and video game company, is in the unenviable position of trying to launch a major new product while its sales are falling so rapidly that they could disappear altogether.

Two weeks ago, Atari introduced its spiffy, new Jaguar video game system that will compete with systems from Nintendo, Sega, and upstart 3DO. The Jaguar can be hooked to a television set to play three-dimensional video games with high-fidelity stereo sound.

But a week after Atari wowed us with its glitzy video game demonstration, it wowed us again with the collapsing state of its finances.

Atari announced that its sales slumped to $5.7 million in its second quarter that endedJune 30, compared with sales of $23.3 million in the same quarter of 1992. The company lost $6.6 million this quarter, an improvement from the $39.7 million loss it posted in the second quarter last year. Atari has lost money in six of the last seven quarters and its sales have been falling for years.

The company noted that it has $35 million in cash - money it has hoarded to launch an aggressive advertising and marketing capaign for Jaguar. If it's not more successful than the company's other products, Jaguar could leave Atari out of gas."

3431. Re: Spectre 3.1 anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 18:20:09 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1993Aug31.182009.17686@ringer.cs.utsa.edu>
Source record: 201898

> I just saw a mention that Quark works with Spectre 3.0 "dunno
>about 3.1 though";
> Did I miss something? Has it come it out? Or does anybody know
>a launch date? (__Please___ don't start knocking Dave Small again!!)

(grin)

Understandable enthusiasm, my friend (I have SPECTRE as well), but what you saw was an article stating that Quark Xpress 3.0 works with SPECTRE, and the author was uncertain about the functionality Quark Xpress 3.1 under SPECTRE. Hope this clears any potential for the rumor mill Xpress...

--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things..."

jkreth@lonestar.utsa.edu

3432. Re: SOZOBON users <<<<<HELP!>>>>>

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 18:33:37 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <CCMzK1.6wC@freenet.carleton.ca>
Source record: 201899

In a previous article, cwilliso@tuba.calpoly.edu (Chris L. Willison) says:
<Snip Snip>
>BOOT DISK:
>
>- AUTO/ETERNAL2.PRG
>- AUTO/RAMDISK.DAT w/ "D400"
>- AUTO/((GEMENV.PRG - loads SOZOBON /BIN, /INCLUDE, /HOME, etc..)
> ROOT.ENV contains:
> LIB=A:\SOZOBON\LIB\
> INCLUDE=A:\SOZOBON\LIB\
> BIN=A:\SOZOBON\BIN\
> etc.....
>- VI (loaded into Ramdisk)
>- .c source files (loaded into Ramdisk)
>- MUPFEL.PRG & MUPFEL.MUP (loaded into Ramdisk)
> MUPFEL.MUP contains:
> PATH=A:\SOZOBON\LIB\;D:\
> CDPATH=D:\
> LIB=A:\SOZOBON\LIB;
> INCLUDE=A:\SOZOBON\INCLUDE\
> HOME=D:\
> etc.....
>
>After the boot disk loads the gemvariables, creates a 400K ramdisk, and
>copys all of the above programs to it, I replace it with a disk
>containing:
>
> SOZOBON\BIN\
> SOZOBON\INCLUDE\
> SOZOBON\LIB\
>
>right! But wait.

<Snip Snip>
>(I have spent days changing the stupid gemenv variables, and saving them
>to disk properly only to ovserve the save phenomenon -
> 'cc: does not exist'
>I even tried adding the variables in GEMENV to the mupfel.mup variables,
>in essence, copying the same paths verbatim and it still says duhhhhhh,
>so and so 'does not exist' or something like that.
>>>>>>>>>>>>>>>>>>>>>>>>>>>I don't want this stupid message anymore.
>

Just a thought, but I don't see the SOZOBON\BIN\, SOZOBON\INCLUDE or
SOZOBON\LIB\ directories on your BOOT DISK. When I installed Heat & Serve

C v1.4, I made my boot disk the program disk so it has all the sub-dirs & prgs available when the paths are defined. It doesn't seem likely, but TOS may be checking for the existence of the sub-dirs & prgs when the variables are being defined during boot. If the sub-dirs aren't on the boot disk they aren't defined properly and can't be found.

If they are on your boot disk, I wonder if their physical address is being kept for reference later on. If so, then the address TOS or your shell has is no longer valid when the second disk goes in.

ps I'm using a single drive STe w/o a hard drive and I haven't had a problem with Ian Lepore's Heat & Serve version of SOZOBON C. Mind you I don't get to play with it a lot. BAD :)

Hope this helps :)
--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
My opinion has been held over from previous life time.

3433. Atari ST and Misc stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 19:28:00 UTC
From: gregb@ppc-a.isc-br.com
Message-ID: <gregb.50.0@ppc-a.isc-br.com>
Source record: 201751

I have the following atari equipment for sale.

SM124 Monochrome monitor $80.00

SC1224 Color Monitor $120.00

Master External 3 1/2" drive with power supply $50.00

Practical Peripherals monitor switch (switch between two monitors) $15.00

Supra external 20meg disk drive $150.00

1040STf with internal clock, internal drive and 4meg memory. $200.00.

Everything for $500.00.

Feel free to make offers.

email to gregb@mail.spk.olivetti.com

Greg Baker Internet: gregb@mail.spk.olivetti.com
Olivetti, North America UUCP: oliveb!isc-br!gregb
22425 East Appleway Ave Phone: 509 927 5127
Liberty Lake WA 99019-9534 USA Fax: 509 927 5195

3434. Getting Spectre 3.0 to work on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 20:38:07 UTC
From: bnell@scr.siemens.com
Message-ID: <CCn5BK.Bou@scr.siemens.com>
Source record: 201752

Hello,
The subject says it all. I need some help getting spectre to run on my
TT. When I start it up everything seems to work fine except it doesn't
seem to be able to grok my 1.4M drive. I also tried plugging in a regular
external 720K drive but then the system thought that no drives were plugged
in at all (i.e. device not responding errors). Anyone have any ideas
what could be wrong? Any help appreciated!

Thanks,
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

3435. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 21:09:08 UTC
From: sanders@sci.kun.nl
Message-ID: <CCn6r8.6Fu@sci.kun.nl>
Source record: 201755

In <25vs7n$3l0@sage.csv.warwick.ac.uk> porbe@csv.warwick.ac.uk (Mr R S Kanwar) writes:

> Greetings! I am currently writing a BASIC compiler that will run on
>the Atari's. It will be compile GFA and HiSoft BASIC programs. However,
>compiled code will run considerably faster, several times at least (my
>first benchmark tested the maths and was 12 times faster than GFA.)
>Also, programs will take up less memory. I would be grateful for ANY
>feedback from you folks. It would be a bit pointless my writing something
>that nobody wants! It might be a good idea to include games writing stuff.
>Perhaps I could sell it as an optimising compiler? If so, how much would
>you be prepared to pay for it? What improvements would you like to see?
>Sorry about this blatant market research, but I'm a desperate man!

> Best Wishes,
Well well! That looks like an impressive project you're on! But mind
that there already is a GfA-compiler; don't know about the HiSoft.
The only way you could have succes IMHO is when your code is faster
and, more important, cleaner than the GfA one. GfA BASIC allows for
some pretty nice programming (I DON'T want to restart the "You should
learn C, BASIC is for kids"-flame!) but the code is dirty and won't
run on graphic cards for instance. If you can do better (and cheaper,
if you can) I'm sure lots of people would be interested. But rumors
tell that GfA is working on a version 4.0, which should be Falcon
compatible and (at last!) neatle conforms to GEM. So you might want to
wait for that version until you spend so much time on your project.

However, if you're almost finished already, we'd love to see it in PD
or shareware :)

> Mark.

Sander SToks
sanders@sci.kun.nl

>P.S Programming I can just about handle,
> but all this sales and marketing
> stuff turns my brain to lime jelly!

Just like the guys at Atari! Change "programming" to "developing
computers" and you can work for them.

3436. Re: GEM-View (UPDATE -> 2.46)

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 21:23:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <260fgiINNrrt@golem.wcc.govt.nz>
Source record: 201758

```
] Not the right adress. Correct is: ftp.cs.tu-berlin.de (130.149.17.7,
] mail-server@cs.tu-berlin.de). pub/atari/graphic/Gemview:
] -rw-rw-r-- 1 hesche atarimod 357849 Aug 31 12:52 gvw_v246.pax

pax?!

/---------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3437. PI Calc prg for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 21:25:44 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.06at@outb.wimsey.bc.ca>
Source record: 201775

I have had three bites from people willing (anonymously!) to take a crack at writing a PI Calculating program for the Atari ST/TT/Falcon030.

The following is a LONG message sent to them with the details. Any other takers?

THANKS for agreeing to take a crack at writing a program that will calculate PI (to a user-inputted number of decimal digits to the right of the decimal place). This program is to run on the Atari ST/TT/ and/or Falcon030, with a minimum of TOS 1.4.

If you get this to work, my address is:

STUART LYSTER
13800 Blackburn Avenue,
White Rock, BC CANADA V4B 2Y8

I will reimburse postage!

My inquiry into a formula for calculating PI was piqued by the Scientific American article in 1988 by Borwein, about, "Ramanajun & PI." Borwein is one of two Canadian brothers (Math Dep't at Dalhousie University, Halifax, Nova Scotia) who together supplied the Quartically Convergent Algorithm that allowed David Bailey (of the Nasa AMES Research Centre) to calculate PI to 29,360,000 decimal places in January of 1986.

It is one thing to come up with an algorithm that will converge quickly on PI. It is quite another to run that algorithm efficiently on a computer - even the Cray supercomputer Bailey used. There are a few arithmetic problems to solve in one's program, before actually running the thing.

Basically, the following is the 1984 algorithm by Borwein & Borwein:

Let a(0)=the square root of 2
Let b(0)=0
Let p(0)= 2 + the square root of 2

Then iterate the following formulae:

```
a(n+1) = (square root (a(n)) + ( 1 / square root (a(n)))
-------------------------------------------
2

b(n+1) = square root (a(n)) * ( 1 + b(n))
-----------------------------
a(n) + b(n)
```

```
p(n+1) = p(n) * b(n) * ( 1 + a(n+1))
-------------------------
1 + b(n+1)
```

p(n) converges quartically to PI, successive iterations of this
algorithm yield 3, 8, 19, 41, 83, 170, 345, 694, 1392, 2788....
correct digits. This algorithm is NOT self-correcting, EACH of the
ten iterations (to produce 2788 'correct' digits) must be performed
with more than 2788 digits of precision.

More recently, Borwein & Borwein found another quartically converging
(and better) algorithm. This finds 1 / PI:

```
a(0) = 6 - (4 * square root (2))
y(0) = (square root (2)) - 1

y(n+1) = 1 - (fourth root ( 1 - y^4))
-------------------------
1 + (fourth root ( 1 - y^4))

a(n+1) = a(n)*( 1 + y(n+1))^4 - 2^(2n+3) * y(n+1) * (1 + y(n+1) + y(n+1)^2)
```

A(n) converges to 1/PI.

To facilitate finding squares (and fourth roots!) and to find
inverses, the programmer makes use of Newton's techniques to reduce
both to simple multiplication:

```
x(n+1) = 2*x(n) - A*(x(n)^2) converges to the reciprocal of A

y(n+1) = 3*y(n) - A*(y(n)^3)
----------------
2 converges to the reciprocal of the
square root of A
```

Bailey uses 'Multi-precision Multiplication' to keep track of the
results of a large digit multiplication. put every digit into a cell
of an array, and then....

```
z(0) = x(0)*y(0)
z(1) = x(1)*y(0) + x(0)*y(1)
z(2) = x(2)*y(0) + x(1)*y(1) + x(0)*y(2)

(....... alll the way to .............)

z(n-2) = x(n/2 - 1) * y(n/2 - 1)
z(n-1) = 0
```

Then you release the 'carries', so that if z(m)>9,

```
then z(m-1) = z(m-1) + INT(z(m)/10)
z(m) = z(m) - 10*INT(z(m)/10)
```

These are the best algorithms. They converge the fastest on to PI.
But me, being the chicken that I am, tried (in ST Basic) to use
Manchin's 'arctan' formula(s)

```
PI = 16 * (arctan(1/5)) - 4 * (arctan(1/239))

or a three step calculation....

PI = 24 * (arctan(1/8)) + 8 * (arctan(1/57)) + 4 * (arctan(1/239))

Since an arctan calculation can be reduced to the recursive formula:

arctan(x) = x - x^3 + x^5 - x^7
--- --- --- ..............
3 5 7

It should be easy to compute Manchin's two-step or three step
formula.

In any event, the following is my attempt to use ST Basic. Pick it
apart - it may give you some hints as to how to proceed. I find ST
Basic to inadequate for the task - and really do want a program that
will have a nice looking screen printout... or a printer printout.

1 fullw 2
2 clearw 2
10 REM ** This is the Pyramid Multiplier Routine scheme **
20 REM ** for use in the Machin PI Calculator, where: **
30 REM ** X(1) = 1, 0, or -1 (Pos or Neg #) **
35 REM ** X(2) = exponent (power of 10) **
40 REM ** X(3) = the lone digit in the floating point **
50 REM ** X(4) to X(n) = the digits of the matissa **
80 REM ** X(n) is the first multiplier **
90 REM ** Y(n) is the second multiplier **
100 REM ** Z(2n) is the result, then truncated to **
110 REM ** simply be Z(n) **
120 REM ** For this test, 120 digits beyond the **
130 REM ** decimal are used, so that n = 123 **
140 REM ** the purpose of which is to caluclate PI **
150 REM ** to 100 decimal places, using Machin's **
160 REM ** Arctan Method (1706) in two series) **
170 REM ** **
200 GOTOXY 10,2
201 PRINT "The Calculation of PI using Machin's 1706 Arctan"
210 GOTOXY 10,3
211 Print " method, PI = 16Arctan(1/5) - 4Arctan(1239)"
220 Print
221 PRINT "Calculate the Machin Equation"
222 INPUT "to how many terms ? > ";t
1000 REM ** Calculate the 1st TERM of the MACHIN Equation **
1001 REM ** **
1006 DIM PI(123):REM ** Converging value of PI **
1007 DIM Z(243)
1008 DIM Y(123)
1009 DIM X(123)
1010 DIM T(76,123)
1011 DIM C(123)
```

```
1012 C(1)=1
1013 C(2)=-2
1014 C(3)=4
1015 T(1,1)=1
1016 T(1,2)=-1
1017 T(1,3)=2
1020 FOR M = 2 to 75
1030 n = INT((M*2)-1)
1040 T(M,1)=-T(M-1,1)
1050 For l = 1 to 123
1060 X(m)=T(m-1,l)
1065 Y(m)=C(m-1,l)
1070 next l
1080 GOSUB 10000:REM ** Multiply to get new value **
1090 For l = 1 to 123
1100 X(l)=Z(l)
1110 next l
1200 REM ** Now find the inverse of n, and multiply to T(m,l)
1210 a=n
1220 x=(1/a)
1230 GOSUB 20000:REM ** Find the Inverse of a **
1240 REM ** Multiply X(n) to Y(n) to get sub-trem value **
1250 GOSUB 10000
1260 REM ** PI converges on 16 times Z(n)
1270 for j=123 to 4
1280 PI(j)=16*Z(j)
1290 if PI(j)>9 then PI(j-1)=PI(j-1)+INT(PI(j)/10)
1300 next m:REM ** Go on to the next sub-term of 1st term **
1310 next j
9999 end
10000 REM ** PYRAMID Multiplier Z(2n) = X(n)Y(n) **
10010 REM ** SUB-ROUTINE **
10020 REM
10030 DIM Z(243)
10031 Z(1)=X(1)*Y(1)
10032 Z(2)=X(2)+Y(2)
10040 Z(4)=0
10050 for z = 4 to 123
10060 for j = 3 to z-1
10080 Z(z)=Z(z)+(X(j)*Y(z+2-j))
10100 next j
10101 gotoxy 10,10
10102 PRINT "Finished Z-Cell Number";z
10110 next z
10120 for z = 243 to 124 step -1
10130 for j = 123 to z-120 step -1
10150 Z(z)=Z(z)+(X(j)*Y(z+3-j))
10170 next j
10171 gotoxy 10,10
10172 PRINT "Finished Z-Cell Nember";367-z
```

```
10180 next z
10190 For j=243 to 3
10200 If Z(j)>9 then Z(j-1)=Z(j-1)+(Int(Z(j)/10))
10210 IF Z(j)>9 then Z(j)=Z(j)-(10*(Int(Z(j)/10)))
10220 next j
10221 IF Z(3)<10 THEN RETURN:REM ** Do not adjust if Z(3) is a single digit
10222 Z(2)=Z(2)+LOG10(Z(3))
10223 For j=123 to 5 STEP -1
10224 Z(j)=Z(j-1)
10225 next j
10226 Z(4)=Z(3)-(INT(Z(3)/10)*10)
10227 Z(3)=INT(Z(3)/10)
10230 REM ** End of Multiplier Pyramid **
10300 RETURN
20000 REM ** Newton's Formula for finding reciprocals **
20001 REM ** by using only multiplication. **
20002 REM ** SUB-ROUTINE **
20003 REM ** where as n goes to infinity..... **
20004 REM ** and where a = number to find reciprocal **
20005 REM ** X(n+1) = 2*X(n) - a*X(n)^2 **
20006 REM ** SUB-ROUTINE **
20007 DIM Y(123)
20008 DIM X(123)
20009 DIM W(123):REM ** need another array to store original X(n) **
20099 REM ** First, convert x to an array y(n) **
20100 Y(1)=1:W(1)=Y(1)
20110 Y(2)=LOG10(X):W(2)=Y(2)
20120 Y(3)=0:W(3)=0
20130 Y(4)=INT(X*10):W(4)=Y(4)
20131 X=(10*X)-Y(4)
20140 Y(5)=INT(X*10):W(5)=Y(5)
20141 X=(10*X)-Y(5)
20150 Y(6)=INT(X*10):W(6)=Y(6)
20151 X=(10*X)-Y(6)
20160 Y(7)=INT(X*10):W(7)=Y(7)
20200 REM ** Second, square y(n) **
20201 for q=1 to 7
20202 REM ** Do the reciprocal formula 7 times **
20210 for l = 1 to 123
20220 X(l)=Y(l)
20230 next l
20240 GOSUB 10000
20250 for l = 1 to 123
20260 X(1)=Z(1)
20270 next l
20279 REM ** Third, multiply by '-a' **
20280 Y(1)=(-1)
20290 Y(2)=LOG10(A)
20300 IF A>9 then Y(3)=INT(A/10)
20310 IF A<10 then Y(3)=INT(A)
```

```
20320 IF A>9 then Y(4)=A-(10*Y(3))
20330 IF A<10 then Y(4)=0
20340 for l=5 to 123
20350 y(l)=0
20351 next l
20360 GOSUB 10000
20400 for l=1 to 123
20410 X(l)=Z(l)
20420 next l
20500 REM ** Now, add to it, 2 times, w(n) **
20510 for l=3 to 123
20520 Y(l)=W(l)+W(l)-Z(l)
20530 next l
20600 REM ** Calculate the carries in W(l) **
20610 for l=123 to 4
20620 Y(l-1)=INT(Y(l)/10)+Y(l-1)
20630 Y(l)=Y(l)-(INT(Y(l)/10)*10)
20700 next q
20999 RETURN
```

--

Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.

3438. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 21:52:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug31.215251.3256@newshost.lanl.gov>
Source record: 201754

In article 3l0@sage.csv.warwick.ac.uk, porbe@csv.warwick.ac.uk (Mr R S Kanwar) writes:
>
>P.S Programming I can just about handle,
> but all this sales and marketing
> stuff turns my brain to lime jelly!

Ah, truer words were never spoken! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3439. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 22:43:10 UTC
From: stevela@csulb.edu
Message-ID: <STEVELA.93Aug31154310@tern.csulb.edu>
Source record: 201757
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren)
writes:
> It's not the controller? Then what is? According to the information
> I've seen, each of the other chips is somewhat special-purpose. The
> only other contender for the title of "main CPU" is the graphics
> controller (the real 64-bit RISC chip in there), and if it's any
> good for graphics, then that means that it's not especially well
> designed for general-purpose processing, as the requirements for
> efficient execution of graphics routines are considerably different
> than those for general-purpose processing. The DSP, the only other
> [...]
--
It really depends on the designer. The Z80 processor was utilized as a
main CPU on some 8-bit computers, but it is designed (in the Genesis/NeoGeo) as
a coprocessor to work with a more powerful Motorola 68000 16/32-bit CPU. You
CAN use a 68000 as a coprocessor (ie. I/O controller, GenesisCD's 68000). My
guess is that it would be cheaper for Atari to use a 68000 as a general I/O
controller 'cause Atari has been a Motorola customer since 1985 :)

-Steve
___ _____ ____ _ _ ____ _ __ Steve La
/ ___) (_ _) | ___) | || | | ___) | | / \ Network Manager
__ \ | | | _)_ | || | | _)_ | |__ | || | stevela@csulb.edu
(____/ |_| |____) __/ |____) |____) |_||_| (310) 985-4750
CALSTATE UNIVERSITY LONG BEACH, 1250 Bellflower Blvd. Long Beach, CA 90840

3440. Atari Mega2+2 and misc for sale

Newsgroup: comp.sys.atari.st
Date: 1993-08-31 23:46:03 UTC
From: MJV@brownvm.brown.edu
Message-ID: <260nlt$p57@cat.cis.Brown.EDU>
Source record: 201759

```
For Sale:

Atari Mega2+2 (Mega2 with 4 megs of ramand TOS 1.4) $400
Atari SC1224 $120
Atari SM124 $80
Atari DS/DD external drive (SF314) $75
Spectre GCR v3 $300
Monitor Master $20
65Meg RLL hard drive w/ ICD adaptor $250

Make an offer if you like; preference given to bundles.
Reply to this account.

Marshall

Marshall Vale | mjv@brownvm.brown.edu | Honda-L Moderator
Language Lab, Brown U. | mjv@brownvm.bitnet | Honda/Acura Discussions
```

3441. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 00:19:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15180@uqcspe.cs.uq.oz.au>
Source record: 201760

peter@stack.urc.tue.nl (Peter Korsten) writes:

>pretty impressive, to state the memory capacity in Megabits - this
>is 1993, you know, people use bytes these days)

Actually, in home consoles, Megabits has been the common unit for a
long time. Atari has no choice but to use the lingo of the trade,
lest they lose customers who think that 2 Megabytes is less than
8 Megabits.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3442. Re: MSX diskcopy on ST?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 00:43:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CCnGns.F7y@mailer.cc.fsu.edu>
Source record: 201761

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> Is there anyone who knows of (or knows how to make) a program that can copy
> MSX-DOS formatted disks on the Atari ST/STE machines?
> The reason for this is that I have a YAMAHA TX-16W sampler that uses this
> format, and I'd like to make copies of my disks/sound files easier/faster
> than using the utilities in the sampler itself.
> I need a program for the ST that can;

> - Format MSX DOS (720K 3.5" disks)
> - Copy a whole MSX disks
> - Copy individual files from/to MSX disks

Is the X in MSX-DOS a placeholder (i.e. MSDOS 3.1, MSDOS 5, etc.) or some other type of format? Either way, if it is even close to MSDOS or Atari formats (1-83 tracks, < 11 sectors per track) you should be able to copy them with Magic Shadow Archiver, ProCopy, Acopy, and probably even F-Copy 3. All of these programs have the ability to copy disks at a fairly low level. MSA would probably be all you need, though. It creates a file containing all data and formatting information from a disk. It can also generate a disk from such a file.

MSA and Fcopy3 are available from atari.archive.umich.edu. Fcopy3 is shareware. Procopy and Acopy are commercial backup programs (capable of copying some copy-protected software, hence the ability to recreate funny disk formats).

Unless the format is particularly MSDOS or Atari compatible, you will probably have troubles managing individual files on the disks with the ST. You may want to see if someone has written a dedicated program for this (perhaps on Compuserve or Genie). Entire disks should not be a problem unless they are some sort of bizzare quad density (or similar).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3443. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 01:34:59 UTC
From: bill@main.morris.org
Message-ID: <260u83$fhm@c3po.jvnc.net>
Source record: 201762

In article <1993Aug31.121454.43329@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <25t70k$9q4@tuegate.tue.nl>, peter@stack.urc.tue.nl (Peter Korsten) writes:
>
>[Jaguar possible de-hype talk deleted]
>
>|>
>|> Peter.
>|> --
>|> Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
>|> "I'll never let you see the way my broken heart is hurting me
>|> I've got my pride and I know how to hide all the sorrow and pain
>|> I'll do my crying in the rain." A-Ha, "Crying in the rain"
>
>
> Peter, I have to agree with you. Considering how things can go,
>and that now we see a 68000 as the CPU I wonder too. I'll like to
>see a demo of the Jaguar doing real-time surface mapping, and one
>thing I would truly like to see is actual benchmark of surface mapped
>objects/speed, etc.
>

Well, I dunno... you must not forget that the thing is going
to be a game machine, and to be honest, you dont really need much
computing power in a game machine.
I dont know the first thing about video game technology, outside
of the obvious, but most of it seems to be 'special' processors, with
very little use or need for a general purpose processor. The 68000 is
probably doing the same function that a Z-80 at 2MHz is doing in your
microwave oven: just a simple embedded controller... (which I know
a little about).

Also, dont forget who built the thing: Atari. Sure the company
is falling apart like crazy, but these are the same guys who gave you
such wonders as tbe 2600, and all those great arcade games... They
may not know computers :-) but they do know games... (altho, for some
reason, I seem to recall seeing that the game department of Atari
was seperated from the computer department?)...

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by

The grateful dead.

3444. Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 02:01:23 UTC
From: oyakea@warren1c.its.rpi.edu
Message-ID: <260vpj$180@usenet.rpi.edu>
Source record: 201763

I have bought a falcon030, I am a bit happy, just a bit.
Its nice and cool, but my config 4meg -80meg, seems insufficient for
multitasking. It multitask, but I get an average of 3 alerts a day cos
the drivers,sam and the acc's leave me with about 600K out of the four megs.
Anyway here are my questions,

1) How much is the 14meg ram board ?

2) Are there emulators or accelerators (please be very specific) ?

3) Where can I get the commercial d2d, and can it create a loop ?

4) Can I use an slm printer on the Falcon ?

5) Is there any CD software for the Falcon ?

6) What drivers do I need to hook up an NEc cd rom drive ?

7) How do I view photo CD applications on my falcon ?

8) Is cubase audio available for the Falcon ?

9) Is the Falcon a successful product ?

10) What else is the dsp being used for in the Falcon ?

11) Whatever happened to those NeXT developers who were going to do stuff on
the Falcon ?

12) What Graphic cards exist for the Falcon ?

13) Any Street fighter II or world heroes clone for the Falcon ????

gotta go
email--> oyakea@rpi.edu

Mr. Amalaye Oyake

3445. Going to Glendale (was Re: Jaguar: is it *that* good?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 02:02:01 UTC
From: rjung@netcom.com
Message-ID: <rjungCCnKBE.38r@netcom.com>
Source record: 201764
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

In article <25utgu$ljv@aludra.usc.edu> tehyang@aludra.usc.edu (Teh Kao Yang) writes:
>In article <rjungCCLvHu.n4A@netcom.com>, Robert A. Jung <rjung@netcom.com> wrote:
>> Well, the odds are good that a Jaguar will be shown at the Glendale Atari
>>Faire in September.
>
>Can someone please tell me the specific place and time for the Glendale Atari
>Faire? I would like to go check out the Jaguar.....

Sure. Here's the press release. But remember, nobody has PROMISED that a
Jaguar will be shown -- only that (between it being Atari's hot-ticket item
of the year, and the tooling up of units by IBM, and the lack of secrecy
remaining on the machine now) it MIGHT show up.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

The Glendale Show, Version 7.0, The Legend Continues.

The show will be held Saturday and Sunday, September 18-19, 1993 at
the Glendale Civic Auditorium, 1041 N. Verdugo Road, Glendale, CA.
Hours are 10:00 am to 6:00 pm on Saturday and 10:00 am to 4:00 pm on
Sunday.

General Admission is $5.00 per person. If you plan on attending and
you live outside of Southern California you may get FREE admission by
sending a self-address-stamped-#10 envelope (the long one) to
H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203 and get two one
day passes.

For those of you who will be needing lodging we have made arrangements
with the New Red Lion Hotel in Glendale. Regular rates are $129.00
per night but if you mention ATARI/HACKS you will get a room for
$79.00 per night, single or double occupancy. Reservations may be
made by calling the Red Lion at 818-956-5466. The hotel has a free
shuttle from the Burbank Airport. The guaranteed reservation cut-off
date is August 28th. If you are quoted another rate ask for Janet
Waldie in Sales.

Atari will be doing something very special in conjunction with this
year's show. Look for more details soon.

Look for our full-page advertisement in upcoming issues of AtariUser magazine. If you have any questions send mail to H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203 or leave GEmail to John.King.T or call John King Tarpinian at 818-246-7276.

John King Tarpinian
Faire Chairperson
The Glendale Show

3446. PC Ditto/Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 02:21:47 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2610vr$bd9@usenet.INS.CWRU.Edu>
Source record: 201765

PC Ditto Hard Disk Access

I'm running PC Ditto 3.01 on a 4 Meg Atari 1040 STe with TOS 2.06 and a monochrome monitor. I am using version 6.0.7 of the ICD booter with an AdSCSI+ host adapter and a Quantum 240LPS drive. The drive is SCSI ID 0, LUN 0. Both read and write caching are disabled.

I have not been able to access the hard disk partitions from the PC Ditto emulator. I have the hard disk option selected in the PC Ditto menu. When I request a directory of the C: drive, I get a list of numbers with dates which look like file names, but aren't. The drive free space appears to be approximately correct. The C: partition is about 5 Meg.

I get similar results using the PC_DHD.SYS driver and trying to access the other partitions. Except for C: they are 32 Meg GEM partitions.

I'd appreciate any advice on where to look to resolve this problem.

3447. Re: S.F. Chronicle on Atari

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 05:13:44 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep1.001344.16179@cobra.uni.edu>
Source record: 201768

In article <93243.40292.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
> The following article appeared in the "Technology" column of the August 31, '93
> San Francisco Chronicle business section, page C-3, written by Ken Siegmann
> and Don Clark:
> "Atari Corp., the once soaring, now sagging, computer and video game company,
> is in the unenviable position of trying to launch a major new product while
> its sales are falling so rapidly that they could disappear altogether.
> Two weeks ago, Atari introduced its spiffy, new Jaguar video game system that
> will compete with systems from Nintendo, Sega, and upstart 3DO. The Jaguar can
> be hooked to a television set to play three-dimensional video games with high-
> fidelity stereo sound.
> But a week after Atari wowed us with its glitzy video game demonstration, it
> wowed us again with the collapsing state of its finances.
> Atari announced that its sales slumped to $5.7 million in its second quarter
> that endedJune 30, compared with sales of $23.3 million in the same quarter of
> 1992. The company lost $6.6 million this quarter, an improvement from the
> $39.7 million loss it posted in the second quarter last year. Atari has lost
> money in six of the last seven quarters and its sales have been falling for
> years.
> The company noted that it has $35 million in cash - money it has hoarded to
> launch an aggressive advertising and marketing capaign for Jaguar. If it's
> not more successful than the company's other products, Jaguar could leave Atari
> out of gas."

So much for Falcon sales.

Peter

3448. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 05:17:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89468@cup.portal.com>
Source record: 201772

Unfortunately, the "Atari that knows games" is not THIS Atari...

The Atari that gave us the 2600 was Atari, Inc., owned by Warner Brothers.

The Atari that gives us all those wonderful arcade coin-ops is Atari Games,
a totally separate company.

Atari Corp. is the one that gives us all these wonderful press releases...
and little more...

BobR

3449. Re: That's Write 2 -Comments

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 05:27:40 UTC
From: campbell@indirect.com
Message-ID: <1993Sep1.052740.22602@indirect.com>
Source record: 201769

In article <1993Aug30.155152.12585@desire.wright.edu> cse0947@desire.wright.edu (Big Guy) writes:
>Hello,
>
> I'm thinking of replacing my trusty Wordwriter ST with
>
>Thanks
>todd
>cse0947@desire.wright.edu
>
>That's Write 2. I'd appreciate any comments about that's Write 2.
>

I probably should have kept this to private reply but... Anyways, I don't know much about the program, "That's Write 2" However if you are thinking about upgrading WordWriter ST, I would highly recommend AtariWorks. It is a really great program. The thesaurus alone is worth it, but everything is great.

Speaking of WordWriter ST, I bought a copy a while ago (before I found out about AtariWorks) and I noticed recently that there is a thesaurus, but no way to access it? The manual didn't mention it, the help files don't, the little buttons on the bottom don't mention it either. This is v. 1.0, does anyone have a clue on this? If so, I would appreciate your sharing it with me. <g>

--
><><*>

3450. Re: lharc2.22...

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 05:34:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <261c95INN2dv@golem.wcc.govt.nz>
Source record: 201771

] Unfortunately it's a bug, but it will be fixed next week...

Another possible bug is this (It may just be a changed option),

If I extract some files with:

(e.g.)

c:\temp\file.lzh

and that's it, running Lharc from say c:\ instead of the program
extracting to c:\ it extracts it to the source directory! It used
to extract to wherever Lharc was booted from!
(No, I'm not using any redirection with either version, just plain
GEM/TOS 1.02! (Yes, I know, 1.02 is horrible.... With luck.....)

Bug, or change?

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

3451. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 05:39:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A3881@MS.maus.de>
Source record: 201798

In article <1993Aug31.012412.22120@microsoft.com>, Darek Mihocka
(darekm@microsoft.com) wrote:
>Once again we have some naive idiot running around pretending to know
>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know. True that in the rights hands, like Apple or Amiga,
>the 68030 can do some amazing things compared to the 68000. In the hands
>of Atari, the 68030 is just used as a fast 68000. So whether you have a
>16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

Well, there are programs out there which make use of the PMMU, notably
MultiTOS and virtual memory managers like Outside and VRAM. But I would
agree that this isn't an issue for Gemulator customers.

>[...]
>It's bad enough that for years Atari gave minimal support to developers
>regarding anything about the ST, leaving it up to them to reverse engineer
>things and write hardware or 68000 dependent code, but then they come out
>with 68030 based machines and surprise, surprise, half the stuff doesn't run!
>The 24BIT.PRG utility helps matters in a few cases but not all. For example,
>it allows Tempus to go from crashing at load time to crashing at exit time.

I can only think of three problems with the CPU type. One of them is the
fact that all 32 bits of a pointer are used, so applications using the upper
8 bits for private stuff crash. But that was a well known fact years before
the TT came (and, in fact, it was a much greater problem for the Mac
developers, it seems).

Another problem is the size of the stack frames for programs that
hook into exceptions (mostly AUTO folder programs). This was resolved
half a year before the TT came out by documenting the system variable
_longframe.

Then, there's the problem of self modifying code. Again something which
was known long before.

I don't think that it is Atari's fault if there's still software which doesn't
work right on a 68030.

3452. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c837170@troed.ct.se>
Source record: 201770

In a message of 31 Aug 93 07:09:06, Darek Mihocka wrote:

DM> Once again we have some naive idiot running around pretending to know
DM> something. Yes, he knows that a 68030 is better than a 68000. Everyone
DM> keeps telling him that. But he doesn't say why it's better because he
DM> doesn't really know. True that in the rights hands, like Apple or Amiga,
DM> the 68030 can do some amazing things compared to the 68000. In the hands
DM> of Atari, the 68030 is just used as a fast 68000. So whether you have a
DM> 16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much
DM> difference.

For the moment, MAYBE, in the future, BULLSHIT!

All the programs I'm doing on my Falcon will be pure 68030 (notice 030!)
assembler.

And I'm not alone! Whatever you're trying to fool people into believing just so
that you can get more GEMulator sales!

Your opinions on this STINKS!

DM> Explain to me why emulating a 68030 would improve things? As was already

Compatible with TT and Falcon software.

DM> explained to your buddy Warwick a few days ago, there is a lot of Atari ST
DM> software out there that flat out does not run on a 68020 or 68030 without
DM> having to be patched or re-written. Programs like Tempus, Magic Sac,
DM> ST Xformer, most AUTO folder programs, a lot of older programs such as
DM> those written with GFA Basic, etc. So when you buy a TT or Falcon you
DM> can kiss a good chunk of the Atari ST software base goodbye.

BULLSHIT. I can use most of my old programs on my Falcon with *NO* problems
whatsoever!

DM> So what do you want? A 68030 emulator for the sake of emulating a 68030,
DM> or something that's compatible with Atari ST software? In your naive world
DM> all you know is "68030 good, 68000 bad" and I think you need to stop and
DM> rethink that.

Puke.

DM> It's bad enough that for years Atari gave minimal support to developers
DM> regarding anything about the ST, leaving it up to them to reverse engineer
DM> things and write hardware or 68000 dependent code, but then they come out
DM> with 68030 based machines and surprise, surprise, half the stuff doesn't
DM> run!

Please! Making things up just to attack Atari *WON'T* help you sell your products!

DM> The 24BIT.PRG utility helps matters in a few cases but not all. For
DM> example,
DM> it allows Tempus to go from crashing at load time to crashing at exit
DM> time.

Never had to use it, why use Tempus? There are alot better texteditors - SHAREWARE.

DM> The bottom line: you're better off with a fast 68000 than a 68030 chip as
DM> far as running Atari software goes.

BULLSHIT. That should be "Atari ST", not "Atari"

DM> Also, you would seem to imply that there is something you'd be able to do
DM> with a 68030 that you can't on a 68000? Like, is there some special
DM> version
DM> of Calamus that only runs on the 68030? A special version of Word Writer?
DM> Of anything? Hardly.

How about "DIVUL.L D0,D1:D1"?

DM> You're confusing the issue of speed with the issue of processor. Yes, a
DM> 16 Mhz 68030 is faster than an 8 Mhz 68000. Duh! Not much faster than a
DM> 16 Mhz 68000 though. Certainly a lot less compatible as far as Atari ST

6 times if programmed properly.

DM> software goes. On a fast PC Gemulator gives you 68000 emulation at the
DM> speed of a 68030. Speed AND compatibility. Oooh, what a concept. Pinch me
DM> I must be dreaming.

GEMulator is an Atari *ST(e)* emulator .. still you try to act as if it's a TT or even a Falcon replacement .... geezuz ... don't you think we're smarter than that???

You're welcome to try to run my programs on GEMulator. They WON'T WORK!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3453. Kaos-Desk

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 07:57:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <261kkvINN2n0@golem.wcc.govt.nz>
Source record: 201773

Was there ever a Kaos-Desk released later than version 2.01? (English!)
I know everyone will tell me to use Teradesk/Gemini, but neither of
these are much use to a poor person like me with a mere 1meg of RAM,
as Kaos-Desk has the 'resident' option, which makes life much easier!

Anyone?

```
/--------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary------------/
```

3454. Pure C & shell

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 08:04:28 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <261l2c$dll@cismsun.univ-lyon1.fr>
Source record: 201774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all.
I got a problem with Pure C:
I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
When I run Pure C, asking from menu "TOS shell" it tries to load
something but returns immediately to Pure C.
If I call Pure C from sh, it works.
My shell is Okami (latest version).

Another problem : I got a clipboard folder C:\CLIPBRD
that all my programs use correctly... BUT everest !
When I activate the GEM clipboard (GEM-Klemmbrett an) and I try to use it,
Everest tells me that there is no clipboard path.
In the env var I tries to put CLIPBRD=C:\CLIPBRD
and CLIPDIR=C:\CLIPBRD
but no avail !\

Has anyone a text or anything that explains the principal ENV-VARS to know ?

And what their value should be (path/prefix, etc...)

Thanx A lot !

Patrice

3455. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 09:49:54 UTC
From: wilsont@rahul.net
Message-ID: <CCo5z6.9CL@rahul.net>
Source record: 201776
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In <farrenCCMLHn.7G6@netcom.com> farren@netcom.com (Mike Farren) writes:
>>In <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren) writes:
>>>wilsont@rahul.net (Timothy Wilson) [me] wrote:
>>>>Sorry, the 68000 doesn't even have to be used! its not the controller,
>>>>its just another chip you can use if you so wish.
>>>It's not the controller? Then what is?

"Tom", Tom is the CPU folks.

>Where can I find the delphi conference?

here, i just mailed it to you.

>>The 68000 is present, its listed as "co-processor".
>>Read the delphi conference. from the way it sounds, the 68000 is told
>>what to do.

>This makes no sense whatsoever. What is that supposed to mean? On

it makes perfect sense, IOW, its not the CPU. the 'CPU' would be
the one handing out orders would it not?

>co-processors (as they all are, in most senses) is going to be used
>as the controlling CPU? Which one is going to be responsible for

'TOM" the chip withe the DRAM controller in it, TOM is the one
richard millar said was the CPU, is that clear enough?

Once again, Ricahrd Millar is the Tech guy at atari, i think he
knows the insides.
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3456. Reflex-Graphic-Card / NVDI 2.5 (was:Re: Accelerate that ST!!!!!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 11:12:59 UTC
From: czekall@uni-muenster.de
Message-ID: <26203r$27r0@obelix.uni-muenster.de>
Source record: 201777

In article <746770260.1@mettav.royle>, Spencer.Davies@mettav.royle.org (Spencer Davies) writes:
|>
|> Well I am currently undergoing a few small problems on my ST!
|> It is an STFM with a Reflex Graphics board fitted and what I am
|> suffering is that one minute Warp 9 works then it stops and NVDI starts
|> working!
|> I always used Warp 9 then one day it started giving corrupted displays so I
|> reinstalled it off the original disk but to no avail! (I even tried it on my
|> machine just running REFDRIVE (the Reflex software) and Warp 9 in different
|> loading
|> order)!
|> So I went away and bought NVDI 2.5 on recommendation which has worked fine up
|> until recently when it underwent the same problem as Warp 9 and I tried
|> everything I could think of to get it working.
|> The funny thing now is that NVDI no longer works but Warp 9 is working again,
|> so has any one got any explanations/suggestions for this strange
|> phenomenon????
|>
|> Spencer spencer@mettav.royle.org
|> **********
|>
|> * Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

Hello Spencer,

I have the same problems with the driver of the Reflex-Graphic-Card and the NVDI 2.5. For me, it seems to be a problem with the new internal switch off of the NVDI-GDOS when booting REFDRIVE 2.0 after NVDI. With NVDI 2.11, I am using again after updating to 2.5 and testing it, the driver works under TOS 1.04 but with MTOS 1.01 (even without NVDI) the driver has REDRAW-problems 16 bits(pixels) at the right and left border at resolutions above 1024*492. Below that res the problem rises only on the right site of the screen.

The german distributor of the Reflex-Graphic-Card told me, that I was the first user who has reported such problems and the author of the driver don't want to fix this problems, because the board isn't sold any more for a year now.
Nevertheless if somebody else want to phone him and help me to convince him to do this Fixes of the driver - I have the phone number :-).

Tschau Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16K) please use the InterNet-Account]

3457. Re: Atari Messe?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 11:34:12 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <2621bk$lrk@tuegate.tue.nl>
Source record: 201779

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Well, if this is a forum which is read by Atari officials, then please
>make sure to remind them of looking for a location for next year's Atari
>Messe early enough ;-)

Latest news is that the Atari Messe will not be in Duesseldorf next
year. It is currently investigated if the messe can be held somewhere in
the Ruhr area, which would make it more accessible to Dutch Atari users
too.

Erlend.

3458. Re: That's Write 2 -Comments

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 11:49:36 UTC
From: zap@eskimo.com
Message-ID: <CCoBCI.545@eskimo.com>
Source record: 201656

I'm not sure what ver of WWriter 1 I have but my Thesaures is accessed from a drop down menu and is available right next to the Dictionary setup feature.

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

3459. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 11:55:11 UTC
From: zap@eskimo.com
Message-ID: <CCoBLv.58D@eskimo.com>
Source record: 201657

I would like to see it support True Basic also. I've never got into the GFA Basic.
--

```
__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com
```

3460. C-compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 12:36:21 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1993Sep1.123621.7390@dxcern.cern.ch>
Source record: 201778

HI,
Does anybody has for sale a C-compiler for the atari ST, also
Iam looiking around to see if there is any MEtacomco C manual
the one with the GEM interface.
YOu can reply directly also to vassild@cernvm.cern.ch
Thank you

3461. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 14:22:45 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.147@cipserv1.physik.uni-ulm.de>
Source record: 201780

In article <CCn6r8.6Fu@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>In <25vs7n$3l0@sage.csv.warwick.ac.uk> porbe@csv.warwick.ac.uk (Mr R S Kanwar) writes:

>> Greetings! I am currently writing a BASIC compiler that will run on
>>the Atari's. It will be compile GFA and HiSoft BASIC programs. However,
>>compiled code will run considerably faster, several times at least (my
>>first benchmark tested the maths and was 12 times faster than GFA.)
^^^^^^^^^^^^^^^^^^^^^^^^
:-O Duh. That's an impressive number, buddy!

>>[...]
>>Perhaps I could sell it as an optimising compiler? If so, how much would
>>you be prepared to pay for it? What improvements would you like to see?

>Well well! That looks like an impressive project you're on! But mind
>that there already is a GfA-compiler; don't know about the HiSoft.
>[...] But rumors
>tell that GfA is working on a version 4.0, which should be Falcon
>compatible and (at last!) neatle conforms to GEM. So you might want to
>wait for that version until you spend so much time on your project.

Wasn't there a post recently that announced, GfA has stopped support for
Atari? Or was it the ST only?
Well, Mark, in any case you might run into trouble. After all, GfA-basic is
copyrighted, and I suppose this includes not only the code, but also the
syntax and elements of the language. So the distribution of a GfA-compiler
might interfere with GfA's copyright.

On the other hand, if you've almost finished and are fully compatible, why
don't you give the folks at GfA a call and ask whether they'd like to market
and sell your compiler? The existing one isn't so impressive, after all, and
with your benchmarks you should do a _lot_ better than their compiler. If I
remember correctly.

But here's the problem: If GfA has lost interest in the Atari-market, they
won't distribute your compiler. On the other hand this doesn't mean
necessarily, that it is legal for you to sell it on your own account.

>However, if you're almost finished already, we'd love to see it in PD
>or shareware :)

Definitely.

>> Mark.

>Sander SToks
>sanders@sci.kun.nl

>>P.S Programming I can just about handle,
>> but all this sales and marketing
>> stuff turns my brain to lime jelly!

The story of my life, too. I have a few programs at home that could be distributed as shareware at least, if I only could summon power and will enough to clean the code, kick out the bugs and write a decent documentation...

Perhaps there is anybody out there who is willing to organise something like a Netters Association of Shareware Authors (tm)- gives a nice acronym, doesn't it...?

Well, Mark, keep us up do date, okay? I'd love to hear more about your compiler!!

Greetings, Elmar

/--\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|Elmar.Vogt@physik.uni-ulm.de|vogt@sunrise.e-technik.uni-ulm.de |
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |VIS VISCERIS, NON FERRO FERTUR (T. Doom)|
\--/

3462. 2.5MB STE Package For Slae

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 16:08:58 UTC
From: arc@tyguer.uvo.dec.com
Message-ID: <1993Sep1.160858.11988@decuk.uvo.dec.com>
Source record: 201782

Atari 520 STE Complete Home Computer Package

Atari 520 STE 2.5MB RAM, D/S Internal disk drive. Supplied boxed in Turbo package which contains mouse, joystick, 8 games and productivity software (paint, music, basic, stos)

Barco Colour Monitor

D/S External disk drive

Star STX80 Printer, boxed with 2 paper rolls

Lots of quality entertainment s/w (boxed with manuals) including;

Lemmings James Pond 2 - Robocod Blues Brothers
The Immortal Space Crusade Cruise for a Corpse
Microprose Golf Speedball 2 Shadow of the Beast
Gauntlet II Viking Child North and South
+ more

Konix Navigator/Logic Stingray Joysticks (boxed)

Atari ST User Magazines (approx 2 years) with coverdisks. These include heaps more games/productivity s/w including Hisoft C Interpreter, Hisoft Harlekin, DEVpac assembler, STOS 3D, spreadsheet and word processors.

Computor Cover/Mouse mat/All Leads/Instruction books supplied.

This is a capable home computer with good graphics and stereo sound capabilities. All equipment is in vgc and mostly boxed suitable as a gift. Any inspection invited.

A bargain at ?300 for the complete package (UK Only)

contact;

Aston Clarke
Work Tel 0256 488469
Mail arc@tyguer.uvo.dec.com

3463. TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 16:30:51 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <111143@hydra.gatech.EDU>
Source record: 201783

I have two questions regarding the video output from the TT:

1) Are the TT color modes standard VGA? Will a 640 by 480 VGA
monitor work on a TT?

2) Will big screen color multiscan monitors with resolutions up
to 1280 by 1024 work on a TT and give both color and
monochrome modes?

Thanks.
--
Opinions expressed are my own.

3464. Re: LINUX for the TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 17:10:54 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Sep1171054@sun.ph-cip.uni-koeln.de>
Source record: 201781

In article <1993Aug31.105056.27409@pat.uwe.ac.uk> se_allma@chef.uwe.ac.uk (SE Allman) writes:

> Just thought i would ask is anyone doing a port of linux for the
> TT/Falcon etc..
> As this would be very interesting.
> Let me know if anyone knows.
>
> Thanks,
> Steve
> University of West of England
> Bristol

Yes, sure, *some* work is being done.
I'm currently hacking at the SCSI driver (TT only, as I have no Falcon and no Falcon docs, donation of either of these or both are welcome!).
One guy should be working at the console driver, and our coordinator (Arjan Knor) should be doing some kernel hacking.

For more info, mail to arjan@usn.nl (Arjan Knor), or subscribe to the LINUX 680X0 mailing list at linux-activists-request@niksula.hut.fi (I hope this is correct!)

Greetings, Joe

3465. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 17:58:27 UTC
From: ehood@convex.com
Message-ID: <1993Sep1.175827.1277@news.eng.convex.com>
Source record: 201784

In article <1993Aug31.012412.22120@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>Once again we have some naive idiot running around pretending to know
>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know. True that in the rights hands, like Apple or Amiga,
>the 68030 can do some amazing things compared to the 68000. In the hands
>of Atari, the 68030 is just used as a fast 68000. So whether you have a
>16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

Depends on the software. The 68030 has fixes in the older instruction set that makes it more efficient (such as true 32-bit multiply and divide). I do not know if the software vendors are doing this, but recompiling their software on a compiler that utilizes the full instruction set of the 68030, will get notible speed differences to a 68000 based counterpart running at the same speed.

>
>Explain to me why emulating a 68030 would improve things? As was already
>explained to your buddy Warwick a few days ago, there is a lot of Atari ST
>software out there that flat out does not run on a 68020 or 68030 without
>having to be patched or re-written. Programs like Tempus, Magic Sac,
>ST Xformer, most AUTO folder programs, a lot of older programs such as
>those written with GFA Basic, etc. So when you buy a TT or Falcon you
>can kiss a good chunk of the Atari ST software base goodbye.

On a marketing view, Darek has a valid point. Software drives the market and if most of the Atari software will run on an ST, than why build compatibility for the TT/Falcon market. The TT/Falcon market is not as big as the ST market (more ST's out there than TT's or Falcon's). Plus, emulating a 68030 processor on a 68000 based CPU can be tough. 68000 does not support virtual memory management. instruction restart, communications to other coprocessors (like a floating point co), and a few other things. Emulation could probably be done with some fancy programming and with the aid of a 386/486 based cpu (since it supports similiar functionality as a 68030/40), but I think it would be too damn slow. Use a 68030, or later, chip if you want 68030 ability.

>It's bad enough that for years Atari gave minimal support to developers
>regarding anything about the ST, leaving it up to them to reverse engineer
>things and write hardware or 68000 dependent code, but then they come out
>with 68030 based machines and surprise, surprise, half the stuff doesn't run!
>The 24BIT.PRG utility helps matters in a few cases but not all. For example,

>it allows Tempus to go from crashing at load time to crashing at exit time.

I think Atari and some software developers are both to blame here,
IMHO. The 680x0 family has compatible instruction sets (the later cpus
just have added instructions). Motorola designed the chips in this way
so software backward compatiblity would exist. I think OS changes on
Atari's part, and unrecommended programming practices have given
software compatibility a problem.

>
>The bottom line: you're better off with a fast 68000 than a 68030 chip as
>far as running Atari software goes.

Probably true (for now).

>
>Also, you would seem to imply that there is something you'd be able to do
>with a 68030 that you can't on a 68000? Like, is there some special version
>of Calamus that only runs on the 68030? A special version of Word Writer?
>Of anything? Hardly.

There IS something you'd be able to do with a 68030 that you can't on a
68000. However, software vendors and OS developers take advantage of a
68030 is another story.

I would just like to state that I am a statisfied Atari owner. I have
a 4+ year old MegaST2 and it does what I need for home use. For a
person who has used multiple platforms, Atari has the best PD software
and some of the best commercial software (even though there is not as
much software out there as in the PC market). You cannot beat Calamus
or Pagestream for DTP. These packages have been doing stuff for years
that PC/Mac based apps are just starting to do. I'm not a musician,
but there is some outstanding musical based software also.

My only grievance about a Atari is the lousy job of marketing and
the lack of effort to keep up with technology. I still wonder
why Atari did not go with a 30+Mhz 68030 cpu. The price difference
from a 16Mhz cpu is not that great.

Also, I have greater grievences about the PC/Mac market. Macs are
still too expensive and the choices of OS's on PC's is not too good.
OS/2 is a valiant effort, but still needs some work. MS-DOS is
outdated. Windows NT is a big hog. I saw NT running on a 486DX2/66
w 8MB of RAM. I was not seeing 486DX2/66 speed, I was seeing 12ms
hard drive speed (way too much swapping).

One more thing, I expect better ettiquete from someone from MicroSoft.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851

FAX: (214) 497-4500 | Richardson, TX 75083-3851

3466. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 18:11:21 UTC
From: hulpke@abacus.concordia.ca
Message-ID: <CCot6x.H37@newsflash.concordia.ca>
Source record: 201785

In article <111143@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:
>I have two questions regarding the video output from the TT:
>
>2) Will big screen color multiscan monitors with resolutions up
> to 1280 by 1024 work on a TT and give both color and
> monochrome modes?

TT Output is ECL and not standard VGA in the HiRes mode. Without
converter, you cannot use a standard multiscan for displaying TT High

Alexander

3467. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 18:23:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.627147@cix.compulink.co.uk>
Source record: 201551

In article <vogt.147@cipserv1.physik.uni-ulm.de>, vogt@cipserv1.physik.uni-ulm.de (ELMAR VOGT) writes:
>
>On the other hand, if you've almost finished and are fully compatible, why
>don't you give the folks at GfA a call and ask whether they'd like to market
>and sell your compiler? The existing one isn't so impressive, after all, and
>with your benchmarks you should do a _lot_ better than their compiler. If I
>remember correctly.
>

Why not approach HiSoft, they are veru much into the ST market and have a
better language and compiler (in my opinion anyway).

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3468. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 18:43:53 UTC
From: tsang@austin.ibm.com
Message-ID: <CCoup5.1sAL@austin.ibm.com>
Source record: 201786
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <> rjung@netcom.com (Robert A. Jung) writes:
>
> And the Jaguar/Lynx/NetTrek idea sure isn't anything to scoff at...

No! Not NetTrek... Netrek! Big difference. The former is a barely-playable Macintosh game with few tactics and even less strategy; the latter is a highly-addictive up-to-16 player game running on Xterms/workstations (I'm surprised at you, Rob... you went to USC, where some of the most rabid Netrek players reside...)

The reason the Lynx/Jag combination would be ultra-cool is that Netrek (not NetTrek) is a client/server game. So even the programming paradigm could be retained...

--
Donald Tsang | "It's all in the reflexes."
tsang@austin.ibm.com | -- Big Trouble in Little China

3469. Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 18:44:08 UTC
From: nkjnf@alf.uib.no
Message-ID: <1993Sep1.184408.21298@alf.uib.no>
Source record: 201787

[No readable article body recovered]

3470. Re: S.F. Chronicle on Atari

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 18:47:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50441@SL.maus.de>
Source record: 201799

L>it has hoarded to launch an aggressive advertising and marketing
L>capaign for Jaguar.

Well, if this campaign is as aggressive as the one for the Falcon - in Germany
- then it WILL
L>leave Atari out of gas."

Because: Atari promised a lot of commercials for the Falcon but here in Germany
I've never seen any - there must have been some, because I're read of some
people in the MausNet (maus.de) laughing about these
But: I dont' need commercials because, if the Jag is sold in Germany I'll get
it. But I'm sure Atari needs more people to buy it than just people already
using one - or more - release of Atari-stuff.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

3471. GoldLeaf Publishing

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 19:05:44 UTC
From: kfason@csn.org
Message-ID: <CCovpL.Eo3@csn.org>
Source record: 201788

Anyone know what happened to GoldLeaf publishing? I tried to call them and got a number disconnected... They did not go under did they? If so, anyone know who's taking over their software. namely WordFlair II? (what I have :)..

thanx and answer soon please....

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

3472. ICD FAST card for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 20:28:48 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Sep1.152848.11174@gw.wmich.edu>
Source record: 201789

Hi,
Is anyone interested in a ICD FAST controller card? If so, contact me and
tell me what you might be willing to pay (i.e., make an offer...)

Later,
Bernard

3473. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 20:50:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.627861@cix.compulink.co.uk>
Source record: 201495

In article <1993Sep1.175827.1277@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
>
>My only grievance about a Atari is the lousy job of marketing and
>the lack of effort to keep up with technology. I still wonder
>why Atari did not go with a 30+Mhz 68030 cpu. The price difference
>from a 16Mhz cpu is not that great.
>

I thought so myself until I saw a Falcon that has been modified with a 33MHz 030. The results were only 20% faster, not very impressive.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3474. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 20:58:38 UTC
From: miked@umass.NoSubdomain.NoDomain
Message-ID: <1993Sep1.205838.8469@lmpsbbs.comm.mot.com>
Source record: 201793
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <CCMwzp.L2r@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
|>
|> P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
|> cartridge games. No way.
|

Why not? CDROM's are cheaper to make than cartridges and 3D0 volume could be
a lot higher due to Atari's agressive marketing. :)

Mike Danielsen
miked@areaplg2.corp.mot.com

3475. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 21:25:57 UTC
From: vc@ten-fwd.teltechlabs.com
Message-ID: <263415$hak@news.cerf.net>
Source record: 201790

Atari 1040 ST and SM124 Monochrome monitor for sale. Make me an offer.

email to vc@teltechlabs.com

3476. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 21:57:24 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CCp3np.DzA@ecf.toronto.edu>
Source record: 201791
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CCoup5.1sAL@austin.ibm.com> tsang@austin.ibm.com (Donald Tsang) writes:
>In article <> rjung@netcom.com (Robert A. Jung) writes:
>>
>> And the Jaguar/Lynx/NetTrek idea sure isn't anything to scoff at...
>
>No! Not NetTrek... Netrek! Big difference. The former is a barely-
>playable Macintosh game with few tactics and even less strategy; the
>latter is a highly-addictive up-to-16 player game running on Xterms/
>workstations (I'm surprised at you, Rob... you went to USC, where some
>of the most rabid Netrek players reside...)
>
>The reason the Lynx/Jag combination would be ultra-cool is that Netrek
>(not NetTrek) is a client/server game. So even the programming
>paradigm could be retained...

Hmmmm, a bit hard to fit so many commands on so few buttons though....
I mean phasering, torping, cloaking, detting, picking/dropping armies....and
the myriad of other stuff.... Incredible idea though (me being such a netrek
maniac)! Hmmm, maybe a cut-down version?? OGG OGG OGG OGG OGG OGG OGG OGG OGG!!
What a way to spend your day!!

I luv a good fight!
AcEzE or SatansToejam (wanna fight?)

3477. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 22:03:15 UTC
From: darekm@microsoft.com
Message-ID: <1993Sep01.220315.29713@microsoft.com>
Source record: 201797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You miss the whole point Ted. My list of options below is for people who need a more powerful machine. i.e. you buy Calamus SL and find out your 1040ST doesn't quite have the requirements to run it. So you need a more powerful maching capable of running ST software. For as long as there is Atari software around (regardless of whether Atari is still around or not) there will be a demand for computers capable of running that software.

Yes, the Atari line is a dead end. I've been telling people that for years!!!! Buying any Atari hardware is a waste of money period. I don't deny that that's been my opinion of Atari for most of the last 5 years. So you haven't made any amazing discovery by realizing that yourself. But that's not what the point of the discussion below is about. Gemulator is NOT about getting PC users to suddendly start using Atari software. It's about offering an alternative to Atari hardware that still allows you to run your Atari software and not have to purchase a dead end computer. I don't know about you, but over the 6 years I've owned an ST I've built up a software library of several dozen programs, worth costing well over $2000. I'm sure the same is true of most Atari users, especially ones who use it to run applications. Unless you're a pirate, $200 is a small price to pay to maintain compatibility with hundreds or thousands of dollars worth of software.

Also, Gemulator is a $229 product, complete with ROMs. That's the list price. Street price at most dealers who carry it is $199. Perhaps you need to brush up on your math (you are probably American born and educated, which would explain a lot) because $229 DOES NOT round up to $300.

Now if you want to purchase a 486 and sell off all your ST hardware and software, that's entirely your choice. It's something I've advocated for years. But like you said, if you had the money. Do you have the money to replace that Atari software with equivalent PC software and do it for under $200? I doubt it. That's why Gemulator is a nice $200 solution to that problem. Buy the PC and Gemulator. Then over time buy more and more PC software. Since there are a lot of Atari users in this predicament (i.e. they don't all have thousands of dollars lying around to buy tons of PC software), a market for Gemulator exists. People will buy it unless everyone suddenly wins the lottery. <grin>

- Darek

In article <25r302INNl21@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>In article <1993Aug27.234857.15811@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>[lots cut for brevity:

> 1: upgrade existing ST.
> 2: buy a more powerful new Atari
> 3: buy a mac.
> 4: buy a x86 machine, and buy Gemulator, even get chance at some great new
> os'es.
>]
>
>>Sure, there's arguments for all 4 cases, with you obviously being a big
>>supporter of #1. But your argument is only the lazy man's bandaid solution.
>>A year or two when the ST market gets even deader, when more dealer shut
>>down or covert to other platforms, when more ST magazines die, when more
>>user groups break up, you'll be looking for a new computer anyway. So
>>you'll end up going with #2, #3, or #4.
>
>
>Parts of those argument #3, #4 are for systems that don't run Atari software,
>or that later you won't want the Atari emulation. You specificlly mention
>not "wasting" money on Atari products. For the clone, you mention that you
>can run other OSes and programs.
>
>Maybe I'm strange. I don't like option #1 at all. I will only spend small
>amounts of money to upgrade a machine, and most of that on peripherals (disk,
>monitor, memory) that can be easily resold, or moved to the new computer.
>
>I'd rather save my money and just upgrade to a NEW computer. Now, if I
>go to a clone, I see the Gemulator board in the "upgrade" category. Why
>would I want to spend $300 on it...when i could buy native software instead?
>You harp that the Atari market is "dead-end", and seem to indicate that I'll
>have to move totally over to the x86 (or mac) sometime. Why shouldn't I
>do that NOW, using the $300 I'd waste if I bought a Gemulator--if the Atari
>community dies like you say it will--the Gemulator is REALLY a waste of
>money. Hey, I can keep my ST (for 100% compatibility BTW) when I upgrade.
>Why should I spend more on a dead market? Hey, I'm just applying YOUR
>argument to it's conclusion.
>
>I'm not saying that no one would buy a Gemulator (obviously false) or that
>for some, they need to run the Atari version of some software as no
>alternative exists. But in general, if you are going to MOVE ON, I say,
>MOVE ON. I would buy a Gemulator *if* I had some extra money lying around,
>it'd be a nice toy to play with (of course, I'd have to get the 486 FIRST).
>
>--
>Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3478. UMS II in monochrome

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 22:12:40 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CCp4D4.9wy@cs.vu.nl>
Source record: 201792

Does anyone has any experience with runnig UMS-II nations at war
running in high resolution? (I think with the appriopriate fixing of
the RSC files, you have something, but, I am not sure)
Replies preferably via email... (fvkampen@cs.vu.nl)

Thanx in advance...

(Does anyone (if UMS-II can not be run in high, some info about
UMS-I ??))

--
Florentijn van Kampen
email: fvkampen@cs.vu.nl
"Oh dear" says God " I hadn't thought of that" and promptly vanishes
in a puff of logic...

3479. Boot from drive B?

Newsgroup: comp.sys.atari.st
Date: 1993-09-01 23:56:56 UTC
From: plouie@wet.COM
Message-ID: <5753@wet.UUCP>
Source record: 201800

[No readable article body recovered]

3480. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 00:27:57 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <263emd$4bl@news.dmpe.CSIRO.AU>
Source record: 201794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K., so we all get the drift. Enough of this guys. The Gemulator is a nice gadget. So is a Spectre GCR. I personally will buy a Falcon, not for anything else except the one main reason - my personal preference. The only thing I have against emulators is that they can never be 100% compatible, but then again, what ever is?

No, this is not a flame.
Just stop the bickering.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3481. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 01:22:07 UTC
From: rjung@netcom.com
Message-ID: <rjungCCpD4w.M3w@netcom.com>
Source record: 201795
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CCoup5.1sAL@austin.ibm.com> tsang@austin.ibm.com (Donald Tsang) writes:
>In article <> rjung@netcom.com (Robert A. Jung) writes:
>> And the Jaguar/Lynx/NetTrek idea sure isn't anything to scoff at...
>
>No! Not NetTrek... Netrek! Big difference. The former is a barely-
>playable Macintosh game with few tactics and even less strategy; the
>latter is a highly-addictive up-to-16 player game running on Xterms/
>workstations

Oh, cut me some slack. B-) You know darn well what I was referring to.

>(I'm surprised at you, Rob... you went to USC, where some
>of the most rabid Netrek players reside...)

Yes, but I actually went to CLASSES. B-) And I could never get into
Netrek myself -- reading net.news was just so much more fun...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3482. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 02:33:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15212@uqcspe.cs.uq.oz.au>
Source record: 201796
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

peter@stack.urc.tue.nl (Erik Manders) writes:

>the CD will become the media of the future and will replace cartridges within
>a few years. They're cheap,...
>... that games for the CD32 are half the price,

Ridiculous. Raw materials is not the deciding factor in game prices. What
percentage of $50 do you think is the plastic case and the ROM chip? If
you can make a CD for $2 and a ROM chip for $10 doesn't mean you sell CDROM
at five times or twice or even $8 less than ROM.

Besides, you can't run programs off a CDROM. They have to go into RAM
first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
RAM taken up by read-only code and run-time data copied off a CDROM or
taken up by 720x576 32 bit colour graphics?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3483. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 06:39:35 UTC
From: bprofane@netcom.com
Message-ID: <bprofaneCCpru0.43x@netcom.com>
Source record: 201651

In article <15212@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>peter@stack.urc.tue.nl (Erik Manders) writes:
>
>>the CD will become the media of the future and will replace cartridges within
>>a few years. They're cheap,...
>>... that games for the CD32 are half the price,
>
>Ridiculous. Raw materials is not the deciding factor in game prices. What
>percentage of $50 do you think is the plastic case and the ROM chip? If
>you can make a CD for $2 and a ROM chip for $10 doesn't mean you sell CDROM
>at five times or twice or even $8 less than ROM.

No, you're wrong and developers already know why. See my other post.

>Besides, you can't run programs off a CDROM. They have to go into RAM
>first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
>RAM taken up by read-only code and run-time data copied off a CDROM or
>taken up by 720x576 32 bit colour graphics?

You can't "run" programs from either a CD-ROM or a cart; the actual
control logic needs to be in RAM for either system. As far as keeping
your ROM data on a CD vs. a chip, the double-speed CD-ROM drive makes
this question virtually moot. For 95% of the ROM access in your average
game, 300Kb/sec is fast enough. So you're trading 5% of slower ROM
reads against many megs of cheap memory.

3484. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 08:12:30 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2649telNNsl5@tortoise.cis.ohio-state.edu>
Source record: 201652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>You miss the whole point Ted. My list of options below is for people who need
>a more powerful machine. i.e. you buy Calamus SL and find out your 1040ST
>doesn't quite have the requirements to run it. So you need a more powerful
>maching capable of running ST software. For as long as there is Atari software
>around (regardless of whether Atari is still around or not) there will be
>a demand for computers capable of running that software.

If you've just bought SL, SELL it (or return it) and buy a native app for
your new PC. I think you'll even SAVE money. This only works if you don't
NEED SL anymore...which you won't if you've JUST bought it. I think
someone would be really silly to buy SL for an 1040ST, but there are some
who'd try it.

>Yes, the Atari line is a dead end. I've been telling people that for years!!!!
>Buying any Atari hardware is a waste of money period. I don't deny that that's
>been my opinion of Atari for most of the last 5 years. So you haven't made any
>amazing discovery by realizing that yourself. But that's not what the point
>of the discussion below is about. Gemulator is NOT about getting PC users to
>suddendly start using Atari software. It's about offering an alternative
>to Atari hardware that still allows you to run your Atari software and not
>have to purchase a dead end computer. I don't know about you, but over the
>6 years I've owned an ST I've built up a software library of several dozen
>programs, worth costing well over $2000. I'm sure the same is true of most
>Atari users, especially ones who use it to run applications. Unless you're
>a pirate, $200 is a small price to pay to maintain compatibility with
>hundreds or thousands of dollars worth of software.

Does ALL of that software need emulated? How well does UIS III intergrate
with Windows? Is Stalker that much better than Procomm for Windows (which
I can get FREE)? Games don't count either. Hmmm....I could run EdHak!
I don't know if you did this (factor in utility programs that won't be
needed if you go cold turkey).

Part of the argument is, I can always keep my old ST and run the programs
on IT. The program that I need to have more speed, I can replace with a
native version. Is Calumus SL really so good that a native Quark/Ventura/
Pagemaker aren't any better? And if you REALLY use SL, you can afford
either to move to a native version OR risk the paltry sum of a TT. Besides,
does it really run faster than a TT? Even SL won't be much of a case for
longer....aren't they porting it to NT?

Of course the problem with this is you have TWO machines....
it takes up lots of space (my room relfects this).

Unfortunatly, Gemulator doesn't seem to fit in my cube properly so I'm stuck. <g>

Any chance Gemulator will work under NeXTSTEP for Intel? Running Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the market is small...but I'm just curious as IF I make the jump, I'll probably NOT be running Windows/DOS. Of course...that Power PC is looking nice..... (I'm starting saving now for the computer that I'll buy next year sometime.)

>Also, Gemulator is a $229 product, complete with ROMs. That's the list price.
>Street price at most dealers who carry it is $199. Perhaps you need to
>brush up on your math (you are probably American born and educated, which
>would explain a lot) because $229 DOES NOT round up to $300.

Sorry, I hadn't noticed the price drop, and I quoted from memory. Gemulator was originally $299 wasn't it? Of course, the price probably dropped a looong time ago. Sorry, my trivia engine just conked out and I got the number wrong. (Now ask me "What is Boskonia"? and I might fare better!)

There's nothing wrong with my math:
2+2 = 5 (for sufficiently large values of two, and small values of 5)
6*9 = 42
Besides, I'm a CIS major. O(300) = O(200).
See? What's so great about the Canadian educational system anyway?

Like I said...even at $200, that's $200 of native software I can buy to replace my OLD ST software (that I can either SELL to get money to replace the software, or run on my old ST). $200 can buy me Excel and Word with some nice change left over (of course I DO get the nice edu price...but I think that even buys the street price of the combo deal as well). Of course I could buy REAL software instead, from a REAL software company. <g>

>Now if you want to purchase a 486 and sell off all your ST hardware and
>software, that's entirely your choice. It's something I've advocated for
>years. But like you said, if you had the money. Do you have the money to
>replace that Atari software with equivalent PC software and do it for under
>$200? I doubt it. That's why Gemulator is a nice $200 solution to that
>problem. Buy the PC and Gemulator. Then over time buy more and more PC
>software. Since there are a lot of Atari users in this predicament (i.e.
>they don't all have thousands of dollars lying around to buy tons of PC
>software), a market for Gemulator exists. People will buy it unless everyone
>suddenly wins the lottery. <grin>

Actually, I'm a bad judge for software. I use Stalker mostly....easy to replace. I don't buy much software...I've bought more Mac software, and I don't OWN a mac. Still, I made no beef with my opinion...If you are going to move, MOVE. For some, I do see Gemulator as a necessary step, and for others I see it as an attempt to keep that ol' Atari feeling around...mostly for nostalgia. I don't like colorized movies, so I do understand the nostalgia. Obviously I don't speak for everyone...or you wouldn't sell any product.

Rest assured Derek, if I win the lottery, I'll become a customer shortly thereafter. I really would like to play around with Gemulator. It'd be

worth it in amusemenet value alone (not to mention I might acutally put it to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery. Will you sign it for me? (I've asked God to let me win the lottery just so I can buy a PC and Gemulator. I expect to already have won...)

Otherwise, I factor in software prices as part of the upgrade. I won't buy a new computer without anything to run on it. I'd rather stiff it out for a few more months to add more money to the pot and then make the leap. Hey, it's worked for me in the past....The great thing about the ST is that they are so damned cheap it ain't worth sellin' (unless you just DON'T have the room). Who needs furniture anyway? Ahhhh! It's attack of the cable snakes!!!!

>- Darek
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3485. Patches for TOS2.06 for an ST? Which recommended?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 08:16:58 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <264a5qINN7k6@nanette.sto.pdb.sni.de>
Source record: 201653

```
Have: 1040 ST, 16Mhz, 4MB, TOS1.0
Upgrade intent: TOS2.06, Overscan
Question: Which TOS patches should I use?
Which should I avoid?
Whence to download?
AdvTHANKSance,
Stu Savory
```

3486. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 08:56:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCpy6p.2CA@barclays.co.uk>
Source record: 201688

In article <260vpj$180@usenet.rpi.edu>, oyakea@warren1c.its.rpi.edu (Amalaye Oyake) writes:
|> 1) How much is the 14meg ram board ?
The actual boards cost around 65GBP. The RAM you must buy yourself and right now it's V. expensive.

|> 2) Are there emulators or accelerators (please be very specific) ?
FalconSpeed 286 Emu. Runs WIndows fine and inc olor at 1024x768x16 using windows drivers that come with it. Also runs as an accessory. 230GBP

|> 4) Can I use an slm printer on the Falcon ?
Not at the moment. If there is a solution it will be 3rd party.

|> 5) Is there any CD software for the Falcon ?
Not yet. Atari will be releasing a disk full of stuff soon-ish. There are of course many commercial disks you can use such as fonts, clip art, text files etc.

|> 7) How do I view photo CD applications on my falcon ?
I think Truepaint may have this soon. It is definitely being worked on by several different people.

|> 9) Is the Falcon a successful product ?
the big question! They are selling but not in huge quanitities but until recently there were back orders on them. I think the Falcon will still be a success as there is so much 3rd party support already. The ST didn't have it so good in it's eary days.

|> 10) What else is the dsp being used for in the Falcon ?
Answerphone, modem, MPEG, JPEG, fractals, Sampling, all sorts.

|> 12) What Graphic cards exist for the Falcon ?
Don't really need them. I run at 880x768x16 normally at 70Hz via BlowUp030. I have had interlaced resolutions of 1400x1280 with noproblems.

|> 13) Any Street fighter II or world heroes clone for the Falcon ????
I sincerely hope not! :-)

|> Mr. Amalaye Oyake

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3487. Lantech

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 09:08:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.EfFI9lCGtks@yonder.equinox.gen.nz>
Source record: 201662

Does anyone here know anything about Lantech?
Is it any good? How does it work? And is it possible
to get software for it??

Why I ask is this advert that someone put on a local BBS.....

```
================================================================
L A N T E C H F O R A T A R I S T

- 10 Megabit per second
- Manual and 2 hardware boxes
- Sorry, no software
- I have no idea what to do with them, I just got them
at an auction!
- Best offer over $20 takes them.
================================================================
```

That's NZ$, works out to around US$10.. if I can get the software
I might actually buy this :-)

Craig.

```
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: Scattered showers my arse - Noah. ::
```

3488. Re: Will "Quark XPress" work on Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 09:10:20 UTC
From: tpang@fraser.sfu.ca
Message-ID: <tpang.746961020@sfu.ca>
Source record: 201654

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>mauritz_c@spcuna.spc.edu (Chris Mauritz) writes:

>>Just out of curiosity, why would someone who can afford to spend
>>US$500+ on Quark Express not run it on a real Mac? Macs are getting
>>quite cheap and are great if you're serious about DTP. I use Quark
>>on my Quadra at work all the time and I find it indispensable.

>Considering the fact that he also claims to have run MS Word ($295) and
>PageMaker ($579), do you *really* think he has a legal copy of XPress
>($599)? Or any of the other programs he mentions? Let's not be naive.
>There are some people (like myself) who purchased XPress for their Macs,
>and then there are others who can't be bothered.

I can't really think either way, because there has no real indicator that
the poster has legitimate copies or not. Actually, there is not even
an indicator that the poster is a "he", as you put it.

"Let's not be naive." When there is indication, yes, you can point it out.
Unfortunately, I can't seem to find any.

Ok, I know why you all speculate and assume that, but posting just that
plus a few words of your "comments", doesn't make much sense/help.

I can give you 100 scenarios that the poster COULD be not what you think:

1. The poster can be a female, or you have to say "oh, but most of the
time, it's male." that kind of thing.
2. One can get legitimate software from a cheaper source:
a. education price.
b. employee's price, or dealer's demo price.
c. wholesale price.
d. a second hand but legal copy.
e. get it free, from a drawing, promotion, or gift.
3. The poster didn't say he/she owns it, so he could have borrowed it,
although the legality of borrowing has lots of gray area. (and I mean
borrowing the whole legal copy.)
4. The poster is doing testing for work, so has all the access anyway.
5. He might already have an expensive real Mac, but somehow got hold of
an ST with a GCR, and curious if it runs...., so he can put it in another
room/office/home etc. (by he, I mean he/she.)

I know this is not 100, but you get my point. I can probably provide more
speculations that the poster might have legal copies, than what you can
speculate the person not to.

If you ask me how I "feel" about that post, I'd say I don't know. One doesn't have to claim "not guilty" all the time, to be free from the assumption of guilty. And one should not judge just from "gut" feeling.

Why am I posting this? Not because I feel that the poster might be legal or not about his software, since I can't really judge (I can make myself think either way, although it is quite likely that he doesn't really own those programs, but not because he didn't buy it because he didn't buy a real Mac either.). I am posting this, because I got into a similar situation once. I was posting suggesting someone to try look into the pricing and availability of MacII roms in Thailand, and I received a e-mail, saying that I was suggesting private roms sale there. Well, you get the rest of the story...

Bye,
David

+---+
| In real life: David Tse E-mail: tpang@sfu.ca (Internet) |
| In amateur radio: VE7MDT Packet: VE7MDT@VE7UBC.#VANC.BC.CAN.NA |
| Snail Mail: P.O. Box 26052, Richmond B.C., V6Y 2B0, Canada. |
| Set-up: Amiga 3000/25, MAG MV-14S, AMaxII, ZyXEL 1496E, DeskJet+, HP48SX |
| Disclaimer: Anything here does not represent views of anyone except mine.|
+---+

3489. Re: S.F. Chronicle on Atari

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 09:48:48 UTC
From: tpang@fraser.sfu.ca
Message-ID: <tpang.746963328@sfu.ca>
Source record: 201655

sinclap2954@cobra.uni.edu writes:

>So much for Falcon sales.

>Peter

My god, you included the whole article, and just added one line. Has
your mom not told you how to forward a post? I guess not :).

And what you said, did not need the whole previous post to support, IMHO.

Bye,
David

+---+
| In real life: David Tse E-mail: tpang@sfu.ca (Internet) |
| In amateur radio: VE7MDT Packet: VE7MDT@VE7UBC.#VANC.BC.CAN.NA |
| Snail Mail: P.O. Box 26052, Richmond B.C., V6Y 2B0, Canada. |
| Set-up: Amiga 3000/25, MAG MV-14S, AMaxII, ZyXEL 1496E, DeskJet+, HP48SX |
| Disclaimer: Anything here does not represent views of anyone except mine.|
+---+

3490. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 10:47:25 UTC
From: nkjnf@alf.uib.no
Message-ID: <1993Sep2.104725.15730@alf.uib.no>
Source record: 201658

We try again:

Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.
Version 2.1 of Winx presumably works with the UK/US TOS versions
(Winx 2.0 does not), since the author (M.Osieka) has already
provided a new version (1.3) of GemRam which IS compatible with these TOS-es.
Does anybody know where to download this program?
Has anybody successfully loaded Winx 2.0 under UK/US TOS-es by starting
GemRam 1.3 first? Perhaps this is not meant to work anyway, but ...

Nils nils@mvii.kj.uib.no

3491. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 11:29:32 UTC
From: farren@netcom.com
Message-ID: <farrenCCq598.K0p@netcom.com>
Source record: 201659
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

wilsont@rahul.net (Timothy Wilson) writes:

>'TOM" the chip withe the DRAM controller in it, TOM is the one
>richard millar said was the CPU, is that clear enough?

>Once again, Ricahrd Millar is the Tech guy at atari, i think he
>knows the insides.

Richard Millar was sitting right next to Sam Tramiel. I've been in similar conferences, and believe me, you don't say anything that the boss doesn't want you to say when you're in such a situation.

I found the delphi conference to be singularly uniformative. Same old marketing-type hypeola, no substantive information. And replication of some of the more stupid lies, so I find it difficult to trust the information there any more than any other marketing "opportunity".

I'm looking forward to being able to get my hands on a *real* Jaguar. An afternoon with a screwdriver and inspection lamp will tell a whole lot more of the story than anything I've seen here, there, or anywhere.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3492. Before Dawn 1.25 available via ftp

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 11:51:15 UTC
From: michaels@grildrig.informatik.rwth-aachen.de
Message-ID: <michaels.746970675@grildrig>
Source record: 201660

Before Dawn 1.25 is available for anonymous ftp from
ftp.informatik.rwth-aachen.de:/pub/atari/util/before_dawn
Version 1.25 includes english docs and resources. In the same directory, there
are two archives with movies for Before Dawn.

cu
Michael

3493. ghostview for ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 11:54:21 UTC
From: grellier@imag.fr
Message-ID: <CCq6EM.8qM@imag.fr>
Source record: 201661

Hello,

I'd like to write routines to generate postcript files.
I don't want to print them but only to check the
result for debugging. So I just need a program as
ghostview : is ST version good ?

--
+=========================+===+
**	Thierry Grellier, Thierry.Grellier@imag.fr
...****	stagiaire au LGI de l'IMAG, GRENOBLE
.....**..	

3494. Re: SOZOBON users <<<<<HELP!>>>>>

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 12:24:06 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Sep2.122406.7282@its.bt.co.uk>
Source record: 201668

In article <1993Aug27.193824.117545@zeus.calpoly.edu>,
Chris L. Willison <cwilliso@tuba.calpoly.edu> wrote:
>
> .....
>
>BOOT DISK:
>
>- AUTO/ETERNAL2.PRG
>- AUTO/RAMDISK.DAT w/ "D400"
>- AUTO/((GEMENV.PRG - loads SOZOBON /BIN, /INCLUDE, /HOME, etc..)
> ROOT.ENV contains:
> LIB=A:\SOZOBON\LIB\
> INCLUDE=A:\SOZOBON\LIB\
> BIN=A:\SOZOBON\BIN\
> etc.....
>- VI (loaded into Ramdisk)
>- .c source files (loaded into Ramdisk)
>- MUPFEL.PRG & MUPFEL.MUP (loaded into Ramdisk)
> MUPFEL.MUP contains:
> PATH=A:\SOZOBON\LIB\;D:\
> CDPATH=D:\
> LIB=A:\SOZOBON\LIB;
> INCLUDE=A:\SOZOBON\INCLUDE\
> HOME=D:\
> etc.....

Chris, Look at the setting of PATH. Mupfel uses that to find its executables.
Now where is that typo, in this message or your file?

PATH=A:\SOZOBON\BIN\;D:\

Just an idea.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

3495. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 12:33:44 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCq88A.GF1@cbnews.cb.att.com>
Source record: 201669
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <1993Sep1.205838.8469@lmpsbbs.comm.mot.com> miked@umass.NoSubdomain.NoDomain (Mike Danielsen) writes:
>In article <CCMwzp.L2r@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
>|>
>|> P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
>|> cartridge games. No way.
>|
>
>Why not? CDROM's are cheaper to make than cartridges and 3D0 volume could be
>a lot higher due to Atari's agressive marketing. :)

Because nobody sells stuff cheaper simply because it costs them less to make.

Do Sega CD games cost less that Sega cartridge games? No. Atari says the games will be in the $40-$60 range. Will 3DO be in the $20-$30 range? I don't think so. MAYBE $40. Maybe.

You also have to realize that CD games generally take longer to develop, unless they make a game that didn't really need to be on a CD is the first place... Hence, a higher price to make up the cost.

>
>Mike Danielsen
>miked@areaplg2.corp.mot.com

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3496. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 13:32:53 UTC
From: tjd21@cas.org
Message-ID: <1993Sep2.133253.23746@cas.org>
Source record: 201663
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

So when is the Jaguar due out??? And, How much will it cost???

Just wondering,

Travis
tjd21@cas.org

3497. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 13:51:39 UTC
From: gruber@austin.ibm.com
Message-ID: <CCqBu3.1437@austin.ibm.com>
Source record: 201664

In article <CCot6x.H37@newsflash.concordia.ca>, hulpke@abacus.concordia.ca (Alexander Hulpke) writes:
> In article <111143@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:
> >I have two questions regarding the video output from the TT:
> >
> >2) Will big screen color multiscan monitors with resolutions up
> > to 1280 by 1024 work on a TT and give both color and
> > monochrome modes?
>
> TT Output is ECL and not standard VGA in the HiRes mode. Without
> converter, you cannot use a standard multiscan for displaying TT High
>
> Alexander

Where can I get such a converter to display High Res. ?

Thanks,
Scott

3498. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 14:11:16 UTC
From: dmb@case.ai.mit.edu
Message-ID: <264uu4INNI98@life.ai.mit.edu>
Source record: 201665

>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>Perhaps you need to brush up on your math (you are probably American
>born and educated, which would explain a lot)

Just like Chairman Bill, right DM? Yeah, that *does* explain a lot... :)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3499. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 14:25:05 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCqDDu.7zH@cs.ruu.nl>
Source record: 201666

In <1993Sep2.104725.15730@alf.uib.no> nkjnf@alf.uib.no (Nils Age Froystein) writes:

>We try again:
>
>Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.
>Version 2.1 of Winx presumably works with the UK/US TOS versions

As far as I know, it's in beta stage. I know it runs on TOS 3.06.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3500. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 15:02:06 UTC
From: hulpke@abacus.concordia.ca
Message-ID: <CCqF3J.444@newsflash.concordia.ca>
Source record: 201667

In article <CCqBu3.1437@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:
>
>In article <CCot6x.H37@newsflash.concordia.ca>, hulpke@abacus.concordia.ca (Alexander Hulpke) writes:
>>
>> TT Output is ECL and not standard VGA in the HiRes mode. Without
>> converter, you cannot use a standard multiscan for displaying TT High
>>
> Where can I get such a converter to display High Res. ?

If I recall correctly, I saw in the german ST magazin an advertisment of a firm, that manufactures some kind of converter, that allows a large EIZO color monitor to be used in all resolutions. However I don't know, whether this monitor is a standard multiscan or has some special features.
Unfortunately, I don't have the issues here in Canada, probably someone from Germany can fill in the missing informations.

Alexander

3501. PI Prize

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 15:26:55 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.06md@outb.wimsey.bc.ca>
Source record: 201673

Thanks to everyone for volunteering to write a TOS program that will calculate PI. Now.... to make it a bit interesting!

THE STUART A. LYSTER PI CALCULATION FOUNDATION ANNOUNCES.....

A $50 (Canadian) cash award to the person who writes a program (using ANY of the current algorithms - it is the prgrammers choice) that will calculate PI the "fastest" (see #5 below). The winner will be decided upon the following 7 grounds - the winner will be decided upon by Stuart Lyster - his decision shall be final and unappealable (not in quality, but in process!);

1) The program shall calculate the value of PI accurately using at least TOS 1.4. In case of a tie, the program that is compatable with later versions of TOS (including MultiTOS and GENEVA) will be declared the winner.

2) The program will include the ability to write the value of PI to the screen AND a disk (a hard disk is preferable, as someone might eventually want to calculate beyond the 720K size of a floppy). Writing the value to a printer is optional - but would be great for parties.

3) The program will indicate by a screen display WHICH algorithm is being used, and WHERE in the iteration process the program is currently working.

4) The program shall write to screen/disk/printer (see #2) the accurate digits of PI as they become established. (No fair simply reading the value of PI from a file and writing them to the screen. Cheaters who do this will have their computer infected with the "Jimmy Bakker" virus - a virus which promises to feed hungry children with your donations, only to have the money channelled off to Heritage USA!)

5) The $50(Cdn) will be awarded as follows:
- $15(Cdn) to the programmer of the program which calculates PI to 100 digits (accurately) the fastest.
- $15(Cdn) to the programmer of the program which calculates PI to 1000 digits (accurately) the fastest.
- $20(Cdn) to the programmer of the program which calculates PI to 10000 digits (accurately) the fastest.
Obviously, if a program does all three, then the total prize is yours!
The program will be timed using my 520ST (1 meg) using TOS 1.4.
The decision of Stuart Lyster is final. You may appeal to a

higher celestial power if you think it will do any good.

6) Programs must be in the possession of Stuart Lyster by Oct 31st, 1993. Stuart Lyster assumes no responsibility for programs he does not receive, even though someone "swears to God it was sent two weeks ago!"
Programs can be sent by disk to:

THE STUART A. LYSTER PI CALCULATION FOUNDATION,
13800 Blackburn Avenue,
White Rock, BC V4B 2J6 (Tel (604)536-5389)

... or by UUCODE through Internet. Remember, Stuart is a complete idiot when trying to use UUCODE, so the Postal Service is probably your best bet.
Winners will be announced in November 1993, and the cheque(s) will be in the mail then.

7) It is understood by everyone submitting a program, that their program will exist in the Public Domain for free distribution. If you do not want you name associated with the program, please say so!

Why do this?

Why not. Besides, the calculation of PI is a way of testing the calculating integrity of a computer, which has to do millions of operations flawlessly to get it right. A PI Calculating program is a good bench test.

It is either that, or we ST owners will have to get a life. Me, I'd rather watch digits flash by my screen.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3502. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 16:30:51 UTC
From: ribtm@ttacs.ttu.edu
Message-ID: <ribtm.7.0@ttacs.ttu.edu>
Source record: 201671

In article <111143@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:

>I have two questions regarding the video output from the TT:
>
>1) Are the TT color modes standard VGA? Will a 640 by 480 VGA
> monitor work on a TT?
>
>2) Will big screen color multiscan monitors with resolutions up
> to 1280 by 1024 work on a TT and give both color and
> monochrome modes?
>
>Thanks.
>--
>Opinions expressed are my own.

The TT will use a standard VGA / SVGA monitor and can even use the cables
which come with most monitors (atari does sometimes use industry standards).
Due to the type of signal that the TT generates, though it is best to invest
a little more for a better grade monitor with very good resizing controls.

The higher resolution monitor will only help with an aftermarket graphics
adapter. The 1280x960 monochome generated by the atari is completely
different than the input needed by VGA compat's. This is very similar to
the older Viking monitors for the Mega series. Also, you will want a larger
monitor than the usual 13-14 inch models for resolutions above 800x600.

If you would like the higher resolution, I would recommend the Crazy Dots
graphics adapter imported into the US by Gribnif Software. On a good
monitor (a 16 inch NEC 4Ds in my case) it displays resolutions up to
1664x1200 in up to 16 colors and up to 1280x800 in 256 colors (I only have
the 8 bit version of the card, but I believe that either a 16 or 24 bit
version is also available.) The Crazy Dots card for the TT is a VME
expansion card and is easy to install.

Hope this helps...

==

[=========] Texas Tech University -- Home of the Lady Raiders
[[ ] NCAA Womens Basketball National Champions
[
[=====]
[[ ] The opinions expressed are my own and have no
[relation to either Texas Tech University or to
[the Pulsed Power Research Group.
[

[===] Mike Angier ribtm@ttacs.ttu.edu

==========

3503. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 16:45:20 UTC
From: ejon@ll.mit.edu
Message-ID: <1993Sep2.164520.28617@ll.mit.edu>
Source record: 201672
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <farrenCCq598.K0p@netcom.com>, farren@netcom.com (Mike Farren) writes:
>
|>I'm looking forward to being able to get my hands on a *real* Jaguar.
|>An afternoon with a screwdriver and inspection lamp will tell a whole
|>lot more of the story than anything I've seen here, there, or anywhere.
|>

Oh, you were, perhaps, going to pry the lids off the chips and
see what's _really_ in there? I believe the original question was "Is
the 68000 a coprocessor or really the "main" processor?" If you can
tell that with a screwdriver and inspection lamp, I'll eat your shorts.
I think you might have better luck looking through some developer docs.
Some people here probably have access to those docs, but if they do it's
probably under non-disclosure so they can't tell us anyway.

Fumingly,
Eric

3504. Mutt Editor pl7 released

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 17:33:47 UTC
From: christof@zarniwoop.pc-labor.uni-bremen.de
Message-ID: <CHRISTOF.93Sep2183347@zarniwoop.pc-labor.uni-bremen.de>
Source record: 201670

I have sent patch level 7 of the Mutt Editor to a.a.u.e. It should
appear there soon in the Newitems, but for those who cannot wait, it
is also here on 134.102.228.9 in pub/atari_st/me2

Pl 7 fixes some bugs, see the new patchlog for details.

For those who still do not know :-) The Mutt Editor is an editor in
the EMACS tradition (programmable in MUTT, a LISP-like language), i.e.
very powerful, though not *quite* as big. The atari GEM version runs
comfortably on any Atari and has a nice GEM interface with some extras
added.

The Mutt editor was written by Craig Durland
craig@cv.hp.com
The atari port was done by Jwahar Bammi
bammi@cadence.com
The atari GEM interface was written by Michael Brandt
mike@pc-labor.uni-Bremen.de
Documentation of the GEM interface and the atari (GEM version) changes
christof@pc-labor.uni-Bremen.de

Have fun with the Mutt Editor,
Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

3505. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 18:23:43 UTC
From: gt4628a@prism.gatech.EDU
Message-ID: <111312@hydra.gatech.EDU>
Source record: 201679
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In <CCq88A.GF1@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:

>Do Sega CD games cost less that Sega cartridge games? No. Atari says the games

Correction. Sega CD games ARE considerably cheaper than Genesis games. Take,
for example, you average Genesis game...most are at least 50 and up to 63
dollars. Your average Sega CD games is between 45 and 50 dollars. Look at
Ecco and Ecco CD, for instance. Ecco CD is cheaper although it is a better
game (better music, extra levels.)
--
Bobby Martin
And one bird said to Billy, "Poo-tee-weet?"
Email : gt4628a@prism.gatech.edu

3506. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 18:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43591@M4.maus.de>
Source record: 201582

-A39839@K

>Yep, correct. According to specs a Falcon cannot do hi-res TrueColor on
>a VGA monitor. But then I have seen some software (a picture slide
>show) demonstrated by people from Atari that did just that. They said

What you've seen most probably was a 320x480 resolution in 32K colors; this looks very good for displaying real world images.

A PTCxxxx neither can do 640x400 nor 720x576 in True Color, since it doesn't sync to 15,6 kHz.

3507. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 18:48:27 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746995707snz@falcon.demon.co.uk>
Source record: 201406

In article <CCM7oy.1F7@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>Can't we use MEMORY.SYS for offscreen bitmaps instead...?

So long as you only want them in mono; wanna draw offscreen in Falcon TC,
no way will MEMORY.SYS help you.

--
Alex Kiernan
alex@falcon.demon.co.uk

3508. Granular Synthesis?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 19:19:44 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Sep2.161944.16042@ac.dal.ca>
Source record: 201557

Hello,

I've been asked by a member of my local user group to see if any information's available about something called "Granular Synthesis". Here's his message:

Recently, I was told about a new digital synthesisor called Granular Synthesis and that it was being developed using Ataris at Simon Fraser University in the music department. Could you check on Internet for me about this? I've heard music by a Vancouver composer named Paul Dolden using this and liked it. Any more general information or a contact name would be great, thanks.

If anyone has any knowledge of this I'd appreciate hearing about it; either posting or email would be fine. TIA.

John

3509. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 19:22:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <265h58$dkq@cville-srv.wam.umd.edu>
Source record: 201680

In article <264uu4INNl98@life.ai.mit.edu>,
David Baggett <dmb@ai.mit.edu> wrote:
>>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>>Perhaps you need to brush up on your math (you are probably American
>>born and educated, which would explain a lot)
>

Good one Dave. :) But Bill did have his flaws... because occassionally
whatever algorithm used in the MS Flight Sim for the C-64 would get the
position of certain objects screwed and flash them up at 10X normal size.

(rarely, but hey... it's gotta be the shoes...er... math!)

Actually, what was the last program Bill Gates actually wrote commercially?
I don't think he was part of the design team on DOS, was he?

3510. ST's that DOZE OFF once in a while ..

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 21:08:16 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <265nc0$jm3@wsinis01.info.win.tue.nl>
Source record: 201681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Don't we all hate slow modem connections that irregularly swallow
the typework you send, and after you angrily smash a bunch of keys
at random burp it all out in one go to make you sheepishly look
at the illiterate result?

Well, today it amused my old '87 1040ST to teasingly do the very same
OFF-LINE, when I was using 1stWordPlus, only 5 minutes after a
perfectly normal cold floppy-boot.
It literally echoed my typework within a delay, varying from 1 to 4
seconds. SCARY!

I immediately knocked him powerless, and after letting him repent his sins
for 10 sec's I started him up the same way. No more trickery came up.

QUESTIONS: * What the ??? happened ? Sleepy keyboard processor ??
* Does the fact that my soundchip is slightly damaged
(printerport lowest bit is always 1 - bye bye ASCII)
for already a few years come in somewhere ?

The floppy is VIRUS-free,
and I've started up with it as is for years by now.

A bit worried,
Thanks in advance,
Rowdy Blokland,
The Netherlands.

3511. SCART/color monitor questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 21:32:36 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.wpjlEGpvJKs@mbase97.hacktic.nl>
Source record: 201263

Does anybody have any experience attaching a color TV to an ST
using a SCART plug? I saw a scheme in a magazine, but before
spending hours on fumbling with wires I would like some assurance:
CAN IT BE DONE?

Does the Atari automatically detect that a color monitor is connected?
If so, how does it do it?

Can all Atari STs drive a color monitor? Can my 520ST+?

Thanks very much for any information!

--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!

3512. What is GDOS?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 21:36:54 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.yiThk8TtVuE@mbase97.hacktic.nl>
Source record: 201261

Can anybody tell me where to get info on GDOS?
I already have it from a.a, it seems that it is somehow related to fonts,
but that's all I know. I haven't found a description yet.

More specifically:
I'd VERY much like to have a vt100 emulator that has the size of a
normal vt100. For some reason no emulator uses the 'standard' text font,
without GEM (which would be just fine with me). Somebody on this
group suggested to you Connect with a different font. How can I
change fonts?
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!

3513. PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 21:39:54 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.wjpFAVxc6XI@mbase97.hacktic.nl>
Source record: 201264

Hi,
Does anybody know if PGP (Pretty Good Privacy) is implemented
on the ST?

Thanks!
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!

3514. A Plead to Atari... was Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:19:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.221937.25587@rchland.ibm.com>
Source record: 201685
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <CCL74C.Iq1@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
|> In <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren) writes:
|>

[stuff deleted]

|> Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
|> wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
|> ::
|> I walk the path Electronic.

Sir, if it's in your power, can you tell ATARI to do a
'STAR RAIDERS III: The Zylon's Imperium'

This game's gameplay has to be very close to the ORIGINAL Star Raider's
game for the Atari 400/800 computers.

Ah, but has to take advantage of the 3-D Texture mapping of the Jaguar.
Same control, add like 5 types of weapons, and add like 20 types of
enemy-spaceships.

I want you, as the pilot to be able to go to an enemy Zylon Space-Base
and blastit (like StarWars I).

The Zylon will try to destroy your bases too (like in the original game).

Make this game multiplayer.

But remember guys, the most important part, it has to have really cool
nice 3D-textured spaceships, bases, maybe even planets (have some
planet/bases fights with the Zylons) and ... in space has to have
exactly the gameplay of the ORIGINAL Star Raiders. So, the Jaguar
must be a Super-Set of this gameplay. Don't make it like the lame
StarRaiders II that was really bad in this regard.

This is by far one of my *ever* favorites. Please Please Please,
make it for the Jaguar (and for the Lynx!).

BTW, wanna get wild? Make the game multiplayer too so each player
with a Lynx can have 'their own screen' or something among those lines
and attempt to destroy a base or be working in parallel.

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3515. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:20:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.222049.27185@rchland.ibm.com>
Source record: 201682
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <25uea2INNlgj@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve W) writes:
|>] Unconfirmed but widely-reported word is that the graphics chipset is a
|>] design, by a European firm. This report comes largely from Jez San of
|>] Argonaut Software, who has no ties with Atari whatsoever and (theoretical
|>] has no reason to make this up.
|>
|> The guy who wrote Star-Glider II, probably the fastest (and IMHO the Best)
|> 3D-space-travel game for the ST. I'd be surprised if he'd just state
|> the existance of a chipset for the heck of it, I wonder when we are
|> actually going to get a decent review of the Jag'......

Hmmmmmmmmmmmmm... this is very very surprising. Why? This guys
made the SuperFX chip for the S-NES!

|>
|> /---\
>	I don't want no pickle - I just wanna ride my motorsicle! O O
>	When all else fails - Cheat! o
>	WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/
> \-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
>

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3516. The Lynx was Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:22:19 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.222219.36720@rchland.ibm.com>
Source record: 201683
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

In article <rjungCCLvHu.n4A@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
|> In article <25uea2INNlgj@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
|> >I wonder when we are

Guys, believe it or not, I am considering buying perhaps a Lynx, now
that the Lynx future is starting to look more bright. What are the
titles for it? Is it true that Star Raiders is being developed for it?

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3517. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:26:50 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.222650.29361@rchland.ibm.com>
Source record: 201684
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <25vd55$f18@tuegate.tue.nl>, peter@stack.urc.tue.nl (Erik Manders) writes:
|> Robert A. Jung (rjung@netcom.com) wrote:
|>
|> | The only other real word comes from Andy Eddy, who says that his viewing of
|> | the Jaguar made it "comparable" to a 3DO, for 1/3rd the price. Given what the
|> | 3DO can do, that's no idle claim.
|>
|> Please keep in mind that the 3DO has a (double speed? anyone?) CD-ROM drive

Double Speed.

|> on board, just like the Amiga CD32. Opinions may differ, but I think that
|> the CD will become the media of the future and will replace cartridges within
|> a few years. They're cheap, they're impossible to copy (unless 600 Mb optical
|> discs would cost less than two bucks) and you can put all sorts of data
|> on it: audio, video and software. Let's just hope that the omission of a
|> standard CD drive isn't a mistake. If you were a simple customer and wanted
|> to buy a games console for your kids, you could choose between the CD32
|> and the Jaguar and you saw that games for the CD32 are half the price,
|> what would you buy? YOU are the one who gets to buy the software...

Although I would like CD-32 to sell and it's true that the future
media will be CD which will make 'cheaper cartridges' keep in mind that
a very well done CD game might actually cost a lot because of the memory,
and that if the initial system is cheap, it might actually sell more.

It all depends. Actually what you say could help CD-32 or could hurt
it. Both are possible.

|>
|> Peter.
|> --
|> Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
|> "I'll never let you see the way my broken heart is hurting me
|> I've got my pride and I know how to hide all the sorrow and pain
|> I'll do my crying in the rain." A-Ha, "Crying in the rain"

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3518. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:34:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.223405.16415@rchland.ibm.com>
Source record: 201686

In article <89468@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> Unfortunately, the "Atari that knows games" is not THIS Atari...
|>

True, but I just wanted to remind you that the ooooooooold ATARI
had success IN SPITE OF its management. I remember those 'ANALOG'
magazine articles, where they predicted like 1 year before that
ATARI would be in bad bad trouble - which happened to them (before
the Tramiel era).

So that ATARI wasn't very good either :-|

[stuff deleted]

|>
|> BobR

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3519. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:35:14 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep02.223514.31324@rchland.ibm.com>
Source record: 201687
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

```
In article <CCo5z6.9CL@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
|> In <farrenCCMLHn.7G6@netcom.com> farren@netcom.com (Mike Farren) writes:
|> >>In <farrenCCK936.D2J@netcom.com> farren@netcom.com (Mike Farren) writes:
|> >>>wilsont@rahul.net (Timothy Wilson) [me] wrote:

[stuff delete]

Can you e-mail me the conference too?

raist@vnet.ibm.com

THANKS!

|> --
|> Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
|> wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
|> ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
|> I walk the path Electronic.

--
-------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
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>>> New internet address: raist@vnet.ibm.com <<<<
```

3520. Problem with Chaos Engine demo

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 22:44:57 UTC
From: ortega@cactus.org
Message-ID: <1993Sep2.224457.12661@cactus.org>
Source record: 201689

I'm having problems with the Chaos Engine demo on the
cover disk of ST Format #49.

It seems to be caught in a loop where it trys to cold boot
again and again.

I have a 1040STf with 1 meg.

--
Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org --

3521. Re: Multifarious network

Newsgroup: comp.sys.atari.st
Date: 1993-09-02 23:46:00 UTC
From: miff@apanix.apana.org.au
Message-ID: <2660jo$vhg@olivaw.apanix.apana.org.au>
Source record: 201560
Cross-posted to: comp.os.cpm,comp.os.os2.networking,comp.sys.atari.st,comp.sys.amiga

rickr@vti.com (Rick Rodman) writes:

>What I would like to do is interconnect several computers in such a way
>that files can be transferred and/or shared.

Transferred is easy, shared, especially when you have several different
operating systems, is not so easy.

>The software should be simple and easily portable; the hardware required
>should be limited to a serial port. The machines might include virtually
>anything - CP/M, Atari, Amiga, 6809, and whatever, even small SBCs.

>Has anyone set up such a configuration? We've discussed the following
>possible approaches:

Yes.

>1. KA9Q TCP/IP using SLIP. Routing programs would run on multiport machines.

As long as you have a functional C compiler for each platform, and you are
not afraid to get a little dirty, this is the superior solution.

>2. Using a small SBC to convert between RS-232 and a 9-bit network.

Bad idea. You'll have to implement a protocol on the 9bn to encapsulate
whatever higher-level protocol you intend to use.

>3. UUCP.

Spectacularly unimpressive. Probably harder than 1.

>What I do in my setup now is use Xmodem. It seems to be the only common
>transfer protocol. I'd like to change to Zmodem, but by the time I do that
>it might have been easier to port UUCP.

Depends again on whether or not you have a C compiler for each platform.
There are some reasonably portable Zmodem implementations around.

>This would appear to be a common problem, though. I imagine someone out in
>netland has already solved it, at least partway. How did you do it?

Ported KA9Q (or the parts I needed) to the micros, used exisiting ports on
other machines. The beauty of that is that when you bring in a higher-end
system (in this case a unix box) you have nothing to do - in our case, Ultrix
even had VJC SLIP already implemented. (CSLIP)
I used a common interface - a script, (where the local system had the ability)
or a monitor command :

getme <file> from <system>

This initiated an ftp session to get the file from the named system.
Worked well, very quick.

>Rick Rodman uunet!virtech!rickr Manassas, VA
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3522. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 00:15:12 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2662agINNjdm@life.ai.mit.edu>
Source record: 201690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>[porting to DOS]
>
>Ew, yuck. It'd be a rather hellish mess; after all, things that we take
>for granted (flat memory, being able to access > 640k, etc) are either
>difficult or really, really arcane under DOS. Segments (yah, I like
>looking at those 1M image arrays in 64k chunks...) and the famous 640k
>limit (actually a 1088k limit these days) are death.

This depends on whether you need to support < 386 machines or not. If
you don't have to, get DJGPP (the DOS version of the GNU C/C++
compiler) and use it. It creates protected mode executables, which
means that all of the above is irrelevant and you get a nice flat
memory model with no brain-damaged limits, just like you're used to.
It evens gives you virtual memory. Porting Unix stuff is often trivial
with DJGPP.

>Try OS/2 or linux; it'll make life much easier (well, Linux sure won't,
>unless you know much about unix systems administration... I sure don't).

This will work too.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3523. Re: A Plead to Atari... was Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 01:07:27 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <2665cf$mlh@ulowell.uml.edu>
Source record: 201691
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Does the Star Raiders II cart work with the Atari800XL?

Anyway, they should make Star Raiders III more in depth. I LOVE
a good first person space epic.. heck, I even loved Star Voyager on the NES.

1) Make the dogfights more Wing-Commanderish. Ya know, lots of
chasing, weapon selection, technique, etc. BUT...have obstacles... just
like in Space Lords.. gas clouds, Asteroids that don't move that fast
etc... (only in some areas.. make some areas less dense, bare, etc.)

2) Make the bases more detailed. Weapons shops, shipyards,
bars, pubs, space fed offices to sign up for missions, army service etc.
That way you can go on little missions agains the Zylons etc., transport
ships to other areas, invasion missoins on Zylon outposts etc.

3) Cinema displays... GOOD cinema displays.

4) A slight RPG element... how about being able to land on planets
and explore? Encountering monsters, NPCs, etc.

5) Have planet missions as well. Kinda like Epic...go down on the
planets surface to blow up outposts, aid in Civil wars etc.

6) Make MANY sub-plots so it takes you a LONG TIME to actually
crush the Zylon empire. When the game starts... you've been away from
the academy (or whatever) and you're looking for various jobs/quests etc.
Eventually, you find yourself back in the academy (but you could land in
different segments... commando forces, mercaneries, etc.) That way you
have a lot of different directions to go in, instead of the standard linear
plot.

7) Have certain areas of uncharted space available through wormholes
etc... that way you can pick up alien technology etc. There could be parts
of the game where you land on alien planets, possibly friendly. .. that way
you could get some bizarre technology... and join in the alien civilization's
own plights against enemy forces etc.

8) Make different types of star bases, ports, planets, galaxies etc.
Each having different characteristics...

This should all be possible on CD... especially with Jag-PEG and all.

3524. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 01:46:02 UTC
From: gozar@news.delphi.com
Message-ID: <2667kq$c8t@news.delphi.com>
Source record: 201692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tbrown@cis.ohio-state.edu (ted croft brown) writes:

>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>Any chance Gemulator will work under NeXTSTEP for Intel? Running
>Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the
>market is small...but I'm just curious as IF I make the jump, I'll probably
>NOT be running Windows/DOS. Of course...that Power PC is looking nice.....
>(I'm starting saving now for the computer that I'll buy next year sometime.)

Since it runs under DOS, it should just run fine under any OS that
supports DOS appplications.

>Like I said...even at $200, that's $200 of native software I can buy to
>replace my OLD ST software (that I can either SELL to get money to replace
>the software, or run on my old ST). $200 can buy me Excel and Word with
>some nice change left over (of course I DO get the nice edu price...but I
>think that even buys the street price of the combo deal as well). Of course
>I could buy REAL software instead, from a REAL software company. <g>

Are you sure about those prices, $200 for both Excel and Word?

>Rest assured Derek, if I win the lottery, I'll become a customer shortly
>thereafter. I really would like to play around with Gemulator. It'd be
>worth it in amusemenet value alone (not to mention I might acutally put it
>to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery.
>Will you sign it for me? (I've asked God to let me win the lottery just
>so I can buy a PC and Gemulator. I expect to already have won...)

I've played with it, and I would probably purchase it if I had an IBM or
wasw thinking of getting one. (I'm enjoying my Mac too much now!)

-Goz

3525. Re: The Lynx was Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 01:53:15 UTC
From: rjung@netcom.com
Message-ID: <rjungCCr98s.7t8@netcom.com>
Source record: 201693
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,alt.games.lynx

(Followups directed OUT of comp.sys.atari.st, since it doesn't belong here)

In article <1993Sep02.222219.36720@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Guys, believe it or not, I am considering buying perhaps a Lynx, now
>that the Lynx future is starting to look more bright. What are the
>titles for it?

Here's my not-official-but-as-accurate-as-anyone-can-get-since-I-own-all-the-games-list:

Atari Lynx games list (last update 8/17/93)

== Available Now (Atari Corp. and third-party) ============================
62 games -- Titles listed in order of release

California Games Blue Lightning Electrocop Gates of Zendocon
Chip's Challenge Gauntlet: The Third Encounter
Todd's Adventures in Slime World Klax Xenophobe
Robo-Squash Paperboy Roadblasters Ms. Pac-Man
Zarlor Mercenary Rampage Rygar Shanghai
Warbirds The Fidelity Ultimate Chess Challenge
Blockout Ninja Gaiden Pac-Land A.P.B.
Turbo Sub Scrapyard Dog Checkered Flag
Ishido: The Way of Stones Qix Viking Child
Robotron: 2084 Hard Drivin' S.T.U.N. Runner
Bill & Ted's Excellent Adventure Awesome Golf
Tournament Cyberball Xybots Crystal Mines II
Toki Super Skweek Batman Returns Rampart
Hockey Hydra Lynx Casino Basketbrawl
Kung Food Steel Talons Shadow of the Beast
Pinball Jam NFL Football Baseball Heroes Switchblade II
World Class Soccer Dirty Larry: Renegade Cop
Dracula the Undead Joust Pit-Fighter
European Soccer Challenge Dinolympics Power Factor
BattleWheels Gordo 106

>Is it true that Star Raiders is being developed for it?

A title called ULTRA STAR RAIDERS is/was in development for the Lynx. The state of that (and many other Lynx titles) has been in limbo for most of the year, since everyone's going Jaguar-happy. I'm hoping for a chance to get some dope on the situation in September.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3526. Re: GoldLeaf Publishing

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 02:52:21 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCCrBz9.EJM@netcom.com>
Source record: 201694

In article <CCovpL.Eo3@csn.org> kfason@csn.org (Kevin Fason) writes:
>Anyone know what happened to GoldLeaf publishing? I tried to call them
>and got a number disconnected... They did not go under did they? If so,
>anyone know who's taking over their software. namely WordFlair II? (what I
>have :)..

Yeah, they're still around. I know someone who works for them, and he
just sent me his new phone number. I don't have it with me though. :-(
Leave me e-mail.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3527. Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 04:15:26 UTC
From: saj@chinet.chinet.com
Message-ID: <CCrFtr.Hot@chinet.chinet.com>
Source record: 201697

Show-off demos are, in general, pretty sensitive to hardware changes. But still, I wonder if some of the contents of that impressively big Demos directory on a.a.u.e run on the Falcon030. Anyone out there with a fair size collection of demos and access to a Falcon? I would hope that if some are found to be Falcon-compatible, the information would get into the 0index file at the archive, too.

Steve

3528. Re: GoldLeaf Publishing

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 04:47:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <266i84$115@cville-srv.wam.umd.edu>
Source record: 201695

In article <ekrimenCCrBz9.EJM@netcom.com>,
Ed Krimen <ekrimen@netcom.com> wrote:
>
>Yeah, they're still around. I know someone who works for them, and he
>just sent me his new phone number. I don't have it with me though. :-(
>Leave me e-mail.

Just out of curiosity, doesn't Goldleaf also develop for NeXTStep?

3529. Jove and CSTeX

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 05:18:29 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15241@uqcspe.cs.uq.oz.au>
Source record: 201696

I tried posting this before but I don't think it made it! Aplogies if it did.
I set up CsTeX to use jove as its editor. When TeX reports an error, and I respond with "e", jove is entered and editing is OK. But when I exit from jove, back to TeX, the mouse cursor disappears, and nothnig I have tried will bring it back. It's as if the mouse has been lost. If I exit from TeX and reopen it, the cursor returns. Same happens running under Gulam or desktop.
I have tried other editors and this doesn't happen with them.
I have a 4Mb MegaSte with TOS2.5 :(
I'm using the latest vn of jove, from a.a in Gnustuff. I'm running it on a mono screen at 50 lines /screen.
Any hints? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3530. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 05:34:14 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <266l0mINN1rn@tortoise.cis.ohio-state.edu>
Source record: 201699

In article <CCpy6p.2CA@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <260vpj$180@usenet.rpi.edu>, oyakea@warren1c.its.rpi.edu (Amalaye Oyake)
writes:
>|> 1) How much is the 14meg ram board ?
>The actual boards cost around 65GBP. The RAM you must buy yourself and right now
>it's V. expensive.
>

At MIST there was a board that used SIMMS as the memory expansion. The
board was ~$80.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3531. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 05:40:00 UTC
From: Dirk_Allard@wi2.maus.de
Message-ID: <A3904@WI2.maus.de>
Source record: 201609

nkjnf (nkjnf@alf.uib.no) schrieb am 2.09.93 in der Gruppe CS.ATARI:

n> Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.
n> Version 2.1 of Winx presumably works with the UK/US TOS versions
n> (Winx 2.0 does not), since the author (M.Osieka) has already

Winx 2.1 is still in beta-test.

mfg, Dirk

3532. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 05:44:56 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <266lkoINN1ss@tortoise.cis.ohio-state.edu>
Source record: 201700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2667kq$c8t@news.delphi.com> gozar@news.delphi.com (GOZAR@DELPHI.COM) writes:
>tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>>Any chance Gemulator will work under NeXTSTEP for Intel? Running
>>Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the
>>market is small...but I'm just curious as IF I make the jump, I'll probably
>>NOT be running Windows/DOS. Of course...that Power PC is looking nice.....
>>(I'm starting saving now for the computer that I'll buy next year sometime.)
>
>Since it runs under DOS, it should just run fine under any OS that
>supports DOS appplications.

That's not necessaryially true. Not every OS will let DOS access any ol'
card. I think that both NT and NeXTSTEP might not like DOS accessing
hardware directly. I think that OS/2 is pretty laisez faire about it,
so it should work.

Anyway, I'd perfer to let Darek answer it. He's in the position to have
at least attempted it, and he should know lots more about it than I.

>>Like I said...even at $200, that's $200 of native software I can buy to
>>replace my OLD ST software (that I can either SELL to get money to replace
>>the software, or run on my old ST). $200 can buy me Excel and Word with
>>some nice change left over (of course I DO get the nice edu price...but I
>>think that even buys the street price of the combo deal as well). Of course
>>I could buy REAL software instead, from a REAL software company. <g>
>
>Are you sure about those prices, $200 for both Excel and Word?

Yes, but I guess I was wrong about the normal retail price. From our
campus price list (WINDOWS):

X4567 VALUE PACK WORD & EXCEL WINDOWS SOFTWARE 3.5 166.25

I could buy it and have some change left over. This doesn't go for
every one though. When I bought the mac package, it was only $130! Then
I upgraded to Word 5.1 for $15! (To bad it's so damn slow!)

>>Rest assured Derek, if I win the lottery, I'll become a customer shortly
>>thereafter. I really would like to play around with Gemulator. It'd be
>>worth it in amusemenet value alone (not to mention I might acutally put it
>>to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery.
>>Will you sign it for me? (I've asked God to let me win the lottery just

>>so I can buy a PC and Gemulator. I expect to already have won...)
>
>I've played with it, and I would probably purchase it if I had an IBM or
>wasw thinking of getting one. (I'm enjoying my Mac too much now!)

AGREED! "Windows is not worth upgrading too!" - Ted Brown.
I'll stick to my SLOW 030 NeXT cube rather than use Windows. (IB and Appkit
do have something to say for themselves!)

> -Goz

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3533. Speed up board for STE

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 07:00:56 UTC
From: sdaveyj@cc.curtin.edu.au
Message-ID: <1993Sep3.160056.1@cc.curtin.edu.au>
Source record: 201553

Hi,

I'm looking for a reliable supplier of the speed-up board for the
Atari STE (16Mhz jobbie)

Faxes to a british company from here in Oz have received no reply.
Could anybody out there suggest a way of getting one of these
devices from Australia, and also your experiences with particular
companies.

I have written this for my brother in law who has the STE, but I have
an Acorn Archimedes, so can you please reply directly to me, as
I don't read this newsgroup as a regular thing.

Thanks people,
back to my 25Mhz 13.5Mips RISC
(sorry, I couldn't resist that)

John

3534. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 07:17:12 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCro8q.DoL@cs.ruu.nl>
Source record: 201552
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In <1993Sep02.222650.29361@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> the CD will become the media of the future and will replace cartridges within
>|> a few years. They're cheap, they're impossible to copy (unless 600 Mb optical
>|> discs would cost less than two bucks)

What about the Minidisc? It certainly doesn't store 600 megs but quite a lot all the same (does anybody know exact figures?). Whatever the price is going to be, it will probably show that optical disks have so far been sold for way too much money.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3535. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 07:19:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A7004@AC.maus.de>
Source record: 201477

C>Nope; if I try to load 2 or more ACCs, GEM dies with an Address Error
C>and MiNT exits (with exit code 2816). :-(

There's no need talking about a version that has been replaced for months now! All versions > 1.10 don't have problems with MiNT/MultiTOS and TOSWIN. You may find the current version on ftp.informatik.rwth-aachen.de and a.a.u.e ('News' directory).

Ciao,
Arne

3536. Shelbourne Software...address anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 07:55:02 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <F3ga0B6w165w@sys6626.bison.mb.ca>
Source record: 201556

Does anyone have the address for Shelbourne Software? They put out
Shuffleboard and other things.

3537. Re: Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 08:33:48 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CCrrsD.HLB@cs.vu.nl>
Source record: 201554

saj@chinet.chinet.com (Stephen Jacobs) writes:

>Show-off demos are, in general, pretty sensitive to hardware changes. But
>still, I wonder if some of the contents of that impressively big Demos
>directory on a.a.u.e run on the Falcon030. Anyone out there with a fair
>size collection of demos and access to a Falcon? I would hope that if some
>are found to be Falcon-compatible, the information would get into the 0index
>file at the archive, too.

> Steve

Just look in the /Falcon directorie. It's allmost completely filled with
demos. Bu sure to check what type of monitor you have...

Greetings...

F.v.Kampen

--
Florentijn van Kampen
email: fvkampen@cs.vu.nl
"Oh dear" says God " I hadn't thought of that" and promptly vanishes
in a puff of logic...

3538. Re: Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 08:48:14 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <2670ceINNmk6@bhars12c.bnr.co.uk>
Source record: 201555

In article Hot@chinet.chinet.com, saj@chinet.chinet.com (Stephen Jacobs) writes:
>Show-off demos are, in general, pretty sensitive to hardware changes. But
>still, I wonder if some of the contents of that impressively big Demos
>directory on a.a.u.e run on the Falcon030. Anyone out there with a fair
>size collection of demos and access to a Falcon? I would hope that if some
>are found to be Falcon-compatible, the information would get into the 0index
>file at the archive, too.
> Steve

Ok, I've got a fair few demos for the ST, and have had a Falcon for a while.
The only ST demos I have that work with the Falcon at all are old ones, I'm
afraid, and they will only work if you are using a software utility like Magi to
improve backwards compatibility. The only demos I have tried that work to a
reasonable degree are -

Lost Boys 'Life's a Bitch' - rather old...
TNT Crew 'FNIL' - very old!

Of course, the Omega Grotesque demo works on the Falcon, but that has been
uploaded to the Falcon directory on Umich, so I guess everybody already knows
this.

Most of my other demos like Cuddly, Mindbomb, Oooh Crikey etc. will not get past
the boot loader. (Some of these might be patchable... anybody?)

The main problem is that even using something like Magi, there is a fundamental
problem with Falcon compatibility - it is called the 68030. The 68030 uses a
different stack frame to the 68000, and there is _no way_ to fix this. Many demos
that do not work die because of this, notably 'HiFi-Dreams' by Aura, and many
groups soundtracker replay routines assume they are using 68000 stack frames.
Result - instant program death.
That's life.

Oh, by the way, I have a little patch program that a friend wrote to get the
game 'Warhead' by Glyn Williams to work on the Falcon. If anybody wants it then
get in touch and I'll see what I can do. Don't worry, it doesn't involve any modifications
to your original disk.

Cheers
- Andy.

3539. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 12:11:01 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCs1uF.I4C@cbnews.cb.att.com>
Source record: 201451

In article <111312@hydra.gatech.EDU> gt4628a@prism.gatech.EDU (Bobby Martin) writes:
>In <CCq88A.GF1@cbnews.cb.att.com> tpp@cbnews.cb.att.com (Grue) writes:
>
>>Do Sega CD games cost less that Sega cartridge games? No. Atari says the games
>
>Correction. Sega CD games ARE considerably cheaper than Genesis games. Take,
>for example, you average Genesis game...most are at least 50 and up to 63
>dollars. Your average Sega CD games is between 45 and 50 dollars. Look at
>Ecco and Ecco CD, for instance. Ecco CD is cheaper although it is a better
>game (better music, extra levels.)

SOME are cheaper, but I wouldn't say considerably cheaper, and certainly not
half price. Most are cheaper because they're not games people are drooling
over. And because Sega wants people to be enticed to buy the Sega CD

Ecco was out for quite a while on cartridge before coming out on CD. It's
kinda hard to justify a high price. Who would buy it?

>--
>Bobby Martin
>And one bird said to Billy, "Poo-tee-weet?"
>Email : gt4628a@prism.gatech.edu
>

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3540. FOR SALE: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 13:22:38 UTC
From: "Charles A. Hunt" <u0573ac@unx.ucc.okstate.edu>
Message-ID: <1993Sep3.132238.15802@osuunx.ucc.okstate.edu>
Source record: 201558

I have a new, shrink-wrapped copy of the game Dungeon Master
for the Atari, 520 ST, 1040 ST and Mega ST. If anyone is
interested in buying it make me an offer. The highest offer
recieved by 9/15/93 will get the game. Keep in mind that
postage will be $3-4.

Charles A. Hunt

contact me at either:
u0573ac@unx.ucc.okstate.edu
or
chasahunt@aol.com

3541. Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 13:30:42 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <CCs5J7.B4q@festival.ed.ac.uk>
Source record: 201559

So Atari's turnover in the second quarter was 6 million? Lets assume they are only selling Falcons. If they pass on each Falcon to the distributers at 500 dollars each, then they must have turned over about 12,000 units, thats 4000 units per month WORLDWIDE. I'm sure you'd all agree that this is absolutely pathetic. It's no wonder that the price of the
Falcon hasn't come down, they're not selling in volume. I imagine this must be due to production problems rather than demand? It's been out for a year (I saw it a year ago at the German show), still the original design, and the price is exactly the same. At this rate they havn't a chance.

Herb

3542. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 13:56:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50586@SL.maus.de>
Source record: 201591

N>Does anybody know where to download this program?
Winx 2.1 isn't released yet.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

3543. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 14:07:59 UTC
From: trogers@watson.ibm.com
Message-ID: <CCs79C.yq2@yktnews.watson.ibm.com>
Source record: 201441

In <15212@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>peter@stack.urc.tue.nl (Erik Manders) writes:
>
>>the CD will become the media of the future and will replace cartridges within
>>a few years. They're cheap,...
>>... that games for the CD32 are half the price,
>
>Ridiculous. Raw materials is not the deciding factor in game prices. What
>percentage of $50 do you think is the plastic case and the ROM chip? If
>you can make a CD for $2 and a ROM chip for $10 doesn't mean you sell CDROM
>at five times or twice or even $8 less than ROM.
>
>Besides, you can't run programs off a CDROM. They have to go into RAM
>first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
>RAM taken up by read-only code and run-time data copied off a CDROM or
>taken up by 720x576 32 bit colour graphics?
>
>--
>Warwick

Ah, WHY,pray-tell. is RAM "valuable" these days? Heck, you can populate
a game system with a few MB of RAM without affecting the price that
much. RAM, purchased in high volume, is quite inexpensive.

CD-ROMs continue to be VERY good for yhr storage LOTS of voice, video, and other
digitized data that WOULD, even if compressed, cause carts some storage
problems. Sega, NEC, and others have yet to really cash-in the the storage
capabilities of CD-ROMs. Heck, there is no reason that we shouldn't be seeing
even flashier, more complex games, or multiple games on one CD-ROM, etc.

--
Regards,
Tom Rogers
trogers@yktvmv.vnet.ibm.com OR trogers@watson.ibm.com

_____[This sig complies with all SAA/CUA Guidelines]_____
| Disclaimer: The comments in this post are not necessarily shared by my |
| employer, the rest of my family, or even myself. |
| Advertisment: Buy OS/2, Use OS/2, Love OS/2, Live OS/2. |
| Funny Sig: Randomly generated quote below... |
|_____|

..bacteriological warfare...hard to believe we were once foolish
enough to play around with that.
-- McCoy, "The Omega Glory," stardate unknown.

3544. A Fractal Journey into Outer Space

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 14:10:44 UTC
From: d92jk@efd.lth.se
Message-ID: <267j95$b34@nic.lth.se>
Source record: 201561

I have recently uploaded a new version of 'A Fractal Journey into Outer Space'. It's yet another fractal program, but this one only takes about 2 seconds to calculate a full screen Mandelbrot. It supports animation with real time depacking and can save pictures in .RAW (QRT 24-bit colour) format.

It can be found at atari.archive.umich.edu

3545. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 15:25:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <267nl2$644@elroy.jpl.nasa.gov>
Source record: 201562

In article <1993Aug27.073419.7402@jonh.wimsey.bc.ca>,
John Henders <jhenders@jonh.wimsey.bc.ca> wrote:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> OB Falcon. From what I understand, 32 bit apps (and the linux
>kernel) are larger than the same app compiled as 16 bit code. Is this
>true? Can we then expect Falcon only apps to be a little more memory
>hungry than their ST counterparts?

That's a direct side effect of programming in the Large/Huge/Extended Intel memory models. Since all 68K family members use 32 bit addressing (logically, not necessarily physically) there's no similar side effect. There are a couple of other effects though - if you specify 32 bits as the default size of your C int's, yes, you use a little more memory. But if you compile to 68020-specific code, you can save memory as well, using the newer instructions.

It's difficult to make the comparison. Definitely, on a 68000, you use more memory and slow things down by specifying 32 bit ints instead of 16 bits. On a 68020 and up, if you get to use the 32 bit multiply/divide and other new instructions, you tend to speed things up...

> The dos rates are about what I've seen, but linux manages to go a
>bit faster. Strangely enough, using the Norton speed tester under DOS, a
>Conner IDE drive is 150k/sec faster than my Maxtor scsi drive. There's a
>thread on this running in c.o.l right now on this. One guy was only
>getting 500k/sec on linux, then he realised he probably shouldn't
>benchmark under X. After quitting X and going down to single user mode,
>he was up to 1200. ;-)

Not strange at all; my point is that SCSI is not well integrated in any current PC-style boxes. It's no surprise that your IDE drive rates better, your SCSI is being choked by a poor system design...

> Another thing to consider is filesystem speed. It doesn't matter how
>fast your raw disk speed is if your filesystem slows everything to a
>crawl. I know news unbatching and expiry is 100x faster under linux
>compared to my ST system on an almost identical scsi drive.

True.

> With linux the rates are all over the place as there is no program
>like ratehd that does bare metal speed testing and linux doesn't
>provide an unbuffered disk i/o device.

Just create a 64 MB file and time how long it takes to read it. The actual file size is relatively unimportant, as long as it's significantly larger than your filesystem cache size. Likewise for write speeds...

> Is there a dd for MiNT? If there is, could someone with a tt run
>this, substituting the appropriate devices, of course? I'd sure be
>interested in higher level speed test results.
>
>time dd if=/dev/sda of=/dev/null bs=1024k count=100

I don't believe MiNT lets you write to a raw drive... But you could get
relevant data for TOS and Minix filesystems, at least.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3546. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 15:39:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <267og8$6ut@elroy.jpl.nasa.gov>
Source record: 201563

In article <1993Aug27.113009.6843@spcvxb.spc.edu>,
<mauritz_c@spcvxb.spc.edu> wrote:
>As a matter of fact, I'm using it as a multi-user public access unix
>machine. I don't think you can do that with a Falcon REGARDLESS of
>how much money you throw at it. :)

Well, in my case, you'd be dead wrong. In the general case, I'll concede the point.

>In short, linux is rather lean by unix standards. It's all that extra
>"junk" like emacs, X, and gcc that eats all the space. It's great having
>lots of freely available/portable software at your fingertips.

Sure is. It must be nice for those poor Intel guys who are finally able to run some of the Unix stuff now... Not that TOS is a wonderful system to work in, but at least we didn't have to throw away the native OS just to be able to run Unix-derived applications. Nor did we have to wait for several generations of processor to evolve (8086->186->286->386) before even being able to think about running such software...

Sorry, I guess that's a throw-away line, preaching to the converted...

>> Not at all. A non X linux can run on 2 meg. A bit of swapping, maybe
>> but there are people with X windows equiped 4 meg laptops. With a
>> network card you've got a portable internet site. A little quicker than
>> KA9Q too. ;-)

>Yeah, just a little quicker. <grin>

Ah, now you're mixing things up a bit... I'm sure KA9Q compiled for a 486 would give you equivalent TCP/IP performance compared to the Linux code. You can't blame all of the perceived slowness of a program solely on the program itself...

>Hah. I haven't run iozone yet, but I am quite confident that my
>EISA controller can pump bits in and out of my scsi drive much faster.
>It's a sub 10ms drive with a ~5500rmp spindle speed. In short, a screamer...
>Ooops, dodging that mud...

I'm sure the SCSI drive is wonderful, it sounds great. But I truly doubt that your EISA controller will do it justice...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3547. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 15:47:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <267ov0$7da@elroy.jpl.nasa.gov>
Source record: 201564

In article <bprofaneCCpru0.43x@netcom.com>,
Gert Niewahr <bprofane@netcom.com> wrote:
>In article <15212@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Besides, you can't run programs off a CDROM. They have to go into RAM
>>first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
>>RAM taken up by read-only code and run-time data copied off a CDROM or
>>taken up by 720x576 32 bit colour graphics?

>You can't "run" programs from either a CD-ROM or a cart; the actual
>control logic needs to be in RAM for either system. As far as keeping
>your ROM data on a CD vs. a chip, the double-speed CD-ROM drive makes
>this question virtually moot. For 95% of the ROM access in your average
>game, 300Kb/sec is fast enough. So you're trading 5% of slower ROM
>reads against many megs of cheap memory.

Think again - at least in Atari-land, code in a ROM-cartridge is executed directly from the cartridge; the cartridge contents appear directly in the system memory map. Thus, there's no load-time, there's no RAM wasted in copying code from ROM to RAM, and there's no latency in accessing a particular piece of data. Of course, if you decide you need even more capacity than what's directly available, you might go to the effort of compressing the stuff in the ROM, and then you'd need RAM to decompress it, but usually folks would just cram in more ROM and bankswitch it...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3548. Multi-TOS filename length

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 16:36:18 UTC
From: "Kenton.Sinner" <Kenton.Sinner@mixcom.mixcom.com>
Message-ID: <1993Sep3.163618.29624@mixcom.mixcom.com>
Source record: 201565

```
Does Multi-TOS support long file names, such as 255 characters,
or case-sensitivity?
Thanks.

--
Kenton.Sinner@mixcom.com
```

3549. streamer driver?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 16:55:09 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <9SXGB8LU@isys-hh.hanse.de>
Source record: 201466

Hello,

I'm looking for an SCSI device driver that allows a streamer to be
accessed by tar and cpio. Is there such a thing about? Reply by pm, please.

rgds, Eddi

| AMPRNET: dk3uz%dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HBS.HH.GER.EU |

--
| AMPRNET: dk3uz%dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HBS.HH.GER.EU |

3550. Re: Granular Synthesis?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 17:15:17 UTC
From: mpark@carson.u.washington.edu
Message-ID: <267u35$s0a@news.u.washington.edu>
Source record: 201569

cordes@ac.dal.ca (John Cordes) writes:

> I've been asked by a member of my local user group to see if any
>information's available about something called "Granular Synthesis".

You might look up Computer Music Journal 2(2):61-62, 1978
for an article on the subject by Curtis Roads; an updated
version appears in _Foundations_of_Computer_Music.

--m

3551. Re: WinWord compatible ST Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 17:35:15 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep3.173515.14710@solaris.rz.tu-clausthal.de>
Source record: 201581

In article l3v@info2.rus.uni-stuttgart.de, stud30@iris9.csv.ica.uni-stuttgart.de (U. Seidler) writes:
> In article <1993Aug17.194216.26727@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
> >Tempus Word is able to import and export RTF (Rich Text Format)
> >which is supposed to be understood by W4W, not tested.
>
> I tried it. Didn't work. W4W stopped with (after having read the whole
> file): "Can't open file".
> W4W sucks.

Of course it sucks. That's why it is from Microsoft :-)))))

Chris

>
> >Axel Kielhorn
>
> --
> Ciao
> Uwe

3552. MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 19:24:36 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Sep03.192436.167301@zeus.calpoly.edu>
Source record: 201568

Does anyone know of a P.D. MOD player that runs in MONO? Preferably in
a nice shell like the popular color one (I think it's called Tracker?).

If there isn't one, someone could really make an awsome looking shell in
MONO mode! i.e., like with bouncing eq, crisp buttons, etc!! Huh!

Thanks!

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

3553. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 19:36:52 UTC
From: cannon@mksol.dseg.ti.com
Message-ID: <1993Sep3.193652.4577@mksol.dseg.ti.com>
Source record: 201566
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

Annius Groenink (avgroeni@cs.ruu.nl) wrote:

: What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
: all the same (does anybody know exact figures?). Whatever the price is going
: to be, it will probably show that optical disks have so far been sold for
: way too much money.

128 MB uncompressed. (thats bytes, not bits)
--
==========
cannon@lobby.ti.com

3554. Warhead (game)

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 20:03:22 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CCsnpM.5Bu@mailer.cc.fsu.edu>
Source record: 201567

A.S.C.Pomianowski (apski@bhars42a.bnr.co.uk) wrote:

> Oh, by the way, I have a little patch program that a friend wrote to get the
> game 'Warhead' by Glyn Williams to work on the Falcon. If anybody wants it then
> get in touch and I'll see what I can do. Don't worry, it doesn't involve any
modifications to your original disk.

Hey, I am interested. Also, have you ever gotten past the space worm (I think
that is what it was called)? This is a great game, but I could never seem
to kill the worm. I tried luring it into black holes and such, but it never
worked. Any suggestions?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3555. Move this CRAP (was Atari vs the EXPENSIVE world of DOS)

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 20:13:11 UTC
From: bartok@bnr.ca
Message-ID: <2688gn$t5n@crchh327.bnr.ca>
Source record: 201471

PLEASE! Stop posting this IBM stuff here. If you must compare/argue/pontificate
on this topic, please do it in the appropriate advocacy group.

--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET or email vcross@sdf.lonestar.org *
****

3556. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 20:13:34 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Sep03.201334.5774@donau.et.tudelft.nl>
Source record: 201577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2662agINNjdm@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>In article <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>>[porting to DOS]
>>
>>Ew, yuck. It'd be a rather hellish mess; after all, things that we take
>>for granted (flat memory, being able to access > 640k, etc) are either
>>difficult or really, really arcane under DOS. Segments (yah, I like
>>looking at those 1M image arrays in 64k chunks...) and the famous 640k
>>limit (actually a 1088k limit these days) are death.

>This depends on whether you need to support < 386 machines or not. If
>you don't have to, get DJGPP (the DOS version of the GNU C/C++
>compiler) and use it. It creates protected mode executables, which
>means that all of the above is irrelevant and you get a nice flat
>memory model with no brain-damaged limits, just like you're used to.
>It evens gives you virtual memory. Porting Unix stuff is often trivial
>with DJGPP.

>>Try OS/2 or linux; it'll make life much easier (well, Linux sure won't,
>>unless you know much about unix systems administration... I sure don't).

>This will work too.

Having just ported a Atari GEM program to MS-Windows, I can speak from
experience.

It can be done, even without these tools, but it isn't much fun. The
segments do indead pervade (pervert) everything, and you must surely
watch your step.

I must add, though, that programming for MS-Windows is much easier than
for GEM: it is much more modern, and given its history even surprisingly
consistent. Yeah, yeah, I know, it does have its problems, but compared
to GEM...

One thing that surprised me was the sorry state of C compilers.
Turbo C and Borland C, supposedly the points of origin of Pure C, are
certainly *inferior* to Pure C. Yes, they have C++, but the shell is less
easy to use, and what realy surprised me was that Borland C is easily a
factor two *slower* than Pure C, even on my 486SX at 33Mhz.

Finally, if you plan porting a GEM program to MS-Windows, forget about
trying it with judicious use of #ifdef or something like that. GEM
and MS-Windows are too different for that.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

3557. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 20:45:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A3796@WI2.maus.de>
Source record: 201589

>Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.

WINX 2.1 is still BETA. This weekend I will distribute GEMRAM 1.5 and ARROWFIX 1.5.

cu, Martin

3558. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 22:04:23 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <268f17$kp5@apakabar.cc.columbia.edu>
Source record: 201588

In article <1993Sep03.192436.167301@zeus.calpoly.edu>,
Chris L. Willison <cwilliso@tuba.calpoly.edu> wrote:
>
>Does anyone know of a P.D. MOD player that runs in MONO? Preferably in
>a nice shell like the popular color one (I think it's called Tracker?).
>
>If there isn't one, someone could really make an awsome looking shell in
>MONO mode! i.e., like with bouncing eq, crisp buttons, etc!! Huh!

Although I can't recommend a cute one, I can give you a hand with some per-
fectly functional ones... I use Paula 2.1 as an ACC (should be PAULA_21.ZOO
or something like that at aaue. It's in atari/Ste/Mods, if memory serves
me right--just useArchie). I've also used JUKEBOX.ACC and MODPLAY!.TTP.
Hope that helps!

>Thanks!
You're welcome! :-)

Sol Portsky
hsp4@columbia.edu

>--
>((((((|))))))
>|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
>| "No Core Dump Required" |
>((((((|))))))

3559. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 22:14:10 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747128316.AA00264@dswhq.omahug.org>
Source record: 201456

In a message of <31 Aug 93 22:43:10>, Steve La (1:286/2) writes:

SL> main CPU on some 8-bit computers, but it is designed (in the
SL> Genesis/NeoGeo) as
SL> a coprocessor to work with a more powerful Motorola 68000 16/32-bit

Well, yes and no. It is actually being used as a CPU in it's own right, but on most game systems these days (including arcade games) the Z80 is used as an I/O and sound interface CPU instead of the main CPU. I guess you could call it a coprocessor, since that is what it is doing, but the term 'coprocessor' implies a very restricted type of operation, and the Z80 is generally doing quite a bit more than the typical coprocessor.

Later,
Gizmo

3560. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 22:34:23 UTC
From: jdrukman%dlsun87@us.oracle.com
Message-ID: <?.747095663@dlsun87>
Source record: 201472

ogal@cix.compulink.co.uk (Ofir Gal) writes:
>That's because most MIDI musician have never heard about the Internet and
>barely know what a modem is.

nice generalization.

as a MIDI musician of several years, i would like to take this
opportunity to say "fuck you."

Jon Drukman jdrukman%dlsun87@us.oracle.com

Always note the sequencer - this will never let us down.

3561. more TT & Spectre problems

Newsgroup: comp.sys.atari.st
Date: 1993-09-03 23:52:03 UTC
From: bnell@scr.siemens.com
Message-ID: <CCsyAs.Cr5@scr.siemens.com>
Source record: 201480

Hello,
I'm finally got Spectre 3.0 to work. Except another problem has cropped up. I can't get Spectre to recognize my hard drive so I can format a mac partition. I read the manual and tried everything I could think of and it still wouldn't recognize my drive. Anyone have any helpful hints?

Thanks,
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

3562. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8731ee@troed.ct.se>
Source record: 201572

In a message of 03 Sep 93 11:11:21, Annius Groenink wrote:

AG> What about the Minidisc? It certainly doesn't store 600 megs but quite a
AG> lot
AG> all the same (does anybody know exact figures?). Whatever the price is
AG> going
AG> to be, it will probably show that optical disks have so far been sold for
AG> way too much money.

Without any form of compression they will happily accept 140Mb on one minidisc,
my guess is that they'll remove the compression involved in the music-minidisc
(impossible to apply on raw data) and use some other form of compression and
sqeeze in 200-300Mb ... (on soft not already compressed ofcourse)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3563. Re: Reflex-Graphic-Card / NVDI 2.5 (was:Re: Accelerate that ST!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 00:26:54 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <747208952.0@mettav.royle>
Source record: 201597

Young Ralf did state on the 1 Sep 93 at 11:12:59.......

RC> 16 bits(pixels) at the right and left border at resolutions above
RC> 1024*492. Below that res the problem rises only on the right site of
RC> the screen.
Hmm, I think I have this problem as well as my NVDI works one minute then stops
and Warp 9 starts.
It exhibits itself in blocks appearing on the right and left of the screen
where the mouse pointer has been (driving my multisynch at 1024x592 because my
poor old eyes have a struggle with any more!)

RC> Nevertheless if somebody else want to phone him and help me to
RC> convince him to do this Fixes of the driver - I have the phone
number
RC> :-).
Ok well providing the guy speaks English (mein deutsch es nine gut!) (awful
isn't it ;-)

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org"
(100:1011/0.2)

3564. Re: GoldLeaf Publishing

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 03:59:03 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCCt9qG.Msu@netcom.com>
Source record: 201470

In article <266i84$115@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <ekrimenCCrBz9.EJM@netcom.com>,
>Ed Krimen <ekrimen@netcom.com> wrote:
>>
>>Yeah, they're still around. I know someone who works for them, and he
>>just sent me his new phone number. I don't have it with me though. :-(
>>Leave me e-mail.
>
>
>Just out of curiosity, doesn't Goldleaf also develop for NeXTStep?

Yes. That's where the majority of their titles and business is. The only
Atari product they have now is WordFlair II.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3565. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 04:07:04 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <269498$qj5@terminator.rs.itd.umich.edu>
Source record: 201586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- weiner 71115 Aug 23 19:30 ./Gnustuff/Tos/Gcc/gcc-245s.zoo
-rw-r--r-- entropy 12640 Aug 28 13:58 ./Gnustuff/Tos/0index
-rw-r--r-- weiner 70063 Aug 28 14:03 ./0ls-lR.Z
-rw-r--r-- weiner 70223 Aug 28 14:05 ./0ls-lRc.Z
-rw-r--r-- weiner 92959 Aug 28 14:00 ./0compind.Z
-rw-r--r-- weiner 198240 Aug 28 14:00 ./0index
-rw-r--r-- weiner 135425 Aug 28 10:57 ./Graphics/fracjrn2.lzh
-rw-r--r-- entropy 11423 Aug 29 11:22 ./Graphics/0index
-rw-r--r-- weiner 69997 Aug 29 11:26 ./0ls-lR.Z
-rw-r--r-- weiner 70069 Aug 29 11:28 ./0ls-lRc.Z
-rw-r--r-- weiner 92961 Aug 29 11:24 ./0compind.Z
-rw-r--r-- weiner 198241 Aug 29 11:24 ./0index
-rw-r--r-- lenn 29086 Aug 31 08:36 ./Archivers/uucode44.zoo
-rw-rw-r-- entropy 3277 Aug 31 08:44 ./Archivers/0index
-rw-rw-r-- entropy 20918 Aug 31 20:27 ./Utilities/0index
-rw-r--r-- lenn 71948 Aug 31 20:22 ./Utilities/mb281bin.zoo
-rw-r--r-- molin 17992 Aug 31 06:07 ./Graphics/Gemview/gvw_lies.txt
-rw-r--r-- molin 14437 Aug 31 06:07 ./Graphics/Gemview/gvw_read.txt
-rw-r--r-- molin 357849 Aug 31 06:07 ./Graphics/Gemview/gvw_v246.pax
-rw-r--r-- molin 656001 Sep 1 00:54 ./Graphics/Gemview/gview246.lzh
-rw-r--r-- weiner 78062 Sep 1 18:06 ./Mint/Lib/mnthlb34.zoo
-rw-r--r-- lenn 13206 Sep 2 19:39 ./8bit/faq.arc
-rw-r--r-- lenn 23310 Sep 2 19:40 ./8bit/faq.txt
-rw-r--r-- lenn 39771 Sep 2 19:41 ./8bit/0index
-rw-r--r-- lenn 16106 Sep 2 19:38 ./8bit/Games/sokoban.arc
-rw-r--r-- molin 436768 Aug 30 18:57 ./Demos/movies.lzh
-rw-r--r-- molin 38227 Aug 30 15:04 ./Diskutils/rde_v5.zoo
-rw-rw-r-- entropy 7359 Sep 2 23:10 ./Diskutils/0index
-rw-r--r-- molin 75222 Aug 30 06:08 ./Gnustuff/Minix/tar-1112.zoo
-rw-r--r-- entropy 2044 Sep 2 23:20 ./Gnustuff/Minix/0index
-rw-r--r-- molin 130038 Aug 30 03:16 ./Utilities/dm3_u.zip
-rw-rw-r-- entropy 21041 Sep 2 23:48 ./Utilities/0index
-rw-r--r-- molin 1310 Sep 2 03:47 ./Utilities/reboot.lzh
lrwxr-xr-x molin 18 Sep 2 23:53 ./Tt/ham8.zip -> ../Falcon/ham8.zip
-rw-rw-r-- entropy 1175 Sep 2 23:54 ./Tt/0index
-rw-r--r-- molin 27586 Sep 2 05:21 ./Tt/ttart134.zip
-rw-r--r-- molin 528871 Aug 30 18:47 ./Falcon/uk_demos.zip
-rw-r--r-- dpz 2240 Sep 2 23:53 ./Falcon/0index
-rw-rw-r-- entropy 6138 Sep 3 21:24 ./Mint/0index
-rw-r--r-- weiner 21479 Sep 3 21:22 ./Mint/Filesystems/ramfs.zoo
-rw-rw-r-- entropy 21050 Sep 3 09:57 ./Utilities/0index
-rw-r--r-- lenn 141703 Sep 3 09:49 ./Utilities/Screensavers/Beforedawn/dawn125.lzh
-rw-r--r-- weiner 70087 Sep 3 12:44 ./0ls-lR.Z
```

```
-rw-r--r-- weiner 70197 Sep 3 12:48 ./0ls-lRc.Z
-rw-r--r-- weiner 93347 Sep 3 12:40 ./0compind.Z
-rw-r--r-- weiner 198711 Sep 3 12:40 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3566. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 04:53:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89678@cup.portal.com>
Source record: 201474

The figure of 12,000 Falcons sold would only hold up if they were the ONLY thing Atari was still selling.. they actually do sell a few other things now and then, so the actual figures are less... much less.

The last number I heard estimated was that there exist something like 5000 Falcons in the entire world.

Also from reports I've heard, supply doesn't seem to be the entire problem. There was a brief spurt of sales at first, but those who already knew about the Falcon, and who wanted one, seem to have bought up the first units already. And since no one else in the world has ever heard of the Atari Falcon030, there is very little demand now.

BobR

3567. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 05:33:18 UTC
From: cmedley@wam.umd.edu
Message-ID: <2699au$cph@cville-srv.wam.umd.edu>
Source record: 201468

In article <89678@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>The figure of 12,000 Falcons sold would only hold up if they were the ONLY
>thing Atari was still selling.. they actually do sell a few other things
>now and then, so the actual figures are less... much less.
>
>The last number I heard estimated was that there exist something like
>5000 Falcons in the entire world.
>

That's pretty bad. I thought someone in the UK had said that there were
supposed to be 7,000 Falcons sold over there?

(not that 7,000 is a lot in a country of that size)

This is NOT good.

However, the thing that is odd is that they seemingly have more potential
dealers (via music stores especially) so something is fundamentally wrong
here.... perhaps the lack of marketing has gotten to the Falcon.

3568. FASTPROG.ARC in archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 06:00:39 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <269au7$25b@samba.oit.unc.edu>
Source record: 201592

I recently FTP'd a file named FASTPROG.ARC from atari.archive.umich.edu. When I got it, I discovered that it was a VAX/VMS file not an ST file. This is fine since I am using a VAX, and that is the reason that I FTP'd it in the first place. I sent the FASTVMS.EXE file back up to my VAX where it appears to work, but the problem I am having is since it did not come with a program for the ST, what protocol does it use, and how do you use it? I have had no luck since there is no documentation with it either. Any help would be appreciated.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3569. Re: ST's that DOZE OFF once in a while ..

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 06:38:06 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCtH3I.8AD@sdf.lonestar.org>
Source record: 201479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

==========
It literally echoed my typework within a delay, varying from 1 to 4
seconds. SCARY!
==========

This is a common bug in the computer. I get it pretty often. Usually, the delay isn't timer based but your keyboard will lag behind by a few characters or you could move the mouse to make the rest of the characters appear. Mouse clicks are delayed in a similar manner.

A related bug is "phantom typist" in which instead of lagging behind it does the opposite and "lags ahead". It literally takes the last few characters or words that you typed and repeats them infinitely until you reboot. Don't type too fast and don't move the mouse whiel typing 1000 words per minnute or anything. It seems the problem is in the microcode for the keyboard processor or something. JUst try your best to save what you were doing (if possible) and reboot (warm reboot will do it).

3570. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 09:40:21 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Sep4.094021.19335@prime.mdata.fi>
Source record: 201611

In article <89678@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>The last number I heard estimated was that there exist something like
>5000 Falcons in the entire world.

In the text taken from skychannels text-tv that somebody posted here a
while ago they said like this:

---
does not seem to be doing much. The
specs on this machine sounds great but
with only UK sales of 7,000 the user
base is nearly non existent. So enter

So unless I understand that incorrectly, they (?) are saying that
there are 7000 Falcons in the UK.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

3571. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 11:22:45 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CCtuA1.5MH@cbnewse.cb.att.com>
Source record: 201584

In article <CCs5J7.B4q@festival.ed.ac.uk> eang62@castle.ed.ac.uk (Herbert Sauro) writes:
>So Atari's turnover in the second quarter was 6 million? Lets assume
>they are only selling Falcons. If they pass on each Falcon to the
>distributers at 500 dollars each, then they must have turned over
>about 12,000 units, thats 4000 units per month WORLDWIDE.
rest deleted

But I wouldn't call their distribution world wide in 2nd Q. We had maybe received a shipment or two by then in the US and I don't think Canada had received any. The Germans and Dutch and NL were still looking at selling all they could lay their hands on so those markets weren't satiated yet. If you had followed their disasters with the quality assurance ordeal you'd also understand why their ramp up has been slower than you might have expected. I suspect you will see a significant difference in their 3rd Q report this year. (And that will be based on Falcon sales - not Jaguar sales.) Wayne

3572. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 12:13:06 UTC
From: farren@netcom.com
Message-ID: <farrenCCtwLu.9uA@netcom.com>
Source record: 201585
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

ejon@ll.mit.edu (Eric Jones) writes:

>farren@netcom.com (Mike Farren) writes:
>|>I'm looking forward to being able to get my hands on a *real* Jaguar.
>|>An afternoon with a screwdriver and inspection lamp will tell a whole
>|>lot more of the story than anything I've seen here, there, or anywhere.
>|>

> Oh, you were, perhaps, going to pry the lids off the chips and
>see what's _really_ in there? I believe the original question was "Is
>the 68000 a coprocessor or really the "main" processor?" If you can
>tell that with a screwdriver and inspection lamp, I'll eat your shorts.

Do you seriously think that's the only question, here? And do you have any idea how much interesting information can be had by looking at the actual hardware? Some of the more obvious things that might be answered include the existence/non-existence of a true 64-bit memory bus, the nature and speed of the memory chips inside, the abilities of the I/O ports to be interfaced to other devices, and a lot more.

>I think you might have better luck looking through some developer docs.
>Some people here probably have access to those docs, but if they do it's
>probably under non-disclosure so they can't tell us anyway.

Like you said - developer's docs seem to be non-existent right now. The thing that I'm saying is exactly what I've always said - until we see an actual unit, and get some actual specs as opposed to marketing hype, we won't know what's inside there. We might be able to *guess* (and all I've been trying to do is to guess with a little intelligence, based on my experience in the industry), but it's still a guess - and I'll cheerfully admit that my opinions are guesses, how about you?

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3573. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 12:16:34 UTC
From: farren@netcom.com
Message-ID: <farrenCCtwrM.9xK@netcom.com>
Source record: 201467
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

tpp@cbnews.cb.att.com (Grue) writes:

>>|> P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
>>|> cartridge games. No way.
>>
>>Why not? CDROM's are cheaper to make than cartridges and 3D0 volume could be
>>a lot higher due to Atari's agressive marketing. :)

>Because nobody sells stuff cheaper simply because it costs them less to make.

>Do Sega CD games cost less that Sega cartridge games? No. Atari says the
>games will be in the $40-$60 range. Will 3DO be in the $20-$30 range?
>I don't think so. MAYBE $40. Maybe.

Why not? CD-I games are in the $20-$40 range, with most around $30.

>You also have to realize that CD games generally take longer to develop, unless
>they make a game that didn't really need to be on a CD is the first place...
>Hence, a higher price to make up the cost.

Hardly the determining factor. Do you really think that the development
costs of a cartridge are *that* expensive? The costs are eaten in volume.
And for a cartridge, one big aspect of the cost is the licensing - Nintendo,
for example, charges an arm and a leg - and can get away with it, because
only Nintendo cartridges will work on Nintendo machines. CD-ROM hasn't
got *that* problem, at least...

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3574. MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 12:54:40 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <747888490.AA00759@cheswicks.toadnet.org>
Source record: 201206

In a message of 03 Sep 93 20:24:36, Chris L. Willison wrote:

```
CL> From: cwilliso@tuba.calpoly.edu (Chris L. Willison)
CL> Organization: California Polytechnic State University, San Luis Obispo
CL>
CL>
CL> Does anyone know of a P.D. MOD player that runs in MONO? Preferably in
CL> a nice shell like the popular color one (I think it's called Tracker?).
CL>
CL> If there isn't one, someone could really make an awsome looking shell in
CL> MONO mode! i.e., like with bouncing eq, crisp buttons, etc!! Huh!
CL>
CL> Thanks!
CL>
CL> --
CL> ( ( ( ( ( ( ( | ) ) ) ) ) ) )
CL> |Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
CL> | "No Core Dump Required" |
CL> ( ( ( ( ( ( ( | ) ) ) ) ) ) )
```

PAULA works fine in mono..

```
+====================================+============================+
| * * * 777:777/1@lasvegas.ftn | FREQ "LASVEGAS" |
| * * * 1:209/777@fidonet.org |For Info on LasVegas NetWork|
| * * * 51:2/4@atarinet.ftn |============================|
| * * * 86:8685/1@toadnet.org | hard@toadnet.org |
| * * * 90:300/1016@nest.ftn | n.hard@genie.geis.com |
+====================================+============================+
```

3575. double-sided disc drive

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 12:57:37 UTC
From: sss@CUNYVMS1.GC.CUNY.EDU
Message-ID: <1993Sep4.125737.16584@timessqr.gc.cuny.edu>
Source record: 201583

I am still looking for an external double-sided disc drive at somewhat
less than the new price. If anyone has one in good shape for sale, contact
me at sss@cunyvms1.gc.cuny.edu.

Thanks,
Stephen Slottow

3576. gcc 2.4.5

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 13:50:03 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.747150603@elektra>
Source record: 201463

Hello all GNU experts,

I had gcc1.04 running on my Atari TT without problems. Now I tried
to update to a version >2.4. I downloaded 3 different versions but
I have always the same problem.

The last version I tried is gcc2.4.5 from ftp.uni-muenster.de.

The 'gcc' program tries to call 'gcc_cpp' with the option '-lang-c'.
But this option is unknown to the preprocessor.

This is the output when I'm triing to compile 'mint'. The '-v' flag
is set:

```
-------------------------------------------------------------------------
F:\FIDO\ARCHIV\MINT108S> make mint.prg
gcc -v -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -c console.c -o co
nsole.o
gcc-atariST version 2.4.5 Patchlevel 1
d:\gnu\gnu\lib\gcc_cpp.ttp -lang-c -v -undef -D__GNUC__=2 -Datarist -Dgem -Dmc6
8000 -D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000 -D__O
PTIMIZE__ -Wall -D__MSHORT__ -DMULTITOS console.c /tmp/cc100000.i
d:\gnu\gnu\lib\gcc_cpp.ttp: Invalid option `-lang-c'
make.ttp: *** [console.o] Error 1
F:\FIDO\ARCHIV\MINT108S> cd $TOPWIND
D:\GNU\GNU\BIN> gcc_cpp.ttp -lang-c -v -undef -D__GNUC__=2 -Datarist -Dgem -Dmc6
8000 -D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000 -D__O
PTIMIZE__ -Wall -D__MSHORT__ -DMULTITOS console.c /tmp/cc100000.i
D:\gnu\gnu\lib\gcc_cpp.ttp: Invalid option `-lang-c'
-------------------------------------------------------------------------
```

I don't know what's wrong. Perhaps the environment variable setting?
Here's mine:

```
-------------------------------------------------------------------------
setenv gnudir d:\gnu
setenv gnu ${gnudir}\gnu

export GNULIB="${gnu}\lib"
export GCCEXEC="${GNULIB}\gcc_"
export G++INC="${gnu}\gxx_inc"
export GNUINC="${gnu}\include,${gnu}\gxx_inc"

export CC="gcc"
export C++="g++"
-------------------------------------------------------------------------
```

Could perhaps someone mail me his setting?

Feel free to post or mail any hints.

Greetings
Bjoern

3577. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 16:57:32 UTC
From: sourada@iastate.edu
Message-ID: <gen_747161848@iastate.edu>
Source record: 201570
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
*IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
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formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759
Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)
313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson

P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/
INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15

Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA
216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small

40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/
Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak

2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum
P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817
STyle/STipple

:CREDIT: 93.09.04
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
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Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,

suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3578. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 16:57:38 UTC
From: sourada@iastate.edu
Message-ID: <soft_747161848@iastate.edu>
Source record: 201571
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN

FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:

Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program

that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3579. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 16:57:41 UTC
From: sourada@iastate.edu
Message-ID: <hard_747161848@iastate.edu>
Source record: 201573
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
*TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
*FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
*KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3580. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 17:52:34 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26akl2INNpva@rs1.rrz.Uni-Koeln.DE>
Source record: 201574

In <1993Sep03.192436.167301@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:

>Does anyone know of a P.D. MOD player that runs in MONO? Preferably in
>a nice shell like the popular color one (I think it's called Tracker?).

>If there isn't one, someone could really make an awsome looking shell in
>MONO mode! i.e., like with bouncing eq, crisp buttons, etc!! Huh!

I would like to see such a thing too! I just get frustrated by seeing
all those modplayer interfaces in a useless, scrambled from on my TT
mono display.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3581. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 17:55:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26akq0INN2kkf@rs1.rrz.Uni-Koeln.DE>
Source record: 201575

In <268f17$kp5@apakabar.cc.columbia.edu> hsp4@namaste.cc.columbia.edu (Haim S. Poretsky) writes:

>Although I can't recommend a cute one, I can give you a hand with some per-
>fectly functional ones... I use Paula 2.1 as an ACC (should be PAULA_21.ZOO
>or something like that at aaue. It's in atari/Ste/Mods, if memory serves
>me right--just useArchie). I've also used JUKEBOX.ACC and MODPLAY!.TTP.
>Hope that helps!

While these may work in mono, I think none of them allows for *editing*
of mod files. It's certainly nice to be able to listen to some mods from
time to time, but that's nothing to the fun you can have making mods
yourself. I really miss that since I upgraded to a TT.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3582. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 18:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungCCuCo1.46A@netcom.com>
Source record: 201579
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

In article <farrenCCtwLu.9uA@netcom.com> farren@netcom.com (Mike Farren) writes:
>Do you seriously think that's the only question, here? And do you have
>any idea how much interesting information can be had by looking at the
>actual hardware? Some of the more obvious things that might be answered
>include the existence/non-existence of a true 64-bit memory bus, the
>nature and speed of the memory chips inside, the abilities of the I/O
>ports to be interfaced to other devices, and a lot more.

To be honest, though most of the information on the Jaguar has been
"sanitized" reports from Atari, I'd be truly surprised if most of it is not
on the up-and-up. As I've said before, one expects a certain level of
hyperbole when a new product from ANY company gets trumpeted, but a
completely fabricated lie about a feature just isn't allowed.

>The
>thing that I'm saying is exactly what I've always said - until we see
>an actual unit, and get some actual specs as opposed to marketing hype,
>we won't know what's inside there.

Yes, but you do seem to be a bit too cynical about it. "I don't care what
the official word is, I ain't trusting them one iota until I see the hardware
myself". I think using the press releases as a starting point and
extrapolating from there (How likely is a feature possible? How many
adjetives were stuck on this sentence?) gives a picture that's probably 95%
accurate.

Perhaps, Michael, there may also be some undue bias against the Jaguar
specifications on your part because you're very hesitant to trust anything
from the Tramiel-operated Atari Corp. No one is completely objective...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3583. Re: gcc 2.4.5

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 18:35:35 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.747167735@elektra>
Source record: 201473

tiemann@stud.ee.ethz.ch (Bjoern Tiemann) writes:

>Hello all GNU experts,

>The 'gcc' program tries to call 'gcc_cpp' with the option '-lang-c'.
>But this option is unknown to the preprocessor.

>--
>d:\gnu\gnu\lib\gcc_cpp.ttp: Invalid option `-lang-c'
^^^
>--

Sorry, I found what I've done wrong!
The preprocessor and the other 'ttp's were in the /lib directory.
I put them into the /bin directory and unfortunately the old ones
were still in the /lib directory ...

By the way: I had to change the names form gcc-cpp.ttp to
gcc_cpp.ttp (the same thing with the other programs).
Why this?

And I had some problems because the gcc compiler uses filenames
with 9+3 characters for the temporary files (cc10000001.o).
This is not very nice.

BTW: Where can I get the programs 'prgflags' and 'strip' ???

Greetings
Bjoern

3584. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 21:19:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.640269@cix.compulink.co.uk>
Source record: 201450

In article <?.747095663@dlsun87>, jdrukman%dlsun87@us.oracle.com (Jon Drukman) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>That's because most MIDI musician have never heard about the Internet and
>>barely know what a modem is.
>
>nice generalization.
>
>as a MIDI musician of several years, i would like to take this
>opportunity to say "fuck you."
>
>

My wise friend, I am a MIDI musician too. However, *most* musicians who use computers are only interested in running Cubase or Notator or whatever and don't even use it for WP. This info is based on me running the UK Cubase Club with over 500 members - so I know what I'm talking about. I have not seen any club members in this newsgroup, as far as I know I am the only club member reading this group, but there maybe one or two lurkers. That's out of over 300 ST + Cubase users.

Before you start using your amazingly imaginative language as demostrated above, note the word *most*.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3585. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 21:57:41 UTC
From: Steven.D.Ourada@mettav.royle.org
Message-ID: <747547802.0@mettav.royle>
Source record: 201413

Organization: Iowa State University, Ames IA

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
*TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
*FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
*KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overla
* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

3586. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-04 23:20:45 UTC
From: sonicsys@netcom.com
Message-ID: <sonicsysCCurIL.I70@netcom.com>
Source record: 201590
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

rjung@netcom.com (Robert A. Jung) writes:

> To be honest, though most of the information on the Jaguar has been
>"sanitized" reports from Atari, I'd be truly surprised if most of it is not
>on the up-and-up. As I've said before, one expects a certain level of
>hyperbole when a new product from ANY company gets trumpeted, but a
>completely fabricated lie about a feature just isn't allowed.

Maybe a completely fabricated lie isn't allowed, but the way that specs are twisted turns my stomach. For example: 3DO publishes that it can move 65MPixels/sec. <The crowd oohs and aahs.> Atari says that the Jaguar can move 850MPixels/sec. <Everyone says, "Wow, the Jaguar kicks the 3DO's ass in raw speed."> But, on further inspection, it appears that 850MPix/sec must be at a bit depth of _1_, given their bus speed, and reasonable memory speed requirements. <drool> What is the pixel depth for the 65MPix/sec of the 3DO? Anyone? If it's higher than 1, we'd have a present day example of where Atari is willing to stretch the truth outrageously to look good for the moment.
To me, that's like saying, "Yes, our car does 0-60 in 3 seconds!" The problem is, they're talking about about 0-60 yards per hour. Silly you, you thought they were talking about miles per hour? Tsk tsk.

I like the saying that some guy on this group told me,
"There are lies, damned lies, and then benchmarks." Ain't that the sad truth?

Chris Russo

3587. Shuffleboard ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 02:31:57 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <yFRD0B5w165w@sys6626.bison.mb.ca>
Source record: 201578

Does anyone have this old game? If yes and u still have the box it came

3588. HELP? Class I, Group III Fax on Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 02:33:44 UTC
From: uberig@gfx.engga.uwo.ca
Message-ID: <1993Sep5.023344.28206@julian.uwo.ca>
Source record: 201576

Hello there, I recently bought a US Robotics 14.4/FAX Sportster modem
and am looking for some fax software to go with it. I tried to run
Straight Fax; however; it only ran with SendFax4800/9600, or Class II
fax modems.

Does anyone out there know of a commercial/PD software FAX package?

Thanks in advance,
Jason Uberig.

PS- Please respond by e-mail if possible, thanks.
(uberig@gfx.engga.uwo.ca)

--

+---------------+---+
| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
| | jason@hazzard.engga.uwo.ca |

3589. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 03:24:15 UTC
From: gasman@netcom.com
Message-ID: <gasmanCCv2sG.B5I@netcom.com>
Source record: 201580
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <farrenCCtwrM.9xK@netcom.com> farren@netcom.com (Mike Farren) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>>|> P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
>>>|> cartridge games. No way.
>>>
>>>Why not? CDROM's are cheaper to make than cartridges and 3D0 volume could be
>>>a lot higher due to Atari's agressive marketing. :)
>
>>Because nobody sells stuff cheaper simply because it costs them less to make.
>
>>Do Sega CD games cost less that Sega cartridge games? No. Atari says the
>>games will be in the $40-$60 range. Will 3DO be in the $20-$30 range?
>>I don't think so. MAYBE $40. Maybe.
>
>Why not? CD-I games are in the $20-$40 range, with most around $30.
>
>>You also have to realize that CD games generally take longer to develop, unless
>>they make a game that didn't really need to be on a CD is the first place...
>>Hence, a higher price to make up the cost.
>
>Hardly the determining factor. Do you really think that the development
>costs of a cartridge are *that* expensive? The costs are eaten in volume.
>And for a cartridge, one big aspect of the cost is the licensing - Nintendo,
>for example, charges an arm and a leg - and can get away with it, because
>only Nintendo cartridges will work on Nintendo machines. CD-ROM hasn't
>got *that* problem, at least...
>
>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

Just to add...it costs a company TWENTY DOLLARS TO PRODUCE A
CARTRIDGE(between liscensing and production). For the 3DO production costs
will be around 3 dollars a disk. Nuff said.
Later,
Gasman
X

3590. Need disk formatter program for Supra Drive

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 05:52:13 UTC
From: winters@access.digex.net
Message-ID: <26buqd$8jj@access.digex.net>
Source record: 201453

I just got a Supra Drive Atari Hard Drive (the Drive, power supply, etc... all in a enclosure). I was told that the drive was first purchased in 1986 and after 5 or 6 years it had a disk crash. Since then, when you try to format the drive, the Supra Hard Disk Formatter v2.0 (by Willie Brown, Mark White, 1986 version) comes up with an error "Too many bad sectors to format drive). The guy I got the drive from says that there might only be 5 to 10% bad sectors. Is there any public domain program that I can run on this drive to allow more bad sectors, than the old Supra Formatter allows? The drive is an MFM type of drive (Seagate is the manufacturer). If this route doesn't work, I will get a new disk for the drive - does anyone have any drives of this type for sale? I guess all I have to do is open the case (this sucker is big!!), unscrew the old drive and install the new one - just like a PC! :--)
Thanx for any advice on this...

------ Mike Winters

3591. Re: Weekly Posting of New Atari St

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 06:07:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A7835@AC.maus.de>
Source record: 201606

```
AA>-rw-r--r-- molin 436768 Aug 30 18:57 ./Demos/movies.lzh

How did this endup in ./Demos???
It should be found in ./Utilities/Screensavers/Beforedawn/, because this
archive contains almost all animations for the 'At the Movies' module of
'Before Dawn'. Could somebody please move the file?

Ciao,
Arne
```

3592. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 06:13:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <26c024$clq@cville-srv.wam.umd.edu>
Source record: 201465

In article <A43591@M4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>-A39839@K
>
>>Yep, correct. According to specs a Falcon cannot do hi-res TrueColor on
>>a VGA monitor. But then I have seen some software (a picture slide
>>show) demonstrated by people from Atari that did just that. They said
>
>What you've seen most probably was a 320x480 resolution in 32K colors; this
>looks very good for displaying real world images.
>
>A PTCxxxx neither can do 640x400 nor 720x576 in True Color, since it doesn't
>sync to 15,6 kHz.

I remember a text file a long time ago that gave a list of all Falcon video
modes that came standard with the OS, and I am wondering, what is the
highest resolution it can do TrueColor in? Wasn't it 640x200?

3593. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 07:38:27 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CCvEK3.Iow@cunews.carleton.ca>
Source record: 201587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All this arguing over personalities of Darek and his critics gets no one anywhere. And a list of the shortcomings of the Gemulator compared to a TT or a Falcon also gets you nowhere.
Take the device for what it is and look at how useful it can be.
In one box, former ST owners get their same old machine only twice as fast. And they get a 486 on top. What have the lost? If you don't play games (I don't) or music (I don't) the extra features of the Falcon or TT mean nothing to me. The extra screen resolutions of a SuperVGA etc., system are important. So is the ability to use the best of the old ST software at double speed.
There is nothing in this but pluses. Once upon a time, I bought the ST partly because it could also run IBM software if I needed it (PCDitto) and Mac software if I needed it (GCR). the IBM emulation turned out to be not so good. Awfully slow. But now, a 486 gives you full IBM speed and double the old ST speed. What's the beef? If Dave Small were smart, he would licence GCR technology to Darek and the MSDOS machines would be what I wanted in the first place -- no hassle access to many OS systems, at no speed penalty.
Or maybe Darek and Small should form a joint company.
why are we knocking good ideas? Someone who Already owns a complete system isn't going to buy a whole other one justget a midi port.

3594. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 11:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c891bfe@troed.ct.se>
Source record: 201457

In a message of 04 Sep 93 11:11:54, Bob_bobr_retelle wrote:

B> the Falcon, and who wanted one, seem to have bought up the first units
B> already. And since no one else in the world has ever heard of the Atari

Yeah sure, that's why 99% of all Swedes (for example) claims that they're still
SAVING for a Falcon!?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3595. Re: Need disk formatter program for Supra Drive

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 13:54:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CCvvy0.Gpq@mailer.cc.fsu.edu>
Source record: 201452

Michael Winters (winters@access.digex.net) wrote:
> I just got a Supra Drive Atari Hard Drive (the Drive, power supply,
> etc... all in a enclosure). I was told that the drive was first
> purchased in 1986 and after 5 or 6 years it had a disk crash. Since
> then, when you try to format the drive, the Supra Hard Disk
> Formatter v2.0 (by Willie Brown, Mark White, 1986 version) comes
> up with an error "Too many bad sectors to format drive). The guy
> I got the drive from says that there might only be 5 to 10% bad sectors.
> Is there any public domain program that I can run on this drive to
> allow more bad sectors, than the old Supra Formatter allows? The drive
> is an MFM type of drive (Seagate is the manufacturer).

Get the ICD utilities. Newer versions allow one to use the software even
if an ICD host adaptor is not present on your system. However, none of the
disk caching stuff is enabled. The formatting and partitioning stuff should
work just fine.

Also, this might convince you to get an ICD host adaptor to replace the
Supra board. ICD stuff is much nicer, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3596. Hi there

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 15:23:32 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747248633.AA00441@byte.bbs.no>
Source record: 201469

I'm not sure if my e-mail connection to InterNet works 100%
Could anyone out there in the Atari world give me a hint
if this message comes through (Chris M, can you see this ?)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3597. MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 15:23:36 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747248633.AA00442@byte.bbs.no>
Source record: 201600

>Does anyone know of a P.D. MOD player that runs in MONO? Preferably
>a nice shell like the popular color one (I think it's called Tracker?

I have a neat Desk-Acc written by a friend of mine (BACKTRAK.ACC)
I plays MODules in the background (at 50 kHz on MEGA STE or faster,
25 KHz on other STE's). Mail me if you want it, or call ABK-BBS...

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3598. built-in terminal emulation

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 16:20:50 UTC
From: reynolds@panix.com
Message-ID: <26d3l2$5s5@panix.com>
Source record: 201455

I am currently using a Mega ST4 with TOS 1.4. Although I've been using Uniterm I'd like to switch to C-Kermit so that I can use the latest version of the Kermit. C-Kermit uses the vt52 terminal emulation built into TOS. I'd like to know if there is a way to replace this built-in emulation with a better emulation (say vt100) that CKERMIT would access in the say manner it currently does. Would a later version of TOS help?

Thanks in advance.
--
Brian Reynolds
reynolds@panix.com
NAR# 54438
IPMS# 30162

3599. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 17:08:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg._VGhXjlWRD_@semprini.tdkcs.waterloo.on.ca>
Source record: 201626

In <264uu4INNl98@life.ai.mit.edu>, David Baggett writes:
> >In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
> >Perhaps you need to brush up on your math (you are probably American
> >born and educated, which would explain a lot)
>
> Just like Chairman Bill, right DM? Yeah, that *does* explain a lot... :)

Isn't Bill the Gates a dropout?

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3600. Re: Warhead (game)

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 17:28:35 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep5.112835.1216@janus.arc.ab.ca>
Source record: 201596

In article <CCsnpM.5Bu@mailer.cc.fsu.edu>, boyd@sonya.math.fsu.edu (Mickey Boyd) writes:
>A.S.C.Pomianowski (apski@bhars42a.bnr.co.uk) wrote:
>
>> Oh, by the way, I have a little patch program that a friend wrote to get the
>> game 'Warhead' by Glyn Williams to work on the Falcon. If anybody wants it then
>> get in touch and I'll see what I can do. Don't worry, it doesn't involve any
modifications to your original disk.
>
>Hey, I am interested. Also, have you ever gotten past the space worm (I think
>that is what it was called)? This is a great game, but I could never seem
>to kill the worm. I tried luring it into black holes and such, but it never
>worked. Any suggestions?
>

I'm stuck in the same place. I think it's the Berzerker.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3601. TOS 1.6 -> 1.62 diffs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 17:29:29 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747250169@vincent2.iastate.edu>
Source record: 201595

I must have been sleeping the last time this came around.

What are the differences between 1.6 (or 1.06) and 1.62?

Thanks,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3602. Battlehawks 1942 - Joystick?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 17:30:58 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep5.113059.1217@janus.arc.ab.ca>
Source record: 201461

I recently acquired a used copy of this game and it states to consult the Reference Card for controller support. I didn't get this card with the game. I can use either the keyboard or mouse fine but cannot figure out how to get the joystick to work. Does it? and if so how? Any help would be appreciated.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3603. CD-ROM for ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 17:56:30 UTC
From: jk@panix.com
Message-ID: <26d98e$ct2@panix.com>
Source record: 201475

I have a 520ST (upgraded to 1 meg) with TOS 1.0 that I want to add a
CD-ROM reader to. What are the choices? Can I use one of the units
designed for the IBM world (with the aid, maybe, of a PC emulator)?

Thanks for any info.
--
Jim Kalb "Good sense is the most fairly distributed thing in the world;
jk@panix.com for everyone thinks himself so well supplied with it, that even
those who are hardest to satisfy in every other way do not
usually desire more of it than they already have." (Descartes)

3604. structure of LHarc-archives

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 18:45:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10098@S2.maus.de>
Source record: 201459

I collected any information available to me but I'm sure there's
still some information missing. The reason to publish this text
is simple. I hope that the development of LHarc/LHA will reach the
same level on any system to increase the compatibility. And even more
important is that perhaps some of my extensions (encryption, archive
comments) will be supported on other systems.

-cut here-

If this file contains incorrect information or some information is still
missing, please contact Christian_Grunenberg@S2.maus.de (Email). Anyway,
please distribute this file into any network.

A. General archive structure:

(SFX-Loader)
? loader (max. 4k)

(Archive comment)
5 '-com-'
? comment (max. 1k)
1 \0

File-headers (see below)
...

B. Header Formats
(integers are little-endian; i.e. low-order bytes come first)

```
------------------------------------------------------------------------------
level-0 level-1 level-2
------------------------------------------------------------------------------
1 header size 1 header size 2 total header size
1 header sum 1 header sum
5 method ID 5 method ID 5 method ID
B 4 packed size 4 skip size 4 packed size
4 original size 4 original size 4 original size
A 2 time (MS-DOS) 2 time (MS-DOS) 4 time (UNIX style)
2 date (MS-DOS) 2 date (MS-DOS)
S 1 MS-DOS attribute 1 fixed (0x20) 1 reserved (now 0x20)
1 level (0x00) 1 level (0x01) 1 level (0x02)
I 1 name length 1 name length
? pathname ? filename
C (2 file crc) 2 file crc 2 file crc
(1 OS ID ('U'/'K')) 1 OS ID 1 OS ID
(1 minor version) . ........
(4 last modified stamp)
```

```
(2 Unix mode)
(2 Unix uid)
(2 Unix gid)
2 next header size 2 next header size
************************************************************************
22 + ? no crc 27 + ? 26
24 + ? with crc
36 + ? Unix/OS68k extension
------------------------------------------------------------------------
EX- 1 ext-type 1 ext-type
TEN- . ........ . ........
SION 2 next-header size 2 next-header size
------------------------------------------------------------------------

Level-0 header:
Same as LHarc and LArc. Directory delimiter character is '\'.

Level-1 header:
Current default header is level 1

Level-2 header:
Future versions will use this header.

b. Method IDs

-lhd- LHarc directory method

-lh0- no compression

-lh1- 4k sliding dictionary(max 60 bytes) + dynamic Huffman
+ fixed encoding of position

-lh2- 8k sliding dictionary(max 256 bytes) + dynamic Huffman

-lh3- 8k sliding dictionary(max 256 bytes) + static Huffman

-lh4- 4k sliding dictionary(max 256 bytes) + static Huffman
+ improved encoding of position and trees

-lh5- 8k sliding dictionary(max 256 bytes) + static Huffman
+ improved encoding of position and trees

-lzs- 2k sliding dictionary(max 17 bytes)

-lz4- no compression

-lz5- 4k sliding dictionary(max 17 bytes)

-afx- same as -lz5-

c. OS ID

MS-DOS 'M'
OS/2 '2'
OS9 '9'
OS/68K 'K'
```

```
OS/386 '3'
HUMAN 'H'
UNIX 'U'
CP/M 'C'
FLEX 'F'
Mac 'm'
Runser 'R'
TownOS 'T'
XOSK 'X'
Amiga 'A'
Atari 'a'

C. Extension

a. OS independent (0x00 - 0x3f)

common header
1 0x00
2 header crc
( 1 information )
2 next-header size

filename header
1 0x01
? filename
2 next-header size

dirname header
1 0x02
? dirname (separated and terminated by 0xff)
2 next-header size

encryption header
1 0x20
1 flag (!=0 -> encryption)
2 next-header size

Encryption technique:
---------------------
It is based on eXclusive ORing a variable-length key with the data;
the same technique will recover the original data.
For anyone wishing to add this feature to another archiver, the
following fragment of C code demonstrates the technique used:

char *key; /* ptr to start of variable-length key */
char *keyptr; /* work ptr; NULL if no key */
/*
* crypt - encryption/decryption routine
*/
int crypt(int c) /* c is the CHARACTER to encode */
{
if (keyptr) { /* key supplied ? */
if (!*keyptr) /* at end of key ? */
```

```
keyptr = key; /* yes - reinitialise */
return c^*keyptr++; /* XOR it */
}
return c; /* no key, no change */
}
```

Note that encryption takes place IMMEDIATELY before writing the
archive (i.e. after compression), and decryption takes place
IMMEDIATELY after reading the archive (i.e. before decompression).

```
comment header
1 0x3f
? comments
2 next-header size
```

b. OS dependent (0x40 - 0x7f)

```
MS-DOS attribute header
1 0x40
2 file attribute
2 next-header size

Unix-Permission
1 0x50
2 permission
2 next-header size

Unix gid and uid
1 0x51
2 gid
2 uid
2 next-header size

Unix group name
1 0x52
? group name
2 next-header size

Unix user name
1 0x53
? user name
2 next-header size

Unix last modified time
1 0x54
4 last modified time (Unix style)
2 next-header size
```

Note: Archived files are no longer sorted alphabetically.

3605. Re: A Plead to Atari... was Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 19:29:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep05.192926.13233@rchland.ibm.com>
Source record: 201643
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <2665cf$mlh@ulowell.uml.edu>, rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
|>
|> Does the Star Raiders II cart work with the Atari800XL?

The game works but is disk-based, not cartridge based. Star Raiders II
sucks anyway compared to the first one, although the graphics are a quantum leap
better :-)

|>
|> Anyway, they should make Star Raiders III more in depth. I LOVE
|> a good first person space epic.. heck, I even loved Star Voyager on the NES.
|>
|> 1) Make the dogfights more Wing-Commanderish.
|> Ya know, lots of
|> chasing, weapon selection, technique, etc. BUT...have obstacles... just
|> like in Space Lords.. gas clouds, Asteroids that don't move that fast
|> etc... (only in some areas.. make some areas less dense, bare, etc.)

ARGHHHHHHH. Nooooooooooooooooooooo! The gameplay of the original is
excellent. If this is going to change that gameplay, DON'T DO IT!

|> 2) Make the bases more detailed. Weapons shops, shipyards,
|> bars, pubs, space fed offices to sign up for missions, army service etc.
|> That way you can go on little missions agains the Zylons etc., transport
|> ships to other areas, invasion missoins on Zylon outposts etc.

AGAIN: NOOOOOOOOOOOOOOOO! That depends on how they do it, but if it's going
to be a 'miscellaneous' role-playing type my answer would be NO!

Maybe they should do TWO Star Raiders. Star Raiders III: The Zylon Imperium and
Star Raiders: The Zylon Civilization or something like that. One is more like
the original and the other is the way you like it.

|> 3) Cinema displays... GOOD cinema displays.

AGAIN: NO! (Except at the very end when you have your rank)

|> 4) A slight RPG element... how about being able to land on planets
|> and explore? Encountering monsters, NPCs, etc.

NO!

|>
|> 5) Have planet missions as well. Kinda like Epic...go down on the
|> planets surface to blow up outposts, aid in Civil wars etc.

NO expcet some basic shoot and fly over planets conquered by Zylons to regain
them back. AT ANY POINT the player shoud have ABSOLUTE control of the spaceship.
No silly 'automatic stuff' unless you have a new autopilot option which could
be screwed up if the computer gets damaged...

|>
|> 6) Make MANY sub-plots so it takes you a LONG TIME to actually
|> crush the Zylon empire.

>>>>>>>>>>>>>>> ABSOLUTELY AND DEFINITIVELY NOT! This means that once you finish
a game, you know what to do. Star Raiders was more like the kind
of game like ottello and chess... a lot of simple rules, any game
could be different.

|> When the game starts... you've been away from
|> the academy (or whatever) and you're looking for various jobs/quests etc.
|> Eventually, you find yourself back in the academy (but you could land in
|> different segments... commando forces, mercaneries, etc.) That way you
|> have a lot of different directions to go in, instead of the standard linear
|> plot.

Hmmmmmmmmmmmmmm.... still NO :-)

|>
|> 7) Have certain areas of uncharted space available through wormholes
|> etc... that way you can pick up alien technology etc. There could be parts
|> of the game where you land on alien planets, possibly friendly. .. that way
|> you could get some bizarre technology... and join in the alien civilization's
|> own plights against enemy forces etc.

This sounds like a very cool idea for the OTHER Star Raiders I suggested
that goes more with want you want. But not for making something like the original!

|>
|> 8) Make different types of star bases, ports, planets, galaxies etc.
|> Each having different characteristics...

Yes.

|>
|> This should all be possible on CD... especially with Jag-PEG and all.

Or make a super-original alike version, wich is possible on cartridge. The original
game was only 8k (kilobytes) wich is just a fraction of the Jag's new cartridge capacity.

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3606. HELP? Class I, Group III Fax on Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 19:40:40 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747270124.AA00456@byte.bbs.no>
Source record: 201460

Z>Does anyone out there know of a commercial/PD software FAX package?

TKR in Germany sells TeleOffice !
It's a *GREAT* telefax software package (desk-acc or prg)
Lets you send fax'es from word-processors and DTP programs,
and also have the possibility to construct simple fax'es from
text files and picture files (a tiny build-in DTP program :-)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

BTW: I have no relations with TKR, but the software IS good.

3607. Re: IDE/Hard drive for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 20:42:43 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <CCwEv7.F2D@dnsserv.go.dlr.de>
Source record: 201458

In <25tsjd$2ei@lsi.lsil.com> sharad@plf11.scrd writes:

> Hi
>
> I want to attach a hard drive to my ATARI 1040ST. Which hard drive and controller etc can I use ?
> Earlier someone had posted in this news group that ICD does sell controller for IDE drives, however ICD told me that they only sell controllers for SCSI drives.
>
> THANKS
>
>
>
> ---
> Sharad Prasad Phone : (408) 433-7446 _____
> LSI Logic Corporation Pager : (408) 994-2318 LSI|LOGIC| (R)
> 3115 Alfred St. FAX : (408) 986-1486 | |
> M/S J-201 e-mail : sharad@cres1 |_____|
> Santa Clara, CA. 95054 Internet : sharad@lsil.com
>

There is an artice in the German magazine C'T (august or sept edition) about addint an IDE based HD to an ST. It has full circuit diagrams, andf a PCB is available. There is also software in either C or ASM, Ive forgotten which. Worth a look, even if you dont read German.

>

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
RM4Y@DLRVMS.GO.DLR.DE (prefered) | "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

3608. PI Prize: what's happening?

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 20:51:40 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.06yx@outb.wimsey.bc.ca>
Source record: 201601

Can I have a show of hands, how many people are actually working on a PI Calculator (and a shot at the grand prize of $50(Cdn))?

So far I have had 14 private e-mail responses to this, and I would estimate that between a third and a half indicated that they are going to take a stab at it.

Or... do you want to lay in the weeds for a while longer?

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3609. Re: CD-ROM for ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 21:15:54 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <26dkua$jmg@usenet.INS.CWRU.Edu>
Source record: 201462

> I have a 520ST (upgraded to 1 meg) with TOS 1.0 that I want to add
> CD-ROM reader to. What are the choices? Can I use one of the unit
> designed for the IBM world (with the aid, maybe, of a PC emulator)

Atari was at one time going to produce the CDAR-504, which never did materialize on the market. It supposedly was going to use the ST DMA port, which would have made it compatible. But I do not know of any way to use a CD-ROM unless you have a Falcon, which I have heard allows standard CD-ROM devices.

Ken

3610. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-05 22:30:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89777@cup.portal.com>
Source record: 201454

99% of all Swedes are still saving for a Falcon..?

This is some kind of a national priority or something..?

I'd think it would be more like 99% of all Swedes have never even heard of the Falcon030, or even Atari...

Or is it 99% of all Swedes who ever heard of the Falcon are still saving for one..? (True, they ARE a bit expensive... :)

BobR

3611. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 00:38:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15258@uqcspe.cs.uq.oz.au>
Source record: 201476

bprofane@netcom.com (Gert Niewahr) writes:
>In article <15212@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>>You can't run programs off a CDROM. They have to go into RAM
>>first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
>>RAM taken up by read-only code and run-time data copied off a CDROM or
>>taken up by 720x576 32 bit colour graphics?

>You can't "run" programs from either a CD-ROM or a cart; the actual
>control logic needs to be in RAM for either system.

Bogoids. Of course you can run programs from a cartridge. A cartridge
is just a ROM, just like the ROM in your computer that holds your
operating system, or bootstrapping code. I don't know the exact
details of the Jaguar's memory model, but it would be a totally fair
approximation to say that when you reset the machine, the 68030
jumps to a ROM address in the cartridge (either directly caused by
the chip reset, or after running through some tiny initialization
code in some other ROM in the Jag).

>For 95% of the ROM access in your average game, 300Kb/sec is fast
>enough. So you're trading 5% of slower ROM reads against many megs of
>cheap memory.

This is just silly. CD-ROM's are plenty fast enough for stream access,
but absolutely USELESS for random access. For example, what if you
want to have a ROM table of 10000 random monster images, and want to
choose 1000 of them one at a time? On a CD-ROM, you'd be there all
day as the head seeks back and forth. In a cart/ROM, the seek time
is 0.

Having just a CD-ROM for programs severely limits the type of
program that can be made in a limited amount of RAM. The Jag has
2 Megabytes (yes, 16 Megabits) of RAM, which is considered quite
a large amount by console standards. But if you want to start
cluttering that with program code and other randomly accessed
data, you will quickly fill it with even simple programs.

CD-ROM-only console games would be 99% flashy graphics and audio and 1%
gameplay. Maybe today's video game player wants a video game that is
more like a movie (sit back and watch). I doubt it. Those laserdisc
games never really made it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |

_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3612. Reboot-proof RAMdisk for MultiTOS?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 01:27:07 UTC
From: saj@chinet.chinet.com
Message-ID: <CCws18.6Eu@chinet.chinet.com>
Source record: 201497

Before I got a Falcon, a reboot-resistant RAMdisk was one of my favorite tools. First Mark Williams rdy, then CodeRAM. I never had a variable-sized RAMdisk for the ST, and I would have liked one.

Now I have a Falcon. Under normal TOS I can use rde (although the size limit looks small for the bigger machine). Under MultiTOS I finally have that wonder of the world, a variable-sized RAMdisk! ramfs! Couldn't be easier to use, either. But wait: all is not perfect. Ramfs isn't reset-proof, and I seem to have to reset my machine at least as often as ever.

So is there (CAN there be) a reset-proof RAMdisk for multiTOS? How about a variable-sized one? Best of all, a resizable, reset-proof RAMdisk that works on the Falcon regardless of whether MultiTOS is loaded?

Steve

3613. Re: gcc 2.4.5

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 01:44:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A4438@MS2.maus.de>
Source record: 201478

>By the way: I had to change the names form gcc-cpp.ttp to
> gcc_cpp.ttp (the same thing with the other programs).
>Why this?

In your previous posting you wrote:
>export GCCEXEC="${GNULIB}\gcc_"
That is the answer... :-)

>export G++INC="${gnu}\gxx_inc"
Change G++INC to GXXINC.
>export GNUINC="${gnu}\include,${gnu}\gxx_inc"
maybe you better leave this ^^^^^^^^^^^^^^^ out, it is enough to set
GXXINC.
>And I had some problems because the gcc compiler uses filenames
>with 9+3 characters for the temporary files (cc10000001.o).
>This is not very nice.
Well this should not cause any problems as gcc cannot compile more than
one file at the same time under plain TOS. And under MiNT it seems to
use shorter filenames (the version at ftp.uni-muenster.de is linked with
the MiNTLIBs)

3614. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 01:53:56 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.06z3@outb.wimsey.bc.ca>
Source record: 201602

From: darekm@microsoft.com (Darek Mihocka)

>DM ... for people who need a more powerful machine. i.e. you buy Calamus SL
and find out your 1040ST doesn't quite have the requirements to run it.
So you need a more powerful machine capable of running ST software.

Calamus SL does run on a 4 meg STE. As far as upgrading, you can:

1) Upgrade your 1040 with 12 meg ram board, and video card.

2)Buy a used Mega STE running at 16Mhz and upgrade the video and ram.

3)Buy an Atari TT for $2000 which will give you 32Mhz processor
speed, 16/256 colour. Add TT fast ram, 24 bit colour card, etc if
required.

All 3 choices use standard Simm chips and standard VGA/SVGA monitors
that would cost the same no matter what platform you bought them for.

You use Calamus SL as an example of "ST"software, but conveniently
fail to mention that it runs on ST/Mega/TT machines!

DM> Yes, the Atari line is a dead end. I've been telling people that for
DM> years!!!! Buying any Atari hardware is a waste of money period. I don't
DM> deny that that's been my opinion of Atari for most of the last 5 years.

ROTFL! On one hand you say Atari is a dead end/waste. Yet doesn't
it clue in that if you have been saying that for years, the platform
still HAS enough support?? Duh! Could it possibly be that those who sign
your paycheck also predetermine your opinions? Oh, of course not!
You have been bought and paid for by Microsoft and now you are preaching
the party line for them!

DM> Gemulator is ... about offering an alternative to Atari hardware that
DM> still allows you to run your Atari software and not have to purchase a
dead end computer.

Yes, it is AN alternative, and yes it does work fine, BUT...If you already
have any Atari software, you have been running it on an Atari of
some kind. So why not just keep the Atari that you have already paid
for, and get a clone, Mac or whatever else-IF your needs dictate this
solution? It's extremely easy to fix an ST/Mega/TT/Falcon -and cheaper
than buying a 386/486 if you don't need one.

DM> ...$200 is a small price to pay to maintain compatibility with
DM> hundreds or thousands of dollars worth of software.

Of course if you have no specific need for a clone, there is the LITTLE matter of the cost of a 386/486. Not quite so cheap.

DM> Gemulator is a nice $200 solution to that problem. Buy the PC and
DM> Gemulator.

Oh, does this mean that u r giving away a PC for FREE with the $200 Gemulator?

DM> ... a market for Gemulator exists.

Yes, it does indeed-but you paint yourself in a very unflattering light when you promote and defend your product by putting down Atari. Anyone who has been around the Atari scene for a while knows of the blatent ineptitude of the Atari management-but we are also keenly aware of your continual pro-DOS/ant-Atari sentiments over the years.

3615. Problems with ST Alladin 1.62 and GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 02:04:45 UTC
From: ortega@cactus.org
Message-ID: <9309060204.AA00549@cactus.org>
Source record: 201481

Has anyone been having problems lately with ST Alladin 1.62
and GEnie lately?

First, it was getting screwy when trying to login and caused
"INCORRECT FORMAT" to be displayed.

Now, it doesn't upload mail or new messages properly.

Is it worth it to even bother with GEnie anymore?
I'm thinking real seriously about giving it the heave-ho....

Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org ---------------------------------------

3616. Write Protect detection

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 02:34:09 UTC
From: jwilson1@alsvid.une.edu.au
Message-ID: <CCwv4y.2Mz@alsvid.une.edu.au>
Source record: 201599

Has anyone had problems with the Write Protect detection on their ST's?

We have an old (5 years, maybe) 1040 STFM here and after using it for a while the Write Protect status thingo (on the disk drive) will change for no apparent reason.

For example, I was formatting a disk and half way through it said the disk was write protected and the disk couldn't be formatted.

Hopefully I will find the contacts are just dirty or something when I open it up, but has anyone had this problem before?

Thanks
--
+-=-=-=

3617. Re: Warhead (game)

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 03:51:51 UTC
From: bhtran@OCF.Berkeley.EDU
Message-ID: <26ec4n$lok@agate.berkeley.edu>
Source record: 201464

In article <CCsnpM.5Bu@mailer.cc.fsu.edu>,
Mickey Boyd <boyd@math.fsu.edu> wrote:
>
>Hey, I am interested. Also, have you ever gotten past the space worm (I think
>that is what it was called)? This is a great game, but I could never seem
>to kill the worm. I tried luring it into black holes and such, but it never
>worked. Any suggestions?
>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

Yeah, Warhead is a GREAT game. When I first got it, my friend and I played
it everyday until we finally solved it. Then, last year, I booted it up
again and decided to finish it once again from the start. The games remains
interesting and fun to play and even now I have an urge to boot it up
and play. :)

The Berzerker is one BUFF space alien. When you first meet him, you go
through the simple task of getting information on him. The next (few?) times
you encounter him, you're there to test his strengths (and weaknesses).
One thing that you have to do is identify his weapons (the pseudo-stellar
missile? or something like that) and notice that the Berzerker doesn't travel
very fast.

To defeat the Berzerker, you must make your last stand at Jupiter(? or maybe it
was Mars) when he enters the SolBase Star System. What you have to do here,
is to ANNOY the Berzerker so MUCH that he gets pissed off at YOU alone. To
annoy him, you almost HAVE to HIT him with everything you have. It seems
like every single mine has to detonate and hit him, as well as all your
missiles. He will send you a message telling you this and will begin to chase
only you. This is when you WARP to the galaxy with the Black Hole. Once you
get there, immediately run away from the black hole. THe Berzerker will follow
you here only to get sucked into the black hole because of his slow speed.
Once he gets sucked in (and it'll tell you he has) go back to SolBase.
Sometimes you have to repeat this in order to get the Berzerker sucked in
because the Berzerker sometimes warps into the area far away from the black
hole and you get sucked in first. If you fail and he goes past the planet, the
game has already ended. SolBase will be destroyed and you will be defeated.

Hope this helps.

Bryan
--

Bryan H. Tran
bhtran@ocf.berkeley.edu

3618. MAC + ROMs 4 Sale $125

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 03:57:46 UTC
From: gjh@cco.caltech.edu
Message-ID: <26ecfqINNc5q@gap.caltech.edu>
Source record: 201605

Hello Mac SAC users:

I have a set of Genuine Apple Macintosh Plus ROMs for sale.
THe price is $125 including UPS COD shipping. Send email if
interested, or send an offer via email if you think the price
is too high.

--
/ _ \ gjh@cco.caltech.edu gophers = gophers - 49;
_____/

3619. Favorite Term Software?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 04:29:56 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <26eec5$49s@usenet.INS.CWRU.Edu>
Source record: 201593

What is your favorite terminal software for the ST and why? I have searched the FAQ for this information, and I don't believe it's there. I only know two programs, Interlink from Intersect and Stalker. I have serious problems with each of them, but I prefer Interlink.

Interlink doesn't include zmodem as an integrated function but must call a third party shareware program that I downloaded from the Intersect BBS. This zmodem program does not provide for choosing between binary and ascii transfers. Everything is binary. Therefore, I have to boot my STalker every time I want to download ascii files from the VAX that gives me my Internet access. For everything but zmodem ascii downloads I prefer Interlink because it is faster, less buggy and does a better vt100 terminal emulation. Also, I love the ease with which I can make ascii files on floppy by saving the capture buffer. I have never learned how to do this with STalker.

STalker has a much nicer dialer than Interlink and setup is much easier. But my copy lets me down from time to time; and when I'm logged onto the VAX, I often have to use <shift><clear home> to see my $ prompt. It is a terrible annoyance. The zmodem works great though, and I would be lost without it.

Surely there are better term programs than either of these for the ST? What is your favorite? Why do you like it? What do you dislike about it? If you send me email, I'll post a summary.
--
--------------- John W. Redelfs, tsjwr@acad1.alaska.edu ---------------

3620. Re: ghostview for ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 04:42:32 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <26ef3o$7qe@geraldo.cc.utexas.edu>
Source record: 201598

Hi,

> I'd like to write routines to generate postcript files.
> I don't want to print them but only to check the
> result for debugging. So I just need a program as
> ghostview : is ST version good ?

Before you write any code, here is an excerpt of an article I saved
from somewhere:

=GNU has a set of graphics utilities available via anonymous ftp from
=qed.rice.edu as /pub/graphics.tar.Z. Along with replacements for the
=Unix utilities plot and graph, it contains a very good postscript
=library in C to draw circles, lines, text, dots, etc., etc. As a
=bonus, any PS file generated with these utilities is editable with
=idraw!

As far as ghostscript goes, there is currently no ghostview for the ST.
Someone was working on one (MiNT only), but the last email message I
sent to him went unanswered, so I am unsure of the status. You can just
use ghostscript by itself or with the gem shell that I wrote. Both are
available on atari.archive (Gnustuff/Tos/Ghostscript). It is not too
bad, although startup is a little slow. You should also be aware that
the GS fonts are deficient.

GS 2.61 will handle windows and color a little better. It will be
a full GEM application.

-Tim

3621. Re: CD-ROM for ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 04:46:03 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Sep06.044603.47384@yuma.ACNS.ColoState.EDU>
Source record: 201594

In article <26dkua$jmg@usenet.INS.CWRU.Edu> as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes:
>
>> I have a 520ST (upgraded to 1 meg) with TOS 1.0 that I want to add
>> CD-ROM reader to. What are the choices? Can I use one of the unit
>> designed for the IBM world (with the aid, maybe, of a PC emulator)
>
>Atari was at one time going to produce the CDAR-504, which never did
>materialize on the market. It supposedly was going to use the ST DMA
>port, which would have made it compatible. But I do not know of any
>way to use a CD-ROM unless you have a Falcon, which I have heard
>allows standard CD-ROM devices.
>
> Ken

Atari has wisely decide not put out their own labeled CD-ROM drive due to the fact that it will cost them more to do so. As for ST, yes the good old ST, one can easily add a CD-ROM drive. All there required is your ST has SCSI adapter card like ICD's so the ST has SCSI acess. So most SCSI interfaced CD-ROM drive should work. I have tested with Toshiba's 3301 without any problem. The needed software driver is included in ICD's software. The Atari's Metados2 doesn't work too well, ICD has modified it a little and still call it Metados2 is what I have used and worked in the very first trial.
The CDAR-504 used the Chino (maybe spelled wrong) SCSI CD-ROM drive.
However, currently there is no ATARI specific CD-ROM to take advantage of.
There was some disscusion a few months ago about this, someone supposely are working with Walnutcreek to put atari.archive.umich.edu's collection into one CD-ROM, also Atari supposely is working on the long awaited Developer CD-ROM.
(None of them has show up yet, any one has definit date on those?)
Tang
sytang@lamar.colostate.edu

P.S> There is a program also availible for playing the music CD on the CD-ROM drive connected to ST.

3622. Re: HELP? Class I, Group III Fax on Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 04:53:11 UTC
From: uberig@gfx.engga.uwo.ca
Message-ID: <1993Sep6.045311.9709@julian.uwo.ca>
Source record: 201607

```
Many thanks to all who have posted/sent responses! I've found
out that Toad software is rumored to be coming out with version
2.x of the package Straight Fax and it is supposed to have Class I
capabilities. I was given some phone numbers if anyone is
interested please e-mail me and I'll dig them up.

Again, Thanks All!
Jason.

--
+---------------+-------------------------------------------------------+
| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
| "Nothing is impossible, just some things are more improbable." |
+-----------------------------------------------------------------------+
```

3623. Re: Reflex-Graphic-Card / NVDI 2.5 (was:Re: Accelerate that ST!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 07:59:31 UTC
From: czekall@uni-muenster.de
Message-ID: <26eql3$r6b@obelix.uni-muenster.de>
Source record: 201483

In article <747208952.0@mettav.royle>, Spencer.Davies@mettav.royle.org (Spencer Davies) writes:
|> Young Ralf did state on the 1 Sep 93 at 11:12:59.......
|>
|> RC> 16 bits(pixels) at the right and left border at resolutions above
|> RC> 1024*492. Below that res the problem rises only on the right site of
|> RC> the screen.
|> Hmm, I think I have this problem as well as my NVDI works one minute then stops
|> and Warp 9 starts.
|> It exhibits itself in blocks appearing on the right and left of the screen
|> where the mouse pointer has been (driving my multisynch at 1024x592 because my
|> poor old eyes have a struggle with any more!)
|>
|> RC> Nevertheless if somebody else want to phone him and help me to
|> RC> convince him to do this Fixes of the driver - I have the phone
|> number
|> RC> :-).
|> Ok well providing the guy speaks English (mein deutsch es nine gut!) (awful
|> isn't it ;-)

No Problem, he is Englisch too :-).

Tschau Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16K) please use the InterNet-Account]

3624. Re: Multi-TOS filename length

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 08:09:32 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CCxAnx.Auu@hpbbrd.bbn.hp.com>
Source record: 201498

Kenton.Sinner (Kenton.Sinner@mixcom.mixcom.com) wrote:
> Does Multi-TOS support long file names, such as 255 characters,
> or case-sensitivity?

MultiTOS supports loadable filesystems, and such filesystems can
implement these features. The standard filesystem is still GEMDOS
with all its limitations, but minixfs seems to be a very good
alternative with regard to your requirements; check out the current
version at atari.archive.umich.edu.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3625. Printing speed via Spectre/Jetlink Express

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 08:36:25 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1993Sep6.043626.22841@newstand.syr.edu>
Source record: 201485

I've got an HPDeskjet 500 that can print from my ST via
Spectre (3.0) or from a Mac...with software from GDT called
JetLink Express.

When I print from the Mac, using the serial cable provided and
the speed set at the recommended 19200 baud, the printing
seems much quicker than from the ST/Spectre setup. When I use
9600 baud on the Mac, it is harder to tell if this is the
same/faster/slower than the ST. Does anybody know what the
ST/Spectre setup does (in terms of speed) when sending data to
the printer?

Just thought I'd ask.

--Gerry
ggreenbe@rodan.acs.syr.edu

3626. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 09:56:24 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8acd24@troed.ct.se>
Source record: 201484

In a message of 06 Sep 93 03:14:59, Bob_bobr_retelle wrote:

B> 99% of all Swedes are still saving for a Falcon..?

Ofcoz I meant *ALL* Swedes, didn't you understand that? Maybe you thought I only the meant the Atari owning Swedes ... oh no ..

B> Or is it 99% of all Swedes who ever heard of the Falcon are still
B> saving for one..? (True, they ARE a bit expensive... :)

Expensive? Take any other computer, buy the same hardware as in the Falcon, and you'll end up at twice the price. (Again, in sweden)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3627. Re: Warhead (game)

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 10:50:56 UTC
From: everling@iis.fhg.de
Message-ID: <everling.747312656@mw015>
Source record: 201486

boyd@sonya.math.fsu.edu (Mickey Boyd) writes:

>A.S.C.Pomianowski (apski@bhars42a.bnr.co.uk) wrote:

>> Oh, by the way, I have a little patch program that a friend wrote to get the
>> game 'Warhead' by Glyn Williams to work on the Falcon. If anybody wants it then
>> get in touch and I'll see what I can do. Don't worry, it doesn't involve any
modifications to your original disk.

>Hey, I am interested. Also, have you ever gotten past the space worm (I think
>that is what it was called)? This is a great game, but I could never seem
>to kill the worm. I tried luring it into black holes and such, but it never
>worked. Any suggestions?

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

I would be interested, too. Please post away.

You get by the Space Worm by luring it in the Black Hole You've encountered earlier.
Since it has only an acceleration of 1 g, it can't get out, deceasing with the message
Oh' erthworm, You've slained me... (klick).
Message might be different, but context is the same.
Of course, first you have to get that beast to follow you (and not the earthlings).
Otherwise the earth will be its primary goal and then...
Simply fire everything You have, including You exploration drones and machine-guns
at it every time You encounter it. Sooner or later it follows You, and when Your
commanders realize this, they volunteer You for a mission to get rid of that thing
anywhere You like. Anywhere but the earth. See you in a better life...
Needless to say, that choosing any other location than the black hole and
not coming straight back after that will result in Your "No-Proper-Use
of-the-Hyperdrive-so-youre-fired". Kinda stupid, when the mission says anywhere
you like.

Ciao, Dirk

--
Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

3628. Re: Pure C & shell

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 11:39:40 UTC
From: marc@targon.UUCP
Message-ID: <3543@targon.UUCP>
Source record: 201487
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <261l2c$dll@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
|Hi all.
|I got a problem with Pure C:
|I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
|When I run Pure C, asking from menu "TOS shell" it tries to load
|something but returns immediately to Pure C.
|If I call Pure C from sh, it works.
|My shell is Okami (latest version).

That is because Pure C loads its shell from the shell_p system
variable rather than from the SHELL environment variable.
When you start Pure C from the desktop, shell_p is not set,
so it is impossible to use the shell escape. If you start from
within some shell that sets shell_p, the shell can be called.

Marc

3629. Help help Help

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:09:00 UTC
From: brandon.lacava@uttsbbs.uucp
Message-ID: <6388.78.uupcb@uttsbbs.uucp>
Source record: 201618

If anyone has a dead Maxtor xt3280 and is willing to sell the PCB board from it, PLEASE email me! My drive has died and I'm going insane without it :) Thanks...

brandon.lacava@uttsbbs.UUCP
or
uttsbbs!brandon.lacava@pacbell.com

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

3630. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:09:59 UTC
From: peter@stack.urc.tue.nl
Message-ID: <26fgbn$mvs@tuegate.tue.nl>
Source record: 201494

Warwick Allison (warwick@cs.uq.oz.au) wrote:
| I wrote:

| >the CD will become the media of the future and will replace cartridges within
| >a few years. They're cheap,...
| >... that games for the CD32 are half the price,

| Ridiculous. Raw materials is not the deciding factor in game prices. What
| percentage of $50 do you think is the plastic case and the ROM chip? If
| you can make a CD for $2 and a ROM chip for $10 doesn't mean you sell CDROM
| at five times or twice or even $8 less than ROM.

CDs are cheaper to manufacture than cartridges. Period. The only thing
expensive about making CDs is the glass master etc. Cost of pressing
additional CDs is practically zero. Cartridges include plastic, a PCB
and an IC.

But this has nothing to do with the prices of the CD32 and the Jaguar.
I've seen both and games for the CD32 are half the price of those for
the Jaguar. It will take about 5 to 6 games and you have the initial
price difference made away.

| Besides, you can't run programs off a CDROM. They have to go into RAM
| first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
| RAM taken up by read-only code and run-time data copied off a CDROM or
| taken up by 720x576 32 bit colour graphics?

Oh, yeah. You get real-time graphics out of a ROM, right. Sure. One
thing about ROM is that it's *slow*, compared to RAM. Or you would
want to have real fast ROMs, but they wouldn't be cheap anymore,
remember? See your previous point. You don't even want to run code
out of the ROM. It's just too slow. On the Amigas with MMUs, it's
common practise to copy your ROM into Fast RAM for speed.

Peter.
--
Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
"I'll never let you see the way my broken heart is hurting me
I've got my pride and I know how to hide all the sorrow and pain
I'll do my crying in the rain." A-Ha, "Crying in the rain"

3631. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:17:46 UTC
From: peter@stack.urc.tue.nl
Message-ID: <26fgqa$mvs@tuegate.tue.nl>
Source record: 201491
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

Annius Groenink (avgroeni@cs.ruu.nl) wrote:
(BTW, do you happen to play Ultimate?)

| What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
| all the same (does anybody know exact figures?). Whatever the price is going
| to be, it will probably show that optical disks have so far been sold for
| way too much money.

It stores 140 Mbytes unformatted. Make that 120 Mb formatted. It fits
nicely in a 3.5" slot and is very cheap, compared to flopticals and
Optical (600Mb) Discs.

It's a pity that the music performance of the MD seems to be below
average, compared to DAT and DCC. But even if it would fail in the consumer
electronics market, it could be a hit in the computer industry. Doubt
if that will happen with DCC.

I'd personally say MD over DCC (even though I live in Eindhoven :-), but
I'll wait to see what the market does.

Peter.
--
Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
"I'll never let you see the way my broken heart is hurting me
I've got my pride and I know how to hide all the sorrow and pain
I'll do my crying in the rain." A-Ha, "Crying in the rain"

3632. Does "Civilization" work on a Mega ST?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:39:47 UTC
From: ant@mks.com
Message-ID: <1993Sep6.143947.1452@mks.com>
Source record: 201614

I'm about to order Civilization from a dealer and I want to make sure that
it will work on a Mega ST. Can someone please e-mail me a Yeah or Nay.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

3633. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:41:25 UTC
From: peter@stack.urc.tue.nl
Message-ID: <26fi6l$mvs@tuegate.tue.nl>
Source record: 201492

Warwick Allison (warwick@cs.uq.oz.au) wrote:
| bprofane@netcom.com (Gert Niewahr) writes:
| >In article <15212@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

| >>You can't run programs off a CDROM. They have to go into RAM
| >>first. The Jag has a 14Mbyte ROM, 2Mbyte RAM. Would you want valuable
| >>RAM taken up by read-only code and run-time data copied off a CDROM or
| >>taken up by 720x576 32 bit colour graphics?

| >You can't "run" programs from either a CD-ROM or a cart; the actual
| >control logic needs to be in RAM for either system.

| Bogoids. Of course you can run programs from a cartridge. A cartridge
| is just a ROM, just like the ROM in your computer that holds your
| operating system, or bootstrapping code. I don't know the exact
| details of the Jaguar's memory model, but it would be a totally fair
| approximation to say that when you reset the machine, the 68030
| jumps to a ROM address in the cartridge (either directly caused by
| the chip reset, or after running through some tiny initialization
| code in some other ROM in the Jag).

Make that an 68000. But you don't want to run programs off a ROM, when
you have an 68000 faster than 8 Mhz. The Jaguar has a 13,3 Mhz 68000.
ROM is slow. If you really want speed, you'll end up with your RAM.

| >For 95% of the ROM access in your average game, 300Kb/sec is fast
| >enough. So you're trading 5% of slower ROM reads against many megs of
| >cheap memory.

| This is just silly. CD-ROM's are plenty fast enough for stream access,
| but absolutely USELESS for random access. For example, what if you
| want to have a ROM table of 10000 random monster images, and want to
| choose 1000 of them one at a time? On a CD-ROM, you'd be there all
| day as the head seeks back and forth. In a cart/ROM, the seek time
| is 0.

I call 1000 out of 10000 monsters silly. Your example doesn't reflect
reality. Furthermore, you can't put 10000 monsters in your 14 Mb
cartridge and the load time still would be far more than 0.

| Having just a CD-ROM for programs severely limits the type of
| program that can be made in a limited amount of RAM. The Jag has
| 2 Megabytes (yes, 16 Megabits) of RAM, which is considered quite
| a large amount by console standards. But if you want to start
| cluttering that with program code and other randomly accessed
| data, you will quickly fill it with even simple programs.

Look at it this way. The Jaguar has a cartridge of 14 Mb, which
has to take *everything*, all code, all data, sound, graphics.
It has to have the code to access the hardware.
The CD32 has 1 Mb ROM, with an operating system that kicks many
OS's of today down the drain and does pretty neat animation.
The CD is free for huge levels, huge graphics and you can play 16
bit music while playing. See what they do with 1 Mb RAM on an
Amiga today, so 2 Mb is even better.

> CD-ROM-only console games would be 99% flashy graphics and audio and 1%
> gameplay. Maybe today's video game player wants a video game that is
> more like a movie (sit back and watch). I doubt it. Those laserdisc
> games never really made it.

Nonsense. You can add flashy movie sequences, but you don't make
a game with that. People aren't stupid. You'll see all Amiga bestsellers
on the CD32, but then with better graphics and sound.

Peter.
--
Peter Korsten (peter@stack.urc.tue.nl) "Rest van Nederland" Ultimate Team
"I'll never let you see the way my broken heart is hurting me
I've got my pride and I know how to hide all the sorrow and pain
I'll do my crying in the rain." A-Ha, "Crying in the rain"

3634. Re: ST's that DOZE OFF once in a while ..

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 14:48:08 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.06ze@outb.wimsey.bc.ca>
Source record: 201603

Pieter C. Filius wrote.....

PE> Well, today it amused my old '87 1040ST to teasingly do the
PE> very same OFF-LINE, when I was using 1stWordPlus, only 5
PE> minutes after a perfectly normal cold floppy-boot. It
PE> literally echoed my typework within a delay, varying from 1 to
PE> 4 seconds. SCARY!

PE> QUESTIONS: * What the ??? happened ? Sleepy keyboard processor ??
PE> * Does the fact that my soundchip is slightly damaged
PE> (printerport lowest bit is always 1 - bye bye ASCII)
PE> for already a few years come in somewhere ?
PE>
PE> The floppy is VIRUS-free,
PE> and I've started up with it as is for years by now.

I have this happen to me once in a while (I have a 520ST with 1 meg and TOS 1.4) and I clean it up by cleaning my disks with a virus checker. It hasn't happened in about a year now, but when I was booting from a floppy, it would periodically happen. Now that I boot from a HD it has never happened.

Go figure.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3635. Re: Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 15:41:21 UTC
From: saj@chinet.chinet.com
Message-ID: <CCxvKy.L4F@chinet.chinet.com>
Source record: 201499

I don't believe I've heard of this 'magi' program for backward compatibility before. Care to say more?

3636. The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 17:26:18 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <26frrq$cr0@usenet.rpi.edu>
Source record: 201615

Well here it is !!! I have just heard of a new OS for the ST line
it is called Geneva ! It uses less than 200k and does true multi-tasking
it runs only gem programs tho and is in beta-testing. It is a 3rd
party product.

3637. Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 17:46:10 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <26ft12$8pe@unicorn.ccc.nottingham.ac.uk>
Source record: 201625

In an effort to speed up my boot disk, I've been trying to pack executables, but seem to be having trouble with accessories. I've tried both Ivory Dragon and Pack Ice - both lead to bombs.

Is it possible to pack acc's ? Are there any packers that are more reliable at this ? Have I juts been unlucky in the accs I've tried so far ?

Any info would be much appreciated.

Sam

Samuel Marshall Dept. Psychology
Tel. (0602) 515151 ext. 8369 Nottingham University
Fax. (0602) 515324 University Park
e-mail ssm@psyc.nott.ac.uk Nottingham
lpzssm@unicorn.nott.ac.uk NG11 6DS U.K.

3638. Re: CD-ROM for ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 18:07:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A44193@M4.maus.de>
Source record: 201537

>Atari was at one time going to produce the CDAR-504, which never did
>materialize on the market. It supposedly was going to use the ST DMA
>port, which would have made it compatible. But I do not know of any
>way to use a CD-ROM unless you have a Falcon, which I have heard
>allows standard CD-ROM devices.

The CDAR was available in Germany...

Seriously, you can hook any SCSI type CD-ROM to an ACSI->SCSI adaptor (ICD and others), use MetaDOS 2.0 (freely available) and there you go with your ST.

bye, Peter

3639. WANTED: ST Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 18:22:20 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <26fv4s$ds8@telerama.pgh.pa.us>
Source record: 201482

Wanted: A mono monitor for my 1040st. SM124's are fine. I'm looking for
one under $80. Write to raver909@telerama.pgh.pa.us if you have one you
want to sell.
Joe

--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

3640. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 18:34:42 UTC
From: bill@main.morris.org
Message-ID: <26fvs2$as8@c3po.jvnc.net>
Source record: 201496

In article <26fgbn$mvs@tuegate.tue.nl>, peter@stack.urc.tue.nl (Peter Korsten) writes:
>
>CDs are cheaper to manufacture than cartridges. Period. The only thing
>expensive about making CDs is the glass master etc. Cost of pressing
>additional CDs is practically zero. Cartridges include plastic, a PCB
>and an IC.
>

If CDs are cheap to produce, then why are the CDs you buy in
record stores priced from $10-$16, where a cassette is about $5-$9?
Please dont start spouting stuff like 'royalties' and etc,
and thats garbage, royalties and etc would be the same for a cassette
or a CD.
Also please dont point out any difference in the CD you play
music on and a CD you play a game on, as the same basic technology
applies.

Fact is, even if the production is cheaper, that does not
reflect on the consumer price.

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

3641. Re: Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 18:38:37 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <CCy3sE.F08@festival.ed.ac.uk>
Source record: 201488

In article <CCxvKy.L4F@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:
|> I don't believe I've heard of this 'magi' program for backward compatibility
|> before. Care to say more?

magi.(some archive name) is available from most FTP sites, and lets you do things like alter the 68030's clock speed, switch caches on and off etc....

Personally I prefer Backward, which has got a nice GEM interface, a wider range of options, and means you don't have to fiddle around with boot disks. Currently available from a FTP site near you, atari.archive is probably best.

Try in the Falcon directory, under the name backwv13.lzh.

Compatibility-wise, I haven't tried it with many demos, but lot's of games work (well, about 80% of the few games I've tried work, probably more would work if i fiddled with the options a bit more) Speedball II, elite, f19, what more do you need..?

John.

3642. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 19:00:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep6.190002.8874@rhrk.uni-kl.de>
Source record: 201358

oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

> Well here it is !!! I have just heard of a new OS for the ST line
>it is called Geneva ! It uses less than 200k and does true multi-tasking
>it runs only gem programs tho and is in beta-testing. It is a 3rd
>party product.

Buy Mag!X 2.0 by Bela. This preemptive, TOS compatible multitasking systems
is available NOW and is completely independent of the original OS. Why do
you want to wait when you can have real fast multitasking NOW?

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3643. Re: TOS 1.6 -> 1.62 diffs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 20:37:36 UTC
From: ken@isgtec.com
Message-ID: <5606@isgtec.isgtec.com>
Source record: 201612

In article <sourada.747250169@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
> I must have been sleeping the last time this came around.
>
> What are the differences between 1.6 (or 1.06) and 1.62?

Exactly two
a) fix for DESKTOP.INF bug (booting in low res)
b) fix for memory pool bug (used to require POOLFIX3 or POOL4)

--
What I want is all of the power and none of the responsibility.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3644. Re: Write Protect detection

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 21:43:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <26gaurINN4p9@golem.wcc.govt.nz>
Source record: 201489

```
] We have an old (5 years, maybe) 1040 STFM here and after using it for a w
] the Write Protect status thingo (on the disk drive) will change for no
] apparent reason.
```

If you look into the drive, at the front left, are usually 2 prongs (except on the rare light-sensing units), these can occassionally stick, the right one is the disk-detect, the left one is the write-status detect. If there's nothing wrong with them, then you'll need to remove the disk drive, and check the circuit connections (mine stuffed up a while back, but I re-soldered it and it's been fine ever since!), I'm not sure why this happens apart from the possibility of the disks dropping down onto it might knock things around a bit, and eventually dis-lodge something!

```
/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3645. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 21:46:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <26gb44INN4p9@golem.wcc.govt.nz>
Source record: 201490

```
] Well here it is !!! I have just heard of a new OS for the ST line
] it is called Geneva ! It uses less than 200k and does true multi-tasking
] it runs only gem programs tho and is in beta-testing. It is a 3rd
] party product.

There was a full review of it here on the net about 3 weeks ago, and
a big conference on GEnie basically just for it!

/---------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

3646. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 21:53:29 UTC
From: dmb@case.ai.mit.edu
Message-ID: <26gbgpINNi38@life.ai.mit.edu>
Source record: 201493

In article <26fvs2$as8@c3po.jvnc.net> bill@main.morris.org writes:
> If CDs are cheap to produce, then why are the CDs you buy in
>record stores priced from $10-$16, where a cassette is about $5-$9?

Because 1) CD's are a superior product in virtually every way, and 2) that's about as cheap as you can sell a cassette. The industry knows that CD's must be more than cassettes for the cassette market to survive, and they do want that market to survive for as long as possible (modulo Sony and Phillips' attempts to steal this market with MiniDisc and DCC). Besides, lots of people will pay $14 for a CD now, and (of course) the music biz has a kind of trust going here -- no one's willing to dip below the current price barrier -- for "pop" music at least -- and break the trust. (Clearly they feel that it's not worth the market share they'd gain to do so.) There are plenty of classical CD's out there selling for $4 to $7. And you can get cut-outs of rock, etc. for $3 to $7 at places like Kemp Mill Records and The Wiz. So it's clearly not a cost-of-media issue that's keeping CD prices up.

CD games may not be cheaper for the consumer, but they're definitely cheaper for the developer, which may mean that developers will prefer to make CD games rather than cartridge games.

Specifically, cartridge games require a huge investment. You can't make a small run (5,000) of carts; it's not cost-effective. But you can have CD's pressed for around a buck a disk even in lots of 500. This is factor of 10 to 20 difference. Think about how rare cart manufacturers are when compared to CD pressing studios. Since the CD's are used for billions of dollars of music, companies that press CD's are quite common, as is the equipment to do so at home. (E.g., Phillips has a CD mastering machine that's $4,999 street price.) This is all just economies of scale.

Many small companies will be able to make CD games that could never have raised the capital to make cart games. How much impact this will have on the Jaguar/3DO situation is anyone's guess.

So it may be true that CD game makers *won't* pass the savings on to YOU the consumer, but they *could*, and this is a good situation for them. A cart game maker, however, has no such option. They *must* charge in the $30+ range to cover costs.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2

PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3647. Desperately Seeking...

Newsgroup: comp.sys.atari.st
Date: 1993-09-06 23:41:43 UTC
From: gjb@csn.org
Message-ID: <CCyHtK.2Jo@csn.org>
Source record: 201500

I am looking for a couple of things. maybe someone, somewhere has
them available. (I look -- longingly -- through the articles.)

First off, I *really* need a larger hard disk. Mine is totally
maxed at 40mg. I also need a c-compiler.

Does anyone have these things for sale, trade or ???

3648. WANTED: Falcon owner to beta-test game software.

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 00:14:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15279@uqcspe.cs.uq.oz.au>
Source record: 201608

I am looking for a Falcon owner who can test small programs written
using my AMS C++ game library. You don't need a compiler or anything.
There will be lots of small programs to just run, and tell me whether
or not they work. That's all.

My aim is to increase the Falcon support in AMS.

As a first task, I'd like to support Falcon graphics resolutions.

At the moment, AMS supports ST and TT resolutions, but can VERY easily
be adapted to use Falcon resolutions as well. So the first few test
programs will just put the Falcon into various graphics modes and
draw some boring sprite on the screen.

About AMS:

The AMS library is a collection of C++ classes and functions that
gives access to many features of the Atari computers sytems that
are not normally found in general-purpose C++ libraries.

The Atari Machine Specific Library is free and protected under the
GNU Library General Public License.

You are free to copy and modify the sources, provided you acknowledge
the origin by retaining this notice, and adhere to the conditions
described in the GNU LGPL.

ie. It is a freeware C++ game programming library.

Some of the programs will no doubt crash, and I've no idea what is
"safe" as far as monitors are concerned, and I hope you can trust me
not to send a virus.

Any takers?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3649. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 00:32:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15280@uqcspe.cs.uq.oz.au>
Source record: 201610

cmedley@wam.umd.edu ('Flip') writes:

>In article <89678@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>>The figure of 12,000 Falcons sold would only hold up if they were the ONLY
>>thing Atari was still selling.. they actually do sell a few other things
>>now and then, so the actual figures are less... much less.
>>
>>The last number I heard estimated was that there exist something like
>>5000 Falcons in the entire world.

>That's pretty bad. I thought someone in the UK had said that there were
>supposed to be 7,000 Falcons sold over there?

Will someone explain how a 4000 units *per month* *guess* gets turned
into a 5000 units total world wide?

BobR "last heard" (from WHO? Atari never release numbers) that
there were "something like 5000 Falcons in the entire world". Funny
that this is the exact figure that I hear Amiga owners quoting all
the time.

It's about time people here learned that without knowing the source
of information, it has no real value.

Not enough horse's mouthes and too many horse's arses, IMO.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3650. Re: WANTED: Falcon owner to beta-test game software.

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 01:04:13 UTC
From: oracle@iastate.edu
Message-ID: <oracle.747363853@pv0a27.vincent.iastate.edu>
Source record: 201613

Hello!

I read your message on comp.sys.atari.st about testing your c++ software on the Falcon. I have a Falcon 4/80 with a total of 209 megs. I am using a VGA monitor but can test RGB modes on my television. I am also in the process or 'tinkering' with graphics and sound on the Falcon in Lattice C (I'm not very good yet I'm afraid).

I would be more than willing to test your software...

Thanks!

Jason Brunken
oracle@iastate.edu

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

3651. Atari ST System => $500

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:06:30 UTC
From: simonian@x102a.harris-atd.com
Message-ID: <1993Sep7.020630.13244@mlb.semi.harris.com>
Source record: 201616

For sale: Complete Atari ST System, $550, OBO

- Atari ST, 1M RAM
- 360K floppy
- 20 Meg hard drive
- Color monitor
- Monochrome monitor
- 1200 baud modem
- _Lots_ of software, including registered word processors,
languages, and communication programs
- All in great condition and in original boxes
- Price includes shipping within the Continental U.S.

Rick Simonian | Internet: simonian@x102a.ess.harris.com
Harris Space Systems Corp | or... rsimonia%core1@kssib.ksc.nasa.gov
Voice: 407-633-3852 |
FAX: 407-633-5700 |

3652. Re: PI Prize

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:09:49 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <CCyooE.1Fw@mailer.cc.fsu.edu>
Source record: 201617

Will you be uploading the winning program to one of the
archives? I've been interested in calculating PI for years, and
would like to have a copy of the winning program (if it's free,
of course *smile*).
--
-------------James E. McDonald III, jmcdonal@garnet.acns.fsu.edu-------------
"The sky is not the limit to mastery, for -- as any science fiction
enthusiast can tell you -- there are infinite worlds left to explore
once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

3653. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:31:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.g_Op3GiKmMs@semprini.tdkcs.waterloo.on.ca>
Source record: 201630
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

In <rjungCCuCo1.46A@netcom.com>, Robert A. Jung writes:
> Perhaps, Michael, there may also be some undue bias against the Jaguar
> specifications on your part because you're very hesitant to trust anything
> from the Tramiel-operated Atari Corp. No one is completely objective...

I can see his point; knowing the Tramiels, the Jaguar probably has an
8-bit bus between the main processor (whatever it is; TOM or the 68k)
and main RAM. Or maybe the 64-bit bus actually runs at about 4Mhz to
wait for some really slow chips they've used to cut costs.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3654. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:37:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.&w1TSV1IHek@semprini.tdkcs.waterloo.on.ca>
Source record: 201631

In <A7004@AC.maus.de>, Arne Rudolph writes:
> C>Nope; if I try to load 2 or more ACCs, GEM dies with an Address Error
> C>and MiNT exits (with exit code 2816). :-(
>
> There's no need talking about a version that has been replaced for months
> now! All versions > 1.10 don't have problems with MiNT/MultiTOS and TOSWIN.
> You may find the current version on ftp.informatik.rwth-aachen.de and a.a.u.e
> ('News' directory).

Well, actually, it was the version before the current version that we
were talking about; and I was mentioning that no matter what I do, and
no matter what ACCs I use, I can't load more than one ACC with MiNT
active on my system. It's a pain! I'd like to have TOSWIN going and
the Before Dawn ACC (on my system, Before Dawn never did anything
without the ACC loaded), since it's so cool...

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3655. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:44:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>
Source record: 201633

In <CCs5J7.B4q@festival.ed.ac.uk>, Herbert Sauro writes:
> So Atari's turnover in the second quarter was 6 million? Lets assume
> they are only selling Falcons. If they pass on each Falcon to the
> distributers at 500 dollars each, then they must have turned over
> about 12,000 units, thats 4000 units per month WORLDWIDE. I'm sure you'd
> all agree that this is absolutely pathetic. It's no wonder that the
> price of the
> Falcon hasn't come down, they're not selling in volume. I imagine this
> must be due to production problems rather than demand? It's been out for
> a year (I saw it a year ago at the German show), still the original
> design, and the price is exactly the same. At this rate they havn't
> a chance.

If they'd had a chance, there would've already been Falcon040 and more
powerful Falcon030 machines announced.

Does anyone besides me remember the Falcon040 'scam'? How, the summer
of the Falcon030's 'release' (since it didn't show up 'til Nov/Dec of
last year), some hardware engineer-types with "Falcon040 development for
Atari Computers" on their resume's showed up? We were all so hopeful
that soon (Real Soon Now! Really!) there would be a more powerful
Falcon030, and gee, even an 040 machine, since the Falcon030 is too
wimpy for most of the heavy-duty hacking many of us like to do... not to
mention all of the other (and there are quite a few of them) highly
valid complaints that we've had about the Falcon030.

Atari Computer is doomed; the Jaguar might be a success, but they'll
never release another computer.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3656. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:52:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.06Kcrs9wvbk@semprini.tdkcs.waterloo.on.ca>
Source record: 201632
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In <CCro8q.DoL@cs.ruu.nl>, Annius Groenink writes:
> What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
> all the same (does anybody know exact figures?). Whatever the price is going
> to be, it will probably show that optical disks have so far been sold for
> way too much money.

Minidisc isn't appropriate for code since it uses a lossy compression;
might be good for video though, and it's definitely fine for sound.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3657. Re: Multi-TOS filename length

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 02:56:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.NP&KrEpuCss@semprini.tdkcs.waterloo.on.ca>
Source record: 201634

In <1993Sep3.163618.29624@mixcom.mixcom.com>, Kenton.Sinner writes:
> Does Multi-TOS support long file names, such as 255 characters,
> or case-sensitivity?

Short answer:

Nope.

Long answer:

MultiTOS is a multitasking AES (the graphical user interface of Atari computers) running on top of MiNT, a multitasking kernel that handles all of the low-level stuff.

MiNT lets you use loadable filesystems, so you're not stuck with the idiot DOS filesystem that the Atari computers use. One of the most popular filesystems is the Minix filesystem, which lets you use longer filenames (I think the limit is about 15 or 20 characters), with as many dots as you want, and upper/lower-case letters. The minixfs is also MUCH faster than the crummy DOS filesystem (aka a 'FAT' system).

--
------------------==----------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3658. Re: Problems with ST Alladin 1.62 and GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 03:04:14 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0715@outb.wimsey.bc.ca>
Source record: 201518

PO> Is it worth it to even bother with GEnie anymore? I'm thinking
PO> real seriously about giving it the heave-ho....

Paul Ortega - Gad, I just this weekend got back on to GEnie. I have noticed one of the symptoms you have seen - the 'incorrect format' of the log-on code or whatever it is...

I have noticed that GEnie, as a rule, is not as active as I remember 20 months ago when I was last on.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3659. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 03:41:00 UTC
From: sinclap2954@st2.ms.open.de
Message-ID: <A57740@st2.maus.de>
Source record: 201293

In article <15280@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> cmedley@wam.umd.edu ('Flip') writes:
>
>>In article <89678@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>>>The figure of 12,000 Falcons sold would only hold up if they were the ONLY
>>>thing Atari was still selling.. they actually do sell a few other things
>>>now and then, so the actual figures are less... much less.
>>>
>>>The last number I heard estimated was that there exist something like
>>>5000 Falcons in the entire world.
>
>>That's pretty bad. I thought someone in the UK had said that there were
>>supposed to be 7,000 Falcons sold over there?
>
>
> Will someone explain how a 4000 units *per month* *guess* gets turned
> into a 5000 units total world wide?
>
> BobR "last heard" (from WHO? Atari never release numbers) that
> there were "something like 5000 Falcons in the entire world". Funny
> that this is the exact figure that I hear Amiga owners quoting all
> the time.
>
> It's about time people here learned that without knowing the source
> of information, it has no real value.
>
> Not enough horse's mouthes and too many horse's arses, IMO.

Why does Atari bother to exist?

>
> --
> Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are Free Software |
> _____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls, Iowa

3660. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 04:41:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep6.234114.16311@cobra.uni.edu>
Source record: 201619

In article <15280@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> cmedley@wam.umd.edu ('Flip') writes:
>
>>In article <89678@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>>>The figure of 12,000 Falcons sold would only hold up if they were the ONLY
>>>thing Atari was still selling.. they actually do sell a few other things
>>>now and then, so the actual figures are less... much less.
>>>
>>>The last number I heard estimated was that there exist something like
>>>5000 Falcons in the entire world.
>
>>That's pretty bad. I thought someone in the UK had said that there were
>>supposed to be 7,000 Falcons sold over there?
>
>
> Will someone explain how a 4000 units *per month* *guess* gets turned
> into a 5000 units total world wide?
>
> BobR "last heard" (from WHO? Atari never release numbers) that
> there were "something like 5000 Falcons in the entire world". Funny
> that this is the exact figure that I hear Amiga owners quoting all
> the time.
>
> It's about time people here learned that without knowing the source
> of information, it has no real value.
>
> Not enough horse's mouthes and too many horse's arses, IMO.

Why does Atari bother to exist?

>
> --
> Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are Free Software |
> _____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls, Iowa

3661. Re: Mint 1.08 and Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 06:57:41 UTC
From: petep@info.isbiel.ch
Message-ID: <26hbd5$ga8@vega.info.isbiel.ch>
Source record: 201620

> Mint is now TOS (Sep 1 1993)
> Mint 1.08
> PRELIMINARY PureC compiled version!

> pid 0(MINT): syntax error in mint.cnf: near path

> then the system was "dead".

i found "my error". in PureC you must put the -P option (absolute calls)
in the .prj-file. unfortunately the compiler doesn't give a message. so i thought
that everything is ok.
now my Mint 1.08 is working correctly.

by the way, has someone an aes falcon-version>4.00. it would be nice if you could
mail me this. i'm also looking for the cpx-tools to config. the mint, because i got
an "old" falcon (4m ram, 65 mb hd, without mint and speedo).

thanks

3662. Re: Demos that work on Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 08:11:37 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <26hfnpINNdin@bhars12c.bnr.co.uk>
Source record: 201621

In article F08@festival.ed.ac.uk, fraser@festival.ed.ac.uk (J Fraser) writes:
>In article <CCxvKy.L4F@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:
>|> I don't believe I've heard of this 'magi' program for backward compatibility
>|> before. Care to say more?

>Personally I prefer Backward, which has got a nice GEM interface, a wider range
>of options, and means you don't have to fiddle around with boot disks. Currently
>available from a FTP site near you, atari.archive is probably best.

I'd agree with this. Backward is probably a better bet normally, and is
more configurable than magi.

>Compatibility-wise, I haven't tried it with many demos, but lot's of games work
>(well, about 80% of the few games I've tried work, probably more would work if i
>fiddled with the options a bit more) Speedball II, elite, f19, what more do you
>need..?

How did you get F19 to work? I've tried all sorts of configurations on my
Falcon, which get varying degrees of success, but the game itself always
crashes. I'd be very grateful if you could tell me the exact configuration of
options you used to get it to go.

Cheers

- Andy. < The Man From U.M.I.S.T. >

3663. Re: Jove and CS-TeX

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 08:13:14 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <26hfqq$lqs@samba.oit.unc.edu>
Source record: 201622

>I set up CsTeX to use jove as its editor. When TeX reports an error, and
>I respond with "e", jove is entered and editing is OK. But when I exit
>from jove, back to TeX, the mouse cursor disappears, and nothnig I have
>tried will bring it back. It's as if the mouse has been lost. If I exit
>from TeX and reopen it, the cursor returns. Same happens running under
>Gulam or desktop.

Marshall, you might try a little utility by Double Click Software called
DC Mouser. It allows you to hide/show the mouse cursor in the event that
it gets turned off when it's not supposed to or vice versa. Flash will
do this when executing GEM programs, so you need the mouse pointer turned
on. With DC Mouser, all you have to do is press S-C-Up (show) or S-C-Dn
(hide). You should be able to find DC Mouser on an FTP archive fairly
easily.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3664. LHarc2.22 Archive-bit

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 08:36:58 UTC
From: mk@musik.auc.dk
Message-ID: <1993Sep7.083658.15470@vaxc.aud.auc.dk>
Source record: 201623

Trying to use the LHarc 2.22 workfiles that are to be transported from home -> work and vice versa I find myself confronted with a very annoying problem:
The selection of the files that are to be transported make use of the archive-bit-option `/ryb` and it works alright (the archive bit of the original files on the deliver-machine is set to OFF) but when unpacking the files again the archive-bit is ON on the reciever-machine, causing the same files to be transported back again later for absolutely no reason at all!
I have tried to take advantage of the various `/I` options but they don t seem to function - actually there is a discrepancy between the german-docs and the english-translation, the first claiming that they will be ignored the other that they will be reset.
Has anybody any suggestions, corrections or good ideas that will solve this `luxury-problem`?

Martin Knakkergaard, adjunkt
Dept. of Music, Aalborg University

3665. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 08:54:50 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c8cc5aa138357@discworld.oche.de>
Source record: 201645
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

CH>Before Dawn also locks up as soon as it tries to save the screen if
CH>there's a mouse accelarator loaded (!). This could just be my system,
CH>but it happens with both maccel3 and SilkMouse (my favourite).

Before Dawn 1.25 works fine on my system. I am using:
DCF_TIME
HPHC
HSMODEM1
MACCEL
PFIX_CB
SELECTRIC
TAPEDVR3
plus
TAKE-OFF2
Chamï¿½leon+FuzzyClock
XControl 1.31
Before Dawn
Select

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Magrat was annoyed. She was also frightened, which made her even more
annoyed. It was hard for people when Magrat was annoyed. It was like being
attacked by damp tissue.
-- (Terry Pratchett, Witches Abroad)

3666. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 09:02:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCz7sB.F80@cs.bham.ac.uk>
Source record: 201433

In article <A3796@WI2.maus.de> Martin_Osieka@wi2.maus.de (Martin Osieka) writes:
>>Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.
>
>WINX 2.1 is still BETA. This weekend I will distribute GEMRAM 1.5 and ARROWFIX
>1.5.

Do they work on UK versions of TOS? I just get bombs when I try to run
previous versions on my UK TOS 1.04.

--Chris

3667. Re: HELP? Class I, Group III Fax on Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 09:37:06 UTC
From: ad586@Freenet.carleton.ca
Message-ID: <CCz9Du.B45@freenet.carleton.ca>
Source record: 201624

In a previous article, uberig@gfx.engga.uwo.ca (Jason Uberig) says:

>out that Toad software is rumored to be coming out with version
>2.x of the package Straight Fax and it is supposed to have Class I
>capabilities. I was given some phone numbers if anyone is
>interested please e-mail me and I'll dig them up.
>
I would be interested in the phone numbers, especially BBS and FAX. I had heard that some company other than Joppa was selling Straight Fax, so already you have helped me. I use V1.02 of STFax and would like to up-grade. The current latest I have heard of is 1.7.

So if you could post the phone numbers I would be grateful. or e-mail me at dalgliesh@irc.lan.nrc.ca .. or I suppose e-mail here, however that works. I am reading your message via National Capital Freenet in Ottawa, ad586.

Thanks. Alan Dalgliesh.

3668. Operating System Format conversion

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 10:22:41 UTC
From: andreoli@xerox.fr
Message-ID: <1993Sep7.122241@xerox.fr>
Source record: 201627

Hello netters,

I am looking for a software to convert ascii files from Atari (1040, I can't even remember the Operating System, a variant of DOS I assume) to Apple (Macintosh with System 7). Can anyone help ?

Please answer to Jean.Marc.Andreoli@xerox.fr
Thanks in advance.

Jean-Marc Andreoli

3669. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 11:40:23 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Sep7.114023.27881@irscscm.UUCP>
Source record: 201392

ST Software for sale (all items come with original disks and docs
except where noted):

Gods 10
Shanghai (no docs) 4
The Chaos Engine 20
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 4
California Games 4
Black Lamp 4
Blood Money 4

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@irscscm.uucp or mlake%irscscm%media@uunet.uu.net
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

3670. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 11:42:18 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Sep7134216@curie.cs.tu-berlin.de>
Source record: 201628

>BobR "last heard" (from WHO? Atari never release numbers) that
>there were "something like 5000 Falcons in the entire world
the number 5000 was also mentioned in the German c't-Magazine a few
months ago. The question what period they mean. Probably the
time before April 93 .

Bye Michael

3671. Titus or Palace?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 11:43:51 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Sep7.114351.27999@irscscm.UUCP>
Source record: 201366

Does anyone know if Titus Software or Palace Software (both of the UK)
are reachable via email? Or at least a phone number or fax number?
Do they still exist?

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

3672. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 12:29:02 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCzHCG.2yw@cbnews.cb.att.com>
Source record: 201629
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <farrenCCtwrM.9xK@netcom.com> farren@netcom.com (Mike Farren) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>>|> P.S. I guarantee that 3DO games will NEVER be half the price of Jaguar
>>>|> cartridge games. No way.
>>>
>>>Why not? CDROM's are cheaper to make than cartridges and 3D0 volume could be
>>>a lot higher due to Atari's agressive marketing. :)
>
>>Because nobody sells stuff cheaper simply because it costs them less to make.
>
>>Do Sega CD games cost less that Sega cartridge games? No. Atari says the
>>games will be in the $40-$60 range. Will 3DO be in the $20-$30 range?
>>I don't think so. MAYBE $40. Maybe.
>
>Why not? CD-I games are in the $20-$40 range, with most around $30.

I hope you don't think CD-I is a good example. They can't GIVE their stuff
away. None of their CD's are worth $40 anyhow.

Anyhow, I read in one of the latest videogame magazines (take it for what it's
worth) that initial 3DO releases are expected to be priced similar to SNES
games.

>>You also have to realize that CD games generally take longer to develop, unless
>>they make a game that didn't really need to be on a CD is the first place...
>>Hence, a higher price to make up the cost.
>
>Hardly the determining factor. Do you really think that the development
>costs of a cartridge are *that* expensive? The costs are eaten in volume.
>And for a cartridge, one big aspect of the cost is the licensing - Nintendo,
>for example, charges an arm and a leg - and can get away with it, because
>only Nintendo cartridges will work on Nintendo machines. CD-ROM hasn't
>got *that* problem, at least...

Don't be too sure. Sega Mega-CD's don't work on U.S. Sega CD systems.

>
>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

Tom

```
--
+-------------------------------------------------------------------------------+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+-------------------------------------------------------------------------------+
```

3673. Re: more TT & Spectre problems

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 12:45:11 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep7.124511.12616@nrtpa038.bnr.ca>
Source record: 201502

In article <CCsyAs.Cr5@scr.siemens.com>, bnell@scr.siemens.com (Bill Nell) writes:
|> Hello,
|> I'm finally got Spectre 3.0 to work. Except another problem has cropped
|> up. I can't get Spectre to recognize my hard drive so I can format a mac
|> partition. I read the manual and tried everything I could think of and it
|> still wouldn't recognize my drive. Anyone have any helpful hints?
|>
|> Thanks,
|> Bill
|>
|> --

Spectre only knows about disk drives connected to the DMA port :(

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3674. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 12:47:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCzI7K.HFv@cs.bham.ac.uk>
Source record: 201432

In article <26ft12$8pe@unicorn.ccc.nottingham.ac.uk> S. Marshall writes:
>In an effort to speed up my boot disk, I've been trying to pack
>executables, but seem to be having trouble with accessories. I've
>tried both Ivory Dragon and Pack Ice - both lead to bombs.
>
>Is it possible to pack acc's ? Are there any packers that are more
>reliable at this ? Have I juts been unlucky in the accs I've tried so
>far ?
>

I don't think it is possible, because of the way ACCs are loaded. For instance, the AES does the Mshrink() for you before jmp'ing into your code. Accessories are *not* programs, although they have the same header.

Of course if you ran MTOS you could autoload packed applications onto the Desk menu, which might achieve the same effect.

3675. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 13:14:27 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <26i1fj$ddq@fbi-news.informatik.uni-dortmund.de>
Source record: 201638

Hi,

WinX 2.1 is in beta stage! And run also on TOS 3.06 and 4.0x!


```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +---------------------------+
| | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-------------------------------------------+---------------------------
```

3676. C-Kermit for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 13:26:09 UTC
From: hm308ba@unidui.uni-duisburg.de
Message-ID: <hm308ba.747408292@unidui>
Source record: 201635

Hi!

I would like to know if there is an Atari ST version of C-KERMIT.

Is there?
And where to get?

Thanks for any pointer ... eMail, please ...

Best wishes, Mathias

--
Mathias Bartsch, Uni-GH-Duisburg, Lab.f.Festkoerperphysik, 47048 Duisburg
Lotharstr. 1, tel: (0203) 379-3476, fax: (0203) 379-3163

3677. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 13:42:31 UTC
From: bchapman@sw.stratus.com
Message-ID: <26i347$chc@transfer.stratus.com>
Source record: 201636
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <H.eg.06Kcrs9wvbk@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <CCro8q.DoL@cs.ruu.nl>, Annius Groenink writes:
> > What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
> > all the same (does anybody know exact figures?). Whatever the price is going
> > to be, it will probably show that optical disks have so far been sold for
> > way too much money.
>
> Minidisc isn't appropriate for code since it uses a lossy compression;
> might be good for video though, and it's definitely fine for sound.
>
> --
> ------------------==----------------
> cherborth@semprini.tdkcs.waterloo.on.ca
> Chris Herborth

The lossy compression algorithm Sony uses for sound MDs (ATRAC) produces an almost
5-1 compression ratio; I believe the 74 minute (actually 74:59) Minidiscs store
about 128 MB uncompressed data (of course we can only access it compressed).

Sony has announced MD-Data, an almost identical system with slightly better
reliability but no compression, to hit the market next year. Unfortunately,
Data MDs will not be compatible (neither the record/play unit nor the actual
media). The data MD units will have transfer rates in the 175K bps range, much
faster than the current sound MD units (since they only need to load/save about
1/4 the data of a CD given their compression and read ahead).

For a list price of around $700, the MD-Data recorder/player will be an excellent
medium for certain types of data storage; the MD-Data discs themselves will
probably sell for a bit more than their audio counterparts.

If only Sony could have done this all in one unit with some switchover logic to
determine whether to use compression or not, I'd have been extremely pleased.

As it is, they have two distinct products which will probably hit their own
market niches fairly well.

...Bruce

3678. Re: Pure C & shell

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 13:43:56 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCzKt9.6vK@cs.ruu.nl>
Source record: 201637

In <3543@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:

>In article <261l2c$dll@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr
(Patrice.Lacouture) writes:
>|Hi all.
>|I got a problem with Pure C:
>|I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
>|When I run Pure C, asking from menu "TOS shell" it tries to load
>|something but returns immediately to Pure C.
>|If I call Pure C from sh, it works.
>|My shell is Okami (latest version).
>
>That is because Pure C loads its shell from the shell_p system
>variable rather than from the SHELL environment variable.
>When you start Pure C from the desktop, shell_p is not set,
>so it is impossible to use the shell escape. If you start from
>within some shell that sets shell_p, the shell can be called.

After a private discussion with Patrice we wonder whether the following
should be possible: write a small TSR that installs a shell_p routine
which simply Pexecs "/bin/sh" (or according to an environment variable,
the default shell). Then you'd be able to call your shell even when PC
was started from the desktop.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3679. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 14:09:50 UTC
From: apski@bhars42a.bnr.co.uk.bnr.co.uk
Message-ID: <26i4neINNgtj@bhars12c.bnr.co.uk>
Source record: 201639

In article 06Kcrs9wvbk@semprini.tdkcs.waterloo.on.ca,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <CCro8q.DoL@cs.ruu.nl>, Annius Groenink writes:
>> What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
>> all the same (does anybody know exact figures?). Whatever the price is going
>> to be, it will probably show that optical disks have so far been sold for
>> way too much money.
>Minidisc isn't appropriate for code since it uses a lossy compression;
>might be good for video though, and it's definitely fine for sound.

Minidisc is _perfectly_ appropriate for code, since without using any
compression at all it can hold 140 Megabytes of data (unformatted capacity).
That 'aint chickenfeed in anybody's language.

Given the data transfer speed limitations of the MD, and current average
computer technology, would it be advantageous in terms of performance to
store all data on disk in a non-lossy compressed form such as that used
by Stacker on the IBM PC contemptible? This could, with a reasonably fast
processor, give speed advantages - loading a smaller amount of data and
decompressing vs. loading a large amount of data.

Thoughts on this anyone?

Given that all audio MDs use the ATRAC sound compression system, it would
be expected that computer MD drives would also have the hardware to perform
this compression/decompression built in. One might expect, therefore, a new
computer audio standard to develop, with sample files being saved in ATRAC
format (with a 4:1 compression ratio), for a small loss of sound quality.
Hopefully the compression could be done invisibly to the computer using
the drive.

You could supply just about any software release on one MD. (Well, any
software release that you could fit on 80 HD floppies anyway!). I hope
MD takes off as an audio format, since this would result in _cheap_
media prices, and thusly the first real random access, high capacity,
rewritable _replaceable_ mass storage media for your average computer
user on the street.

If they can get out a computer MD drive in the 300 to 400 pound range I would
definitely buy one. It would have a storage:cost ratio that would be unequalled
by any other competing rewritable media on the market, and could rapidly
become _the_ new standard. I really hope they establish MD firmly - it
would make today's floppy disks completely obsolete.

Cheers

- Andy. < The Man From U.M.I.S.T. >
Opinions expressed herein are mine and do not necessarily represent the
opinions of BNR Europe.

3680. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 14:27:00 UTC
From: dmb@case.ai.mit.edu
Message-ID: <26i5nkINNdg6@life.ai.mit.edu>
Source record: 201640

In article <H.eg._VGhXjlWRD_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <264uu4INNl98@life.ai.mit.edu>, David Baggett writes:
>> >In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>> >Perhaps you need to brush up on your math (you are probably American
>> >born and educated, which would explain a lot)
>>
>> Just like Chairman Bill, right DM? Yeah, that *does* explain a lot... :)
>
>Isn't Bill the Gates a dropout?

Of college, yes. He went to Harvard for a year. By "American born and
educated" I assumed he was referring to the US pre-college educational
system.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3681. Re: Multi-TOS filename length

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 14:30:36 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <26i5uc$c11@sol.ctr.columbia.edu>
Source record: 201641

In article <H.eg.NP&KrEpuCss@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
}
} MiNT lets you use loadable filesystems, so you're not stuck with the
} idiot DOS filesystem that the Atari computers use. One of the most
} popular filesystems is the Minix filesystem, which lets you use longer
} filenames (I think the limit is about 15 or 20 characters), with as many
} dots as you want, and upper/lower-case letters. The minixfs is also
} MUCH faster than the crummy DOS filesystem (aka a 'FAT' system).

The filename limit is completely dependent on how you 'minit' your
disk. The command goes something like:

minit -Z -V -n x D:\

where -Z is one of the protections vs TOS, -V means a level 2 fs, and
-n <x> says how long the filenames may be. The 'x' is a number between
1 and 16, and you get (x*16 -2) length filenames. So the longest
filename is 254 characters.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3682. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 14:32:11 UTC
From: saj@chinet.chinet.com
Message-ID: <CCzn1o.Ept@chinet.chinet.com>
Source record: 201644

In article <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> wrote:
>
>Atari Computer is doomed; the Jaguar might be a success, but they'll
>never release another computer.

Care to put something behind this one? Have to be a bit of a time frame; I'll give you that much. How about this: if Atari releases a new computer (and I include a Falcon in a different case as a new computer--plenty of people care about that) before January 1, 1995, you'll stand me to 2 nights in a decent hotel and a good dinner at whatever the nearest interesting place to you is (and a guest, if I can lure someone along). If it hasn't happened by then, I'll do the same for you, at the nearest interesting place to me.

Steve saj@chinet.chinet.com

3683. gulam key bindings

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 15:40:56 UTC
From: PETERC@v2.ph.man.ac.uk
Message-ID: <1993Sep7.154056.14782@nessie.mcc.ac.uk>
Source record: 201642

Hello all,

Having owned an ST for 6 and 1/2 years, I've finally decided to
use it properly, that is with a CLI.

So I got gulam from the archives. Since I am used to several editors
on various systems, I decided to change some of the key-bindings
in the 'ue' regular buffer.

Problem is that the key bindings don't seem to stick at all
and also there seems to be a limit on the number you can specify.

What I want is a batch file which I can run to change the bindings
when I boot up and run 'gu'.

For example, in the gulam.g file

```
# stuff to set PATH etc

# then key bindings
kb -r 082 3e
# etc
```

BTW, I have a 520STfm with an upgraded internal floppy drive.

So, is there a bug and hence a patch?
Or even better, is the source around which I could hack.

Thanks in advance,

Peter - peterc@v2.ph.man.ac.uk

3684. Falcon performance (was Re: Gemulator 3.0!)

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 17:59:52 UTC
From: ehood@convex.com
Message-ID: <1993Sep7.175952.27250@news.eng.convex.com>
Source record: 201646

In article <memo.627861@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <1993Sep1.175827.1277@news.eng.convex.com>, ehood@convex.com (Earl Hood)
writes:
>>
>>My only grievance about a Atari is the lousy job of marketing and
>>the lack of effort to keep up with technology. I still wonder
>>why Atari did not go with a 30+Mhz 68030 cpu. The price difference
>>from a 16Mhz cpu is not that great.
>>
>
>I thought so myself until I saw a Falcon that has been modified with a 33MHz
>030. The results were only 20% faster, not very impressive.

Probably due to inadequate design. I'm not knowledgable about the
Falcon architecture, but having a CPU at 33MHz does not mean that
everything is capable of handling that speed. If the bus and
peripherals are not designed to handle a 33MHz clock, then the CPU has
to wait (wasted cycles) if any bus i/o is needed.

Of course, I can be totally wrong. Somebody w/more knowledge of the
Falcon architecture can give a reason for the small increase in
performance with a 33MHz CPU.

>
>Ofir ogal@cix.compulink.co.uk
>
>"Ignorance is the Mother of Devotion."
>Robert Burton

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

3685. fax & term on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 18:45:54 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1993Sep7.184554.16430@ousrvr.oulu.fi>
Source record: 201218

A friend of mine is having troubles, and asked me to ask you the following questions :

What are the Falcon-compatible versions of STFax and Flash II ?
Do they exist ? What are the latest versions ?

Pasi
--
p a s i k o r h o n e n p k o r @ p h o e n i x . o u l u . f i

saaristonkatu 3 A 6 90100 oulu finland,europe tel:358-81-377 811

3686. hard drive for atari1040 ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 18:47:35 UTC
From: sharad@plf11.scrd
Message-ID: <26il07$6kt@lsi.lsil.com>
Source record: 201647

Hi ,
I am looking for a hard drive for my old atari 1040 ST. Does any one have a spare one lying around and willing to sell me one?
thanks

Sharad Prasad Phone : (408) 433-7446 _____
LSI Logic Corporation Pager : (408) 994-2318 LSI|LOGIC| (R)
3115 Alfred St. FAX : (408) 986-1486 | |
M/S J-201 e-mail : sharad@cres1 |_____|
Santa Clara, CA. 95054 Internet : sharad@lsil.com

3687. optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 18:50:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10172@S2.maus.de>
Source record: 201539

Hi folks!

A couple of days ago there was a mail concerning an optimising compiler for GFA and HiSoft-Basic. Is there somebody who can email me the author's email-address ? Perhaps the author himself ? Thanx.

Criss

3688. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 18:53:23 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <26ilb3$gsk@nz12.rz.uni-karlsruhe.de>
Source record: 201648

In <1993Sep6.234114.16311@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

> In article <15280@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> > cmedley@wam.umd.edu ('Flip') writes:
> >
> > Not enough horse's mouthes and too many horse's arses, IMO.
>
> Why does Atari bother to exist?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Just to annoy guys like you, HA!
Isn't it a great job that of Atari??

> >Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls, Iowa

```
+-----------------------------------------------------+ # # # Atari=A wise
| The SpaceWalker . * _@ . .| # # # Minority
|Walkin' thru Cyberspace..... . o . </\_ o | ## # ## Motorola=How the
|..aahhh! at home at last!!! . ~\/\ ' o| ## # ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
+-----------------------------------------`----------+The Decadence of the World
```

3689. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 19:08:54 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <26im87$i8r@nz12.rz.uni-karlsruhe.de>
Source record: 201649

In <1993Sep6.234114.16311@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

> Why does Atari bother to exist?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Just to annoy guys like you, of course... HA!
Isn't it a marvellous job that of Atari?

> Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls, Iowa

```
+--------------------------------------------------+ #  #  #  Atari=A wise
| The SpaceWalker . * _@ . .| #  #  #  Minority
|Walkin' thru Cyberspace..... . o . </\_ o | ## #  ## Motorola=How the
|..aahhh! at home at last!!! . ~\/\ ' o| ## #  ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
+-----------------------------------------`----------+The Decadence of the World
```

3690. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 19:28:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep7.192808.3576@newshost.lanl.gov>
Source record: 201501

In article 627147@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <vogt.147@cipserv1.physik.uni-ulm.de>, vogt@cipserv1.physik.uni-ulm.de (ELMAR VOGT) writes:
>>
>>On the other hand, if you've almost finished and are fully compatible, why
>>don't you give the folks at GfA a call and ask whether they'd like to market
>>and sell your compiler? The existing one isn't so impressive, after all, and
>>with your benchmarks you should do a _lot_ better than their compiler. If I
>>remember correctly.
>
>Why not approach HiSoft, they are veru much into the ST market and have a
>better language and compiler (in my opinion anyway).
>
>Ofir ogal@cix.compulink.co.uk

Well, I won't get into the argument about which is "better", HiSoft or GFA,
but two facts remain...

1) GFA is more widely used than HiSoft,
2) I doubt _seriously_ if HiSoft would be interested in an optimizing
compiler for GFA. :)

HiSoft's big ace-in-the-hole is that their new version is to be totally Falcon
and MultiTOS compatible while GFA is still squabbling about legal issues with
Richter. HiSoft makes a fine product, no doubt, but it's tough to learn a new
way of doing things, even if it might be better. Ain't it always? :)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3691. Re: A Plead to Atari... was Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 19:36:49 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <26insh$hkh@ulowell.uml.edu>
Source record: 201503
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Okay okay...so you didn't like my ideas about Star Raiders II..BUT.

I LOVED the original...but don't you think the space battles would
be better if they were more detailed? Keep the weapons selection, shields,
warps, but make the flying more 'realistic' as in Wing Commaner or Epic.
Free flight.... loops, kick outs (or whatever they're called) ... Keep the
frantic action of Star Raiders intact...but just make the graphics better,
different aliens with different ships... battle tactics... customary procedures
etc. etc... I'd like to see Space Lords type battles.....

I'm not saying make the whole game RPG...but when you land on a planet,
starbase, etc. and get out of the ship... how about making your character
visible in a tilted perspective (la the fight scenes in the old SSI Gold
Box games...but yet more detailed)...where he/she could walk around, go
into shops... meet new NPCs with different abilities etc. But I wouldn not
make the RPG element (I HATE them!) a major part of the game... just a way
of finding out information, getting supplies etc.

I meant free-flight planet battles. In Epic, when you go on a planet
you have free reign over the terrain. You can fly anywhere... and there
are land-based and air-based enemies all over the place. What's wrong
with this? Staring at the barren vastness of space can get boring... how
about zooming through a giant starbase's exhaust port (like that awesome
sequence in StarFox).

What's the matter with a lot of cinema displays? When you die,
when you blow up a major ship or target... when you find some important
character etc.... and when you win. Also for docking, taking off etc.

--
----Ralph A. Barbagallo III---rbarbaga@cs.uml.edu---amiga Amiga AMIGA !!!!--
| _____ ^^^^^^^^^^^^^^^^^^ -=-=-=-=-=-=-=-=-=-=- |
| Down with the HORSEMEN! School Address... . . Amiga 4000/030!!!!! |
| -=-=-=-=-=-=-=-=- Amiga 500!!!!!!! |

3692. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 19:57:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26ip3qINN2bgm@rs1.rrz.Uni-Koeln.DE>
Source record: 201650

In <CCzn1o.Ept@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:

>In article <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>,
>Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> wrote:

>>Atari Computer is doomed; the Jaguar might be a success, but they'll
>>never release another computer.

I don't care too much if Atari will release another computer. If they
don't, someone else will. Haven't we read about this Eagle thing
recently?

>Care to put something behind this one? Have to be a bit of a time frame; I'll
>give you that much. How about this: if Atari releases a new computer (and I
>include a Falcon in a different case as a new computer--plenty of people
>care about that) before January 1, 1995, you'll stand me to 2 nights in a
>decent hotel and a good dinner at whatever the nearest interesting place to
>you is (and a guest, if I can lure someone along). If it hasn't happened by
>then, I'll do the same for you, at the nearest interesting place to me.

Hey -- be sure to post a summary of that weekend in either case, ok?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3693. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 22:09:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep07.220922.37355@rchland.ibm.com>
Source record: 201504

In article <2699au$cph@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|> In article <89678@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:

[stuff deleted]

|>
|>
|> That's pretty bad. I thought someone in the UK had said that there were
|> supposed to be 7,000 Falcons sold over there?
|>
|> (not that 7,000 is a lot in a country of that size)
|>
|> This is NOT good.

Sorry to jump in 'Flip', but this shows the Big Flop the Falcon
is. I hope ATARI has enough $$ to push the Jaguar because it looks
like a cool machine. :-|

Ah, well, C= is approaching to a degree the same situation.

To those that think of upcoming Falcon models, think of it no more,
as ATARI has impliedly said they are going videogames only for quite
a while.

[stuff deleted]

No flame guys (except to those who deserve it :-)), but we need
reality to check every now and then. I would like to see the Jaguar
out and selling. (Well, same with CD-32 :-))

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3694. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 23:12:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.650998@cix.compulink.co.uk>
Source record: 201281

In article <26c024$clq@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>
>I remember a text file a long time ago that gave a list of all Falcon video
>modes that came standard with the OS, and I am wondering, what is the
>highest resolution it can do TrueColor in? Wasn't it 640x200?
>

With a VGA it can do 320*240 or 320*480, with an RGB it can do 640*400
interlaced or a little more in Overscan mode.
All modes can be extended with additional hardware.
These figures apply to True Colour mode ONLY.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3695. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 23:45:31 UTC
From: slandrum@ntg.com
Message-ID: <1993Sep7.234531.27778@ntg.com>
Source record: 201507
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

In article <rjungCCuCo1.46A@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>In article <farrenCCtwLu.9uA@netcom.com> farren@netcom.com (Mike Farren) writes:
>>Do you seriously think that's the only question, here? And do you have
>>any idea how much interesting information can be had by looking at the
>>actual hardware? Some of the more obvious things that might be answered
>>include the existence/non-existence of a true 64-bit memory bus, the
>>nature and speed of the memory chips inside, the abilities of the I/O
>>ports to be interfaced to other devices, and a lot more.
>
> To be honest, though most of the information on the Jaguar has been
>"sanitized" reports from Atari, I'd be truly surprised if most of it is not
>on the up-and-up. As I've said before, one expects a certain level of
>hyperbole when a new product from ANY company gets trumpeted, but a
>completely fabricated lie about a feature just isn't allowed.

Really? I guess you did not read early advertised "specs" for the Atari
ST computer line then. Atari got away with out-and-out lies about their
system, and they printed more lies when they compared the ST's
capabilities to the Amiga's. I am not saying that Atari has lied this
time (although I suspect it strongly given that they list screen
resolutions not attainable with NTSC), but also that there is little to
prevent them from making things up in their press releases. They can
always claim at a later date that it was a "typo" or that the system
changed just before release if they get called on any of their claims
anyway.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

3696. Re: Reflex-Graphic-Card / NVDI 2.5 (was:Re: Accelerate that ST!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-07 23:51:54 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <747547802.1@mettav.royle>
Source record: 201414

Take a gander at what Ralf did spout on 6 Sep 93 ....

RC> No Problem, he is Englisch too :-).
RC>
Ok then what is his number????

Spencer spencer@mettav.royle.org
****

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

3697. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 01:06:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.651549@cix.compulink.co.uk>
Source record: 201287

In article <26fvs2$as8@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
>
>If CDs are cheap to produce, then why are the CDs you buy in
>record stores priced from $10-$16, where a cassette is about $5-$9?
>Please dont start spouting stuff like 'royalties' and etc,
>and thats garbage, royalties and etc would be the same for a cassette
>or a CD.

CDs are more expensive because that's the way record companies like it. In
the UK it has been under discussion in Parliament, but I don't know what the
outcome was.
This has absolutely nothing to do with computer CDs.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3698. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 01:06:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.651548@cix.compulink.co.uk>
Source record: 201288

In article <2576.2C8B6254@mechanic.fidonet.org>, Daron.Brewood@f401.n255.z2.FIDONET.ORG (Daron Brewood) writes:
>Original Msg: From Ofir Gal (1:3603/330) to All ---->
>
> OG> EagleSonic and MightySonic
>
>Not come across these Ofir, what are they?
>

68030 acclerators for the Falcon. Both run at 33MHz but the MightySonic has extra facilties like FastRAM and VME bus, but I'm not sure.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3699. Re: HELP? Class I, Group III Fax on Mega?

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 02:13:16 UTC
From: uberig@gfx.engga.uwo.ca
Message-ID: <1993Sep8.021316.4761@julian.uwo.ca>
Source record: 201506

Here is the info that I received about Straight Fax 2.0 which is due out from Toad Software. Unfortunately, all I have is phone numbers, but you can call them for further info...

Toad Computers is currently testing a Class I implementation of Straight Fax. It will be available as a upgrade. My understanding is that they have some literature prepared on the new product. Their numbers are:

(800)448-TOAD
(410)544-6943

Regards,
Jason.
--
+---------------+---+
| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
| "Nothing is impossible, just some things are more improbable." |
+---+

3700. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 02:21:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89935@cup.portal.com>
Source record: 201509
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

Commodore, under Jack Tramiel, also lied about there being a CP/M emulator for the Commodore 64 computer. When people bought the system because of this, only to find there WAS no CP/M emulator because it had never been finished, the (FTC?) forced them to make good on their claims and actually produce the emulator. Not many were ever made, but they did have to live up to what they said.

Also... the Jaguar has an RGB output capability, so those "non NTSC" resolutions might be available if the system detects a color monitor is attached...

BobR

3701. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 02:28:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89936@cup.portal.com>
Source record: 201510

Hmm... so if there are 4000 Falcons a month being shipped, why aren't we drowning in people with new Falcons..?

Dealers around the US at any rate sold out of their first shipments right away of course, but their experience since then has been either waiting for more, or watching the stock they did get sitting on the shelf.

The 5000 units sold figure came from Ron Luks, the manager of the Atari Forums on CompuServe.. with his contacts in the Atari world, I think he's a reliable source.

Here's an experiment everyone at home can do... go to your "local" Atari dealer, and ask THEM how many Falcons they've sold.. (dealers are a lot more likely to talk about it than Atari anyway). Then we can add up all the numbers.

As if it matters anyway... Atari has turned its attention to the Jaguar.

BobR

3702. Re: Falcon performance (was Re: Gemulator 3.0!)

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 02:34:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89937@cup.portal.com>
Source record: 201511

Atari has said that the reason they went with the 16Mhz bus is that the rest of the chipset was designed for that speed. If that's the case, then simply speeding up the CPU is likely to achieve only modest improvements as noted...

Sort of like tacking a 16Mhz CPU onto the 8Mhz ST...

BobR

3703. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 02:51:39 UTC
From: gozar@news.delphi.com
Message-ID: <26jhbr$94@news.delphi.com>
Source record: 201508

bill@main.morris.org (Billy D'Augustine) writes:

> If CDs are cheap to produce, then why are the CDs you buy in
>record stores priced from $10-$16, where a cassette is about $5-$9?
> Please dont start spouting stuff like 'royalties' and etc,
>and thats garbage, royalties and etc would be the same for a cassette
>or a CD.

It's Because people don't know that it costs less to make a CD than a cassette, and since a CD sounds better than tape, people think that's why CD's cost more.

I think it's a big scam, but I have no idea on how to make a change!

--Ryan 'Goz' Collins

3704. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 03:00:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15300@uqcspe.cs.uq.oz.au>
Source record: 201513

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>... I saw a Falcon that has been modified with a 33MHz
>030. The results were only 20% faster, not very impressive.

Without FastRAM, the Falcon configuration (030 on 16-bit bus to RAM
which is accessed by video via other 32-bit bus) is obviously a good
tradeoff. With FastRAM, you should see performance increase in good
proportion to CPU speed (assuming you copy ROM into FastRAM).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3705. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 03:12:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.SOSxivQE3OE@semprini.tdkcs.waterloo.on.ca>
Source record: 201533

In <2c8acd24@troed.ct.se>, Rickard Troedsson writes:
>
> In a message of 06 Sep 93 03:14:59, Bob_bobr_retelle wrote:
> B> Or is it 99% of all Swedes who ever heard of the Falcon are still
> B> saving for one..? (True, they ARE a bit expensive... :)
>
> Expensive? Take any other computer, buy the same hardware as in the Falcon, and
> you'll end up at twice the price. (Again, in sweden)

Take a Falcon and throw out the parts most people don't need, and you've
still got a machine too slow to drive its own graphics.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3706. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 03:16:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.EtItAqOkpsE@semprini.tdkcs.waterloo.on.ca>
Source record: 201534

In <memo.627861@cix.compulink.co.uk>, Ofir Gal writes:
>
>
> In article <1993Sep1.175827.1277@news.eng.convex.com>, ehood@convex.com (Earl Hood)
writes:
> >
> >My only grievance about a Atari is the lousy job of marketing and
> >the lack of effort to keep up with technology. I still wonder
> >why Atari did not go with a 30+Mhz 68030 cpu. The price difference
> >from a 16Mhz cpu is not that great.
> >
>
> I thought so myself until I saw a Falcon that has been modified with a 33MHz
> 030. The results were only 20% faster, not very impressive.

Doesn't that suggest that maybe the 16-bit bus is more of a liability than
Atari would like us to think?
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3707. FirstWord Help

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 04:05:34 UTC
From: Bill_Laidley@mindlink.bc.ca
Message-ID: <28960@mindlink.bc.ca>
Source record: 201516

I've just upgraded to version 3.20 of First Word. I have a 4 meg. Mega STe running TOS 2.06 (could be 2.05 - not sure...). Anyway First Word refuses to print. Even worse *nothing* can print after First word has a go at it.

Any suggestions? Other than wringing the retailer's neck...

Bill Laidley

3708. Falcons in OZ

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 06:53:37 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <26jvhhINN9fr@sheoak.ucnv.edu.au>
Source record: 201505

Could anyone tell me what prices I'm looking at for a Falcon in
Australia (not the car). What's the cheapest way to get one?
The old 1040's just getting a little small....

Thanks for your time,

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

3709. UPLOADED: MasterBrowse 2.8a (atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 07:01:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Pxk0cBEiqsU@elfhaven.ersys.edmonton.ab.ca>
Source record: 201440

September 8, 1993

M a s t e r B r o w s e 2 . 8 a
"""""""""""""""""""""""""""""""""

Copyright 1993, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

The file (mb28abin.zoo) has been sent to atari.archive.umich.edu
(and will be available as soon as the archive maintainers process it).
In addition, the file will also be uploaded to ftp.cs.tu-berlin.de and
ftp.tu-clausthal.de over the next few days.

For those who have never used MasterBrowse before, a detailed description
of the program will follow this list of new features and bug fixes:

[NOTE: The new features and bug fixes for this version are listed BEFORE
the new features and bug fixes for the previous version.]

~ ~

MasterBrowse 2.8a (September 8, 1993)

o A problem with the variable movement base was fixed; if the new
position would be before the start of the document, or after the end
of the document, then only the scroll bar would be moved.

o The "Escape" key is no longer used by MasterBrowse.

o The "Save Positions" option now operates slightly differently. If it
is highlighted, MasterBrowse will save the positions of the first
seven windows. In addition, it will open the first seven windows in
the saved positions. If it is NOT HIGHLIGHTED, MasterBrowse will not
use the saved window positions (or save them if they change). When a
document is opened, the window will be sized to fit the document. The
title of this option is now "Save/Use Positions".

o MasterBrowse can now use "ClrHome" to move to the top of the current
document, and "Shift + ClrHome" to move to the bottom of the current
document. You can, of course, still use the other methods.

o MasterBrowse now supports colour! You can set the colour of the text
and the colour of the window backgrounds. The colours that are
available are the first sixteen colours in the system pallette.

o A bug was fixed; if a large document was being loaded, the size of the
window would not be correct.

o A redraw bug was fixed; the portion of the window that needed to be cleared for a single line movement was being cleared twice (once in white and once in the background colour).

o The "Expand Block" function has been improved. It now shows the name of the file the block was extracted from, and the number of lines in the block. (Previously, it showed the information associated with the parent of the block, and nothing about the block itself.)

o A keyboard bug was fixed; "Window Information" and "Decompression Options" had the same keyboard shortcut!

o MasterBrowse can now be told to write an entire document to disk. As with all of the other output functions, you can decide how (or if) MasterBrowse will format the document.

o "Partial Line Mode" (an option that controls how the block markers are displayed) has been removed. The ammount of time it took to check for the special case was slowing the redraw loop down. In addition, the redraw loop has been optimized for more speed.

o There is now a new block display option. "Bold Text" will cause MasterBrowse to display the block markers as usual (with inverse or hatch) but the text on marked lines will also be drawn in bold.

o A bug was fixed with scrolling to the right. When the keyboard was being used to do the scrolling (as opposed to the mouse) the last column of the text could not be displayed. This has been fixed.

o The alert boxes now have a red icon, instead of a green icon.

o The code that sets the window title bar was cleaned up, which should solve some conflicts (which were apprently random) with other programs.

MasterBrowse 2.8 (August 30, 1993)

o A text formatting problem was fixed; "Print Block", "Clip Block", and "Write Block" all appeared one column to the right of where they should have appeared.

o The "Jump -> Page" feature has been fixed again; it now considers a page to be the number of lines on a printer page (you can set this in the "General Options" dialog box).

o There is a new command line option; "-gemini" prevents Gemini from conflicting with MasterBrowse (system crash). To make the process of adding "-gemini" to the command line transparent to the user, a .MUP script has been placed in this archive. Simply install the .MUP script as an application instead of MBROWSE.PRG (and be sure to edit the filename in the .MUP script so that it knows where to find MBROWSE.PRG). Next, set the following two Gemini application controls; "it is a GEM application" (this will prevent Gemini from playing games with the mouse pointer) and "close all windows on startup" (this will prevent Gemini from opening the Console window to execute the script). When

installed properly, this entire process is transparent to the user.

o There is now a second popup window menu; if you double-click on any line inside a MasterBrowse window, a subset of the "Position" menu will appear on the screen.

o A bug was fixed with right scrolling; with a document that was not as wide as the window, you could scroll to the right anyway.

o A bug was fixed with left and right scrolling with the window arrows; the bell would not sound when the user tried to move beyond the boundaries of the document.

o A bug was fixed in the keyboard routines; pressing ALT-L had no effect, when it should have been calling the "Jump -> Line" function.

o A bug was fixed in the "Find" dialog box; selecting "Cancel" now exits without changing the search strings, or the status of the searching options.

o MasterBrowse is now completely resolution independant; it can redraw the screen using RASTER COPIES (very fast and smooth) in any resolution now.

o MasterBrowse can now use GDOS monospaced fonts in text windows. Changes made to the GDOS settings will not take effect until the next time you enter MasterBrowse, or until all windows have been closed.

o MasterBrowse no longer draws new text windows twice the first time they are displayed.

o The "Set Options" dialog box has been altered (along with the dialog boxes that can be accessed through it). Each of the sub-dialogs now exists as a function that can be selected from the main menu. This makes it easier to change your options.

o A bug was fixed in the line selection mechanism; when the user clicked (or double-clicked) on a line, the highlighting obliterated the text on the line. This only happened if "inverse" was selected as the method for drawing block marks.

o A scrolling bug was fixed; in MasterBrowse 2.6b you could scroll past the end of the file, which would cause a system crash. This is now fixed.

~ ~

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer

does not:

* MasterBrowse works with MultiTOS, and should work with other multitasking operating systems for the Atari, such as MultiGEM, Mag!X, and Geneva.

* MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS fonts, pull down menus, progress displays, windows, optional non-modal dialog boxes (and alert boxes), colour, and more. MasterBrowse also provides keyboard equivalents for every single function.

* MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

* MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

* MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

* MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each window.

* MasterBrowse also offers you the ability to search for up to three strings at the same time inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the centre of the screen and highlighted.

* MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Blocks are marked using the -MOUSE-. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window! You

can even write a block to disk or to the clipboard (with all of the same formatting options available).

* MasterBrowse will also allow you to write an entire document to the disk (with the formatting options available when printing or writing a block).

* MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer.

* MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse).

* MasterBrowse saves the positions of the first seven windows, so you have complete control over where your documents appear and how your screen looks.

* MasterBrowse allows you to load and save different configuration files.

* MasterBrowse allows you to load and save bookmark lists.

* MasterBrowse displays (optional) progress maps, just like the GEM Desktop.

* Every window has a set of block markers and a set of ten bookmarks to itself.

* MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

* MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

* MasterBrowse allows you to interface (transparently) with as many as four external archivers, so that you can save space by storing your files in a compressed format.

* MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat speed.

* MasterBrowse allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars. In addition, each MasterBrowse window can have different scroll bar settings.

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
August 30th, 1993

If this message appears on your system more than once, please let me know.
People in the local area have told me that my messages appear more than
one time, but nobody from further out has mentioned it. -Thanks

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

3710. UPLOAD: Fixed ESS UUEncode/UUDecode 4.5

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 07:16:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.S3q1e9YE8Io@elfhaven.ersys.edmonton.ab.ca>
Source record: 201527

Hello,

There is a new, FIXED, version of ESS UUEncode/UUDecode available. It has been sent to atari.archive.umich.edu and should appear soon as esscod45.zoo in the Newitems directory. It has also been sent to the comp.binaries.atari.st newsgroup. I will try to get it put on some german FTP sites as well.

The new version does not have the message window. I replaced it with non-modal alert boxes, which allow the system to continue multitasking even if an error occurs. The message window only worked on a few systems (and mine was one). Among other things, it could shift all GEM-Text down a line or scramble the order of the resource tree.

I apologize for any inconvenience that the last version may have caused. This version has been tested on a Falcon, a Mega ST2, and a 520STfm (all with different versions of TOS) and shown to work without any of the problems mentioned above. Thanks to those who sent me bug reports (and the person who sent me screenshots). I could not reply to the messages, since the mail was not going out (or the news) for the last few days. I do appreciate all of the messages, though, and I hope that this version is more to everyone's satisfaction.

-Michel Forget
Electric Storm Software
September 8, 1993

--
() ~ ~ ~

3711. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 07:24:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.652175@cix.compulink.co.uk>
Source record: 201283

In article <26ft12$8pe@unicorn.ccc.nottingham.ac.uk>, lpzssm@mips.ccc.nottingham.ac.uk (S. Marshall) writes:
>
>Is it possible to pack acc's ? Are there any packers that are more
>reliable at this ? Have I juts been unlucky in the accs I've tried so
>far ?
>

It is with PFXPAK. Mail me If you can't find it.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3712. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 07:24:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.652176@cix.compulink.co.uk>
Source record: 201285

In article <1993Sep7.192808.3576@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>1) GFA is more widely used than HiSoft,
>2) I doubt _seriously_ if HiSoft would be interested in an optimizing
> compiler for GFA. :)
>

I thought the message said his compiler is both GFA and HiSoft BASIC compatible.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3713. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 07:48:20 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <2659.2C8F4E0F@mechanic.fidonet.org>
Source record: 201416

In a message of 29 Aug 93 06:30:44, Edmund Ramm wrote:
ER> And TOS3.06 for the TT comes in 4 EPROMs (Hi, HiMi, LoMi, Lo)...

Funny, my TT has TOS on 2 chips. I'd love to see TOS 4.0x come out in a 2 chip set so I could upgrade my own.

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
Note: The opinions stated in this post are only my own!

3714. Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 09:22:39 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <26k88v$8sk@sus.edu.eur.nl>
Source record: 201512

I recently bought a falcon. But i'm having a little software problem.
There isn't any. I used to have a atari 1040 stfm. But that one isn't
compatible whatsoever.

The only software i have is -the stuff given away with it, when i bought it-
a modplayer (not an editor) and fortune (great program).

My question are: 1. Is there a mod editor available (without me having to ftp
cause i don't have ftp access.)
2. Can you or someone email it to me?
3. Is there a software modem for the falcon.
4. If not, is it possible to make a software modem. I
thought i read it somewhere in a mag.
5. Are there any other pd programs available? Can you
email them to me? (a good jpg viewer perhaps?)

If there isn't any software available, then i'll have to tell all my friends
not to buy a falcon. I don't want to do that. But a computer without software
is not a very good computer. (Don't quote me on that). Don't quote me on that
either.

M.a. Onstwedder,
A Falcon owner.
cspas050@sus.edu.eur

3715. Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 10:41:58 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747495632.AA00527@byte.bbs.no>
Source record: 201515

>Sort of like tacking a 16Mhz CPU onto the 8Mhz ST...

But that gives almost a doubling of the speed (if you have a processor
cache). I had a 16 Mhz board with cache on my old MEGA ST, og today
I have a MEGA STE, and a MEGA STE has 8 MHz main-board and a 16 MHz
68000 with processor-cache. I relly helps quite a lot !

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3716. Re: Falcons in OZ

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 10:55:01 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <26kdm5$jc4@aggedor.rmit.OZ.AU>
Source record: 201514

i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:

>Could anyone tell me what prices I'm looking at for a Falcon in
>Australia (not the car). What's the cheapest way to get one?
>The old 1040's just getting a little small....

The going rate seems to be about $1900 for a Falcon, 4 Meg, and
65 M Hard Drive. Unless they come down in price soon I'm going to have
to buy a Pc :-(which I can get with a monitor and larger hard drive for
much less..

James.

3717. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 11:19:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1444@usdtsg.DaytonOH.NCR.COM>
Source record: 201520

In article <26frrq$cr0@usenet.rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> Well here it is !!! I have just heard of a new OS for the ST line
>it is called Geneva !

It's actually a replacement for the AES, not a completely new OS
(which would entail replacing the TOS as well, which it doesn't). Minor
point, but ya know :-)

>It uses less than 200k and does true multi-tasking
>it runs only gem programs tho and is in beta-testing.

I forget if it uses pre-emptive or cooperative multitasking (I hope I
got the two terms right). By itself, it will only multitask GEM
programs. According to what I've read, if you also have MiNT installed
then you can multitask TOS programs as well (through Toswin, I'd
imagine)...

>It is a 3rd
>party product.

I believe it's Gribnif whose product this is. One of the last
AEO's should probably have some more detailed info in it...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"what if I came knocking..." - J.M.

3718. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 12:44:27 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <26kk3b$e5e@snlsu1.london.sinet.slb.com>
Source record: 201524

In article <26jhbr$94@news.delphi.com> gozar@news.delphi.com (GOZAR@DELPHI.COM) writes:
>bill@main.morris.org (Billy D'Augustine) writes:
>
>> If CDs are cheap to produce, then why are the CDs you buy in
>>record stores priced from $10-$16, where a cassette is about $5-$9?
>> Please dont start spouting stuff like 'royalties' and etc,
>>and thats garbage, royalties and etc would be the same for a cassette
>>or a CD.
>
>It's Because people don't know that it costs less to make a CD than a
>cassette, and since a CD sounds better than tape, people think that's why
>CD's cost more.

No, it's because people are *willing to pay* $10-$16 for CDs. And you think
you have a problem -- CDs are 10-15 GB *pounds* in the UK ($1.6 == 1 pound)

>I think it's a big scam, but I have no idea on how to make a change!

Never buy full price CDs. It's the only way the music business will get the
message.

Transfer to rec.music.misc?

>--Ryan 'Goz' Collins

Mat

Mathew Lodge	"There's nothing intellectual about
lodge@ferndown.ate.slb.com	wandering round Italy in a big shirt trying
Schlumberger Technologies,	to get laid"
ATE division, Ferndown, UK	-- Blackadder on Byron, Shelley, et al.

3719. Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 13:07:24 UTC
From: winters@access.digex.net
Message-ID: <26klec$j7b@access.digex.net>
Source record: 201521

I have an idea and it seems so obvious, I can't figure out why Atari
isn't doing this. Maybe someone knows some E-mail addresses of
Atari employees/marketing-types etc... that they could post?
The idea is for Atari to offer a version of the Jaguar that has a
keyboard attachment and an interface circuit, so home computer
hackers can program the thing, just like the old Atari 800 or ST....
It appears that Nintendo and other game system manufacturers have
"closed", non-programmable systems, since they only want developers
who have expensive equipment and that will provide them with the
opportunity to sell $60 + game cartridges to consumers willing to
pay that much money for one single game. Even today, you can go
to Toad Computers and buy the latest games (flight simulators, just
programmed in Europe, say, the last few years) for $30 to $45. That even
is cheaper than most game cartidges of decent games. I'm sure most of
you would love to be able to mess around with the Jaguar. Has anyone
heard any plans to open it up to the general public, similar to the
old Atari 800?

----- Mike Winters

3720. <-- For Sale: *UK* Printer, Sampler, Video Digitizer -->

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 13:12:59 UTC
From: adamg@compnews.co.uk
Message-ID: <26klorINNlnm@cardamom.compnews.co.uk>
Source record: 201522

UK Only

FOR SALE: The following stuff, mainly for the Atari ST. Everything is boxed,
with all original manuals etc. It all works fine.

Stereo Replay sound sampler. (Virtually Unused).....45 quid

Vidi-ST video digitiser.....40 quid

Citizen 120-D 9-pin printer (inc paper & sp. ribbons)...65 quid

Offers welcome on any or all of this. Email me@here.

--
.~~~

3721. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 13:53:31 UTC
From: saj@chinet.chinet.com
Message-ID: <CD1Fx7.Es0@chinet.chinet.com>
Source record: 201545

In article <89936@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>
>Here's an experiment everyone at home can do... go to your "local" Atari
>dealer, and ask THEM how many Falcons they've sold.. (dealers are a lot
>more likely to talk about it than Atari anyway). Then we can add up all
>the numbers.
>
I ordered the second retail Falcon at my local dealer. Because of the problems with memory boards, it was either the seventh or eighth he delivered. I know of 2 more orders he got after that, and I sincerely hope there are some I don't know about (I only knew one person who got a Falcon here by the time I got one)

Pretty poor, but by Atari standards, a hit.

Steve

3722. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 13:55:49 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.160@cipserv1.physik.uni-ulm.de>
Source record: 201526

In article <1993Sep7.192808.3576@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 627147@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>
>>
>>Why not approach HiSoft, they are veru much into the ST market and have a
>>better language and compiler (in my opinion anyway).
>>
>>Ofir ogal@cix.compulink.co.uk

>HiSoft's big ace-in-the-hole is that their new version is to be totally Falcon
>and MultiTOS compatible while GFA is still squabbling about legal issues with
>Richter. HiSoft makes a fine product, no doubt, but it's tough to learn a new
>way of doing things, even if it might be better. Ain't it always? :)

>Cheers,

>_____________________________ John "HUTCH" Hutchinson ____________________________

Well, why not asking _both_, and picking the better choice (ie the larger checque)? After all, that's the spirit of free enterprise... :-)

Greetings, Elmar

/---\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|Elmar.Vogt@physik.uni-ulm.de|vogt@sunrise.e-technik.uni-ulm.de |
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |VIS VISCERIS, NON FERRO FERTUR (T. Doom)|
\---/

3723. Re: ICD BBS phone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 13:57:52 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <26kod0$3dv@cismsun.univ-lyon1.fr>
Source record: 201525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
CD's address :
ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Voice: (815) 968-2228
BBS: (815) 968-2229
FAX: (815) 968-6888

Bye

Patrice
```

3724. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 14:02:01 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.161@cipserv1.physik.uni-ulm.de>
Source record: 201528

In article <26klec$j7b@access.digex.net> winters@access.digex.net (Michael Winters) writes:

>I have an idea and it seems so obvious, I can't figure out why Atari
>isn't doing this. Maybe someone knows some E-mail addresses of
>Atari employees/marketing-types etc... that they could post?
>The idea is for Atari to offer a version of the Jaguar that has a
>keyboard attachment and an interface circuit, so home computer
>hackers can program the thing, just like the old Atari 800 or ST....
>[...]

Well, there are reasons for this closed systems: As far as I can tell, the Jaguar is to be sold below its value, and Atari thinks to get the money back through cartridge sales. But if there is a wide market of cheap disk-based games by other distributors, they won't get a nickel out of it.

Though, I myself would love to see a keyboard and floppy/hard drive attached to it. My ST's getting a little small and slow, and I'd love to have a game console for fun, that is at the same time a reasonable computer for word processing etc. (My, with that graphics it'd make an excellent DTP machine, wouldn't it?)
Probably the architecture would have to be re-designed. It's not so easy to hook a keyboard to such a device... but a nice idea, anyways.

Greetings, Elmar

/--\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|Elmar.Vogt@physik.uni-ulm.de|vogt@sunrise.e-technik.uni-ulm.de |
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |VIS VISCERIS, NON FERRO FERTUR (T. Doom)|
\--/

3725. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 14:05:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.653227@cix.compulink.co.uk>
Source record: 201284

In article <26k88v$8sk@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (Nomen Nescio) writes:
>I recently bought a falcon. But i'm having a little software problem.
>There isn't any. I used to have a atari 1040 stfm. But that one isn't
>compatible whatsoever.
>
>The only software i have is -the stuff given away with it, when i bought it-
>a modplayer (not an editor) and fortune (great program).
>
>My question are: 1. Is there a mod editor available (without me having to ftp
>cause i don't have ftp access.)
> 2. Can you or someone email it to me?
> 3. Is there a software modem for the falcon.
> 4. If not, is it possible to make a software modem. I
> thought i read it somewhere in a mag.
> 5. Are there any other pd programs available? Can you
> email them to me? (a good jpg viewer perhaps?)
>

My hard disk is packed full of programs that run on my Falcon. There's lots
of PD and Shareware as well as commercial applications. Most are not Falcon
specific but run happily on it, about 3 times faster in fact. For a JPEG
viewer tri GEMView, a very nice program. Just look around the boards,
there's loads of stuff.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one
pays for being for being clever"

3726. Atari's for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 14:18:53 UTC
From: srane@bilbo.bio.purdue.edu
Message-ID: <CD1H3H.3Bq@mentor.cc.purdue.edu>
Source record: 201536

```
Computer:
Atari MEGA ST with 4 MB RAM
65 MB external hard drive
Syquest 44 MB removeable drive and cartridge
12 R High Resolution B&W monitor (Atari SM124)
300 x 300 DPI laser printer with toner cartridge (SLM 804)
$1600 negotiable

Computer:
Atari MEGA STe with 4 MB RAM
50 MB internal hard drive
Syquest 44 MB removeable drive and cartridge
12 R High Resolution B&W monitor (Atari SM124)
300 x 300 DPI laser printer with toner cartridge (SLM 605)
$1900 negotiable
Software:
All system software, utilities, control panels, ICD driver
Neodesk 2.0
LDW Power spreadsheet
Timeworks Desktop Publisher ST
All manuals & original disks

Mail response to srane@bilbo.bio.purdue.edu
voice 317-494-8191
```

3727. Guess What I saw

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 14:48:23 UTC
From: hebert@abaddon.NoSubdomain.NoDomain
Message-ID: <1993Sep8.144823.9581@infonode.ingr.com>
Source record: 201540

--

Guess what I saw yesterday...
There is a store in this town selling Amiga 600s w/ 1M ram
but without monitor for $149.99US and the same with a 40M hard
drive for $199.99US. I couldn't believe it....

Shane Hebert
hebert@abaddon.b24b.ingr.com
(205)730-8893
My opinions are my own.

3728. Re: Falcons in OZ

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 15:03:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep8.150341.27605@newshost.lanl.gov>
Source record: 201529

In article 26jvhhINN9fr@sheoak.ucnv.edu.au, i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>Could anyone tell me what prices I'm looking at for a Falcon in
>Australia (not the car). What's the cheapest way to get one?
>The old 1040's just getting a little small....
>

I don't know where you are physically located in Oz, Jared, but for all things Atari down unda', I'd give Phil Reeves at Paragon Computers, Pty Ltd in Perth (or is it Fremantle?), WA a ring first. He's got a 008 number but I don't have it handy right now.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3729. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 15:05:15 UTC
From: glens@natinst.com
Message-ID: <26ksbb$kvq@falcon.natinst.com>
Source record: 201541

As much as I would love to have a Tom & Jerry based home computer I certainly hope Atari NEVER EVER offers anything like this. It not only promotes piracy of Jaguar carts, but there would be public domain and shareware offerings that could also hurt commercial sales of Jaguar carts.

:-(

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

3730. Jaguar screen shots

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:02:23 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CD1Lw1.IG6@dcs.qmw.ac.uk>
Source record: 201532

Hi all,

Are the True Colour TARGA versions of the GIF screen-shot files in the
Jaguar Special Edition of Atari Explorer Online available via ftp from
anywhere?

Thanks,

--
Richard Parr,
Systems Programmer, Department of Computer Science,
Queen Mary & Westfield College, University of London.

3731. german -> english translators

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:17:16 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <26l0ic$r5b@sol.ctr.columbia.edu>
Source record: 201535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where the source code for any german -> english translators are ? I'm trying to follow a German mailing list (the MiNT-ip list), and it's a pain to have to take home the mail I get so I can read it.

I've looked with archie, but there are so many references to 'german' out there that it's useless. (There are even more references to 'english' :-)

All help appreciated.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3732. Re: Atari Jaguar - FIRSTHAND REPORT

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:31:41 UTC
From: dejesus@avalon.nwc.navy.mil
Message-ID: <CD1n8t.53x@avalon.chinalake.navy.mil>
Source record: 201544
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

In article <sonicsysCCurIL.I70@netcom.com> sonicsys@netcom.com (Sudhakar Ravi) writes:
>Maybe a completely fabricated lie isn't allowed, but the way that specs are
>twisted turns my stomach.
[...]
>To me, that's like saying, "Yes, our car does 0-60 in 3 seconds!" The problem
>is, they're talking about about 0-60 yards per hour. Silly you, you thought
>they were talking about miles per hour? Tsk tsk.

That's just like the first time I looked at Sega/Nintendo carts and saw
"8 Meg". I'm thinking Bytes here, they're really talking bits. Pfft-Ack!

>I like the saying that some guy on this group told me,
>"There are lies, damned lies, and then benchmarks." Ain't that the sad truth?

Yup.
--
Francisco X DeJesus ----- S A I C ----- dejesus@c3ot.saic.com
---
* disclaimer: Opinions expressed here are mine. Typos and errors are yours *
"Duck Season!" "Rabbit Season!" "...rabbit season." "It's Duck Season! SHOOT!"

3733. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:35:27 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CD1nF3.1ow@ecf.toronto.edu>
Source record: 201543
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <H.eg.06Kcrs9wvbk@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <CCro8q.DoL@cs.ruu.nl>, Annius Groenink writes:
>> What about the Minidisc? It certainly doesn't store 600 megs but quite a lot
>> all the same (does anybody know exact figures?). Whatever the price is going
>> to be, it will probably show that optical disks have so far been sold for
>> way too much money.
>
>Minidisc isn't appropriate for code since it uses a lossy compression;
>might be good for video though, and it's definitely fine for sound.

Uh-uh. Definitely an opinion in the sound field... Personally, I think it's
shitty for sound. Hmm, then again, that's what you get when living with an
audiophile....

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3734. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:41:55 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26l20jINN14us@rs1.rrz.Uni-Koeln.DE>
Source record: 201538

In <26klec$j7b@access.digex.net> winters@access.digex.net (Michael Winters) writes:

>I have an idea and it seems so obvious, I can't figure out why Atari
>isn't doing this. Maybe someone knows some E-mail addresses of
>Atari employees/marketing-types etc... that they could post?
>The idea is for Atari to offer a version of the Jaguar that has a
>keyboard attachment and an interface circuit, so home computer
>hackers can program the thing, just like the old Atari 800 or ST....

From a technical point of view, it seems to me that an OS for a
full-blown computer (with keyboard and user programmability) is
much more complex than one for a game console that has to deal
with a ROM port type thing and possibly a few other ports only.
Therefore, I don't think it would be that easy to re-design the
Jaguar to be user-programmable.
Anyway, I guess the main reason for Atari to make the Jaguar a
closed, game console system is that they figure they can make
much more money that way. It's sick but true -- Atari is in the
business to make money, not to bring us good computers. In the
whole economy, it happens only very rarely that corporations make
money by bringing consumers something really useful and valuable.
We Atari folks have gotten kinda lucky in this respect since the
middle of the eighties a few times, but it looks like this period
is drawing to an end.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3735. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 16:54:31 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Sep8185427@oppdal.cs.tu-berlin.de>
Source record: 201542

Hi,

developpment of really good and professionell game software is neither easy nor cheap. Hardware-Companies like Nintendo or Atari are not interested in semi-professional software products because bad software dammages the image of a system. Therefore Atari selects Jaguar developpers per hand (that's what a Atari official told me). It's better for them to have 20 really fascinating games than 200 bad ones.

Bye Michael

3736. Re: german -> english translators

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 17:39:52 UTC
From: schang@ee.ryerson.ca
Message-ID: <26l5d8$nrm@hermes.acs.ryerson.ca>
Source record: 201546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
: Does anyone know where the source code for any german -> english
: translators are ? I'm trying to follow a German mailing list (the
: MiNT-ip list), and it's a pain to have to take home the mail I get
: so I can read it.

: I've looked with archie, but there are so many references to 'german'
: out there that it's useless. (There are even more references to
: 'english' :-)

: All help appreciated.

: Simon.

: --
: ____
: \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
: / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
: ~~~~~~

Well you can try GER2EN30.LZH. Its available on atari.archive.umich.edu
on applications/other or something like that.
GER2EN30 is free. You can use it as much as you want. If you want
CV-Translator v1.0 (German, Dutch, Spanish, French, Italian, Portuguese
--> English) you've to send $US20. The address is in the program.
You can also reach the author on carlos_varela@pleiades.org or .com .

Good Luck.

3737. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 18:56:34 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Sep8.185634.19174@porthos.cc.bellcore.com>
Source record: 201549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Does the cyber series Cad3D 2.0, Cyber Sculpt, Cyber Paint, Texture
work with Gemulator?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

3738. HELP w/ ZOO

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 18:59:22 UTC
From: cwilliso@carrot.csc.calpoly.edu
Message-ID: <1993Sep08.185922.5065@rat.csc.calpoly.edu>
Source record: 201547

I have two different copies of ZOO.TTP (THE 37K version, and the 80K version.) I have NEVER been able to unpack ANY FILE with .ZOO ext., with these programs. Why? Usually, it gives a bad CRC value or something like that.

Can someone reccommend a ZOO.TTP that works?

Thanks.

Chris.

3739. HELP WITH ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 19:04:41 UTC
From: cwilliso@carrot.csc.calpoly.edu
Message-ID: <1993Sep08.190441.5156@rat.csc.calpoly.edu>
Source record: 201548

I have two different versions of ZOO.TTP; (the 37K, and the 87K versions)
I believe I got them both from a.a.u.e. I have NEVER been able to decode
a .ZOO file with these things. It usually says 'BAD CRC value.' I tried
everything, including a babysitting shell that invokes ZOO.TTP for me.
What's wrong here?

Does someone know of a bulletproof version of ZOO.TTP, or can someone
offer me a solution to this terrible problem? :-{

Thanks.

Chris.

3740. Re: HELP WITH ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 19:23:36 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <747516215@amazon.cs.duke.edu>
Source record: 201550

From the Holy Book of <1993Sep08.190441.5156@rat.csc.calpoly.edu>
as spake by cwilliso@carrot.csc.calpoly.edu (Chris Willison) :
>Does someone know of a bulletproof version of ZOO.TTP, or can someone
>offer me a solution to this terrible problem? :-{

I use the version compiled for MiNT, Mint/Utilities/bmintzoo.tos at a.a,
and had not problems at all. I've also used bammi's port,
Archivers/++jrbzoo21.zoo, with similarly stellar success. Then again,
I've used every version of Zoo since 1.4 and never had problems.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3741. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 19:41:45 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CD1w1L.46B@freenet.carleton.ca>
Source record: 201401

In a previous article, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) says:
>Take a Falcon and throw out the parts most people don't need, and you've
>still got a machine too slow to drive its own graphics.

What a load of BULLLL!!

Followups in advocacy please....
--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
------------------------ac382@freenet.carleton.ca----------------------------

3742. Calculating PI... the Continuing Mission

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 19:50:51 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0769@outb.wimsey.bc.ca>
Source record: 201411

Warwick, of Brisbane Australia writes.... (and Stu Lyster responds publically...)

> The algorithm you sent me is wrong:
>
> p(n+1) = p(n) * b(n) * (1 + a(n+1))
> -------------------------
> 1 + b(n+1)
>
>
> SHOULD READ:
>
> p(n+1) = p(n) * b(n+1) * (1 + a(n+1))
> -------------------------
> 1 + b(n+1)
>
> btw, the second algorithm seems to also have problems in it. My
> implementation of it converges fine, but to:
>
> 3.14159264621354228214934443198269577431443722334560279455953...

I am reentering the second Quartically converging program below by hand - see if it agrees with what I have been distributing. If I have distributed the wrong algorithm, then I need to correct it tout suite!:

Let a(0) = 6 - (4 * (2^(1/2)))
Let y(o) = (2^(1/2)) - 1

$$y(n+1) = \frac{1 - (1 - y^4)^{1/4}}{1 + (1 - y^4)^{1/4}}$$

$$a(n+1) = a(n)*(1 + y(n+1))^4 - 2^{(2n+3)} * y(n+1) * (1 + y(n+1) + y(n+1)^2)$$

Yes, your p(500) is correct, according to my copy of Shanks & Wrench 1961 run to over 100,000 places.

BTW - I have the 'P' term of the first equation as:

$$p(n+1) = \frac{p(n)*b(n) * (1 + a(n+1))}{1 + b(n+1)}$$

If the b(n) on the top of the division should be b(n+1) instead, then the printing of Bailey's 1986 study in Mathematics of Computation is wrong.

Other reminders....

1) I have yet to decide whether or not to release the 'time trials' as they come in. It might bias others...

2) the 'time trials' will be conducted on my 520ST with 1 Meg and TOS 1.4. Times will vary according to machine, is my assumption.

What is your opinion: do you want your time trial results to be released before the end of the contest ?

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3743. PI Clarification

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 20:00:08 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.076p@outb.wimsey.bc.ca>
Source record: 201412

To all you PI hacks out there, entered in the PI Calc $50 (Cdn) contest...

I just want to make clear that the SECOND Borwein & Borwein
Quartically converging equation converges to 1 / PI, or, the inverse of
PI.

I fear that I haven't made this clear, and I am passing it through
the net just to make sure.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3744. Maxtor

Newsgroup: comp.sys.atari.st
Date: 1993-09-08 21:52:25 UTC
From: ad533@yfn.ysu.edu
Message-ID: <26lk6p$6oh@news.ysu.edu>
Source record: 201402

Could anyone out there tell me the address and phone number of the maker of the Maxtor series of hard drives? I just bought a used one and would like to contact them. Thanks in advance.
Kevin

3745. Re: ghostview for ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 00:04:24 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Sep8.200424@helix.nih.gov>
Source record: 201403

In article <26ef3o$7qe@geraldo.cc.utexas.edu>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
|> As far as ghostscript goes, there is currently no ghostview for the ST.
|> Someone was working on one (MiNT only), but the last email message I
|> sent to him went unanswered, so I am unsure of the status. You can just
|> use ghostscript by itself or with the gem shell that I wrote. Both are
|> available on atari.archive (Gnustuff/Tos/Ghostscript). It is not too
|> bad, although startup is a little slow. You should also be aware that
|> the GS fonts are deficient.

I used ghostscript for the ST a few times, with mostly favorable results.
However, I could only get the Epson print driver to work, which is a shame
since I was printing on an HP DeskJet. The Epson emulation cartridge could
handle it, but with lots of (IMHO) extraneous "print head" movement. Has
anyone gotten any of the HP drivers to work?

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
Bethesda, MD 20892 USA |
rvenable@helix.nih.gov | -- the Phantom Nerd

3746. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 00:17:24 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Sep8.201724@helix.nih.gov>
Source record: 201404

In article <1993Sep6.234114.16311@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:
|> In article <15280@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick
Allison) writes:
|> > It's about time people here learned that without knowing the
source
|> > of information, it has no real value.
|> >
|> > Not enough horse's mouthes and too many horse's arses, IMO.
|>
|> Why does Atari bother to exist?
|>
|> Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls,
Iowa

Well, just speak of a horse's posterior, and look who responds :-)

Why does Peter Sinclair-Day bother to exist?

3747. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 00:26:34 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Sep8.202634@helix.nih.gov>
Source record: 201405

In article <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|>
|> Atari Computer is doomed; the Jaguar might be a success, but they'll
|> never release another computer.
|> --

I seem to recall similar doomsayers a number of years ago, when it was
revealed Commode Door had obtained the Amiga system from it's original
developers-- but the ST came out not too much later. Only Atari knows
(well, maybe) what Atari is going to do; we've had enough doom and
gloom,
and besides, this stuff should really be in the advocacy group ...

3748. UniTerm > V2.0e ???

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 02:15:18 UTC
From: uberig@gfx.engga.uwo.ca
Message-ID: <1993Sep9.021518.13629@julian.uwo.ca>
Source record: 201407

Does anyone out there know of any newer version(s) of UniTerm that
are currently (or coming) available? And, if so, how would I contact
the author/supplier to obtain a copy?

Thanks,
Jason.
--
+---------------+---+
| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
| "Nothing is impossible, just some things are more improbable." |
+---+

3749. Re: Falcons in OZ

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 03:12:10 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <26m6uaINNc7j@sheoak.ucnv.edu.au>
Source record: 201408

In article <26kdm5$jc4@aggedor.rmit.OZ.AU> s883334@minyos.xx.rmit.OZ.AU (James Alan Hall) writes:
>i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>
>>Could anyone tell me what prices I'm looking at for a Falcon in
>>Australia (not the car). What's the cheapest way to get one?
>>The old 1040's just getting a little small....
>
> The going rate seems to be about $1900 for a Falcon, 4 Meg, and
>65 M Hard Drive. Unless they come down in price soon I'm going to have
>to buy a Pc :-(which I can get with a monitor and larger hard drive for
>much less..

Just following this up, the only enquiry I've made has given me a quote
of $1899 for a 4/80 Falcon. (That's at Ph Computers, Dandenong)

Any advances?

Jared

3750. Re: Favorite Term Software?

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 07:28:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.R2pmyvE&2MA@elfhaven.ersys.edmonton.ab.ca>
Source record: 201280

In <26eec5$49s@usenet.INS.CWRU.Edu>, John W. Redelfs writes:
[>
[> What is your favorite terminal software for the ST and why? I have
[> searched the FAQ for this information, and I don't believe it's there. I
[> only know two programs, Interlink from Intersect and Stalker. I have
[> serious problems with each of them, but I prefer Interlink.

Without a doubt, CoNnect is the best you can get. I'll tell you why
below:

[> Interlink doesn't include zmodem as an integrated function but must call a
[> third party shareware program that I downloaded from the Intersect BBS.

CoNnect _does_ include Zmodem, as well as Ymodem, Xmodem 1K, Xmodem, and
Compuserve B/B+ (as well as an excellent ASCII uploading facility).

[> This zmodem program does not provide for choosing between binary and ascii
[> transfers. Everything is binary. Therefore, I have to boot my STalker
[> every time I want to download ascii files from the VAX that gives me my
[> Internet access.

The CoNnect implementation of Zmodem does allow you to choose between
ASCII and BINARY. It can also allow you to choose your error correction,
and set a few other key options.

[> For everything but zmodem ascii downloads I prefer
[> Interlink because it is faster, less buggy and does a better vt100 terminal
[> emulation. Also, I love the ease with which I can make ascii files on
[> floppy by saving the capture buffer. I have never learned how to do this
[> with STalker.

CoNnect is _very_ fast. It is always faster than STalker, and you can
make it even faster by setting a few options. It has no trouble
keeping up with my 14.4K modem (though the display is a little jerky,
which could be due to the modem).

[> STalker has a much nicer dialer than Interlink and setup is much easier.
[> But my copy lets me down from time to time; and when I'm logged onto the
[> VAX, I often have to use <shift><clear home> to see my $ prompt. It is a
[> terrible annoyance. The zmodem works great though, and I would be lost
[> without it.

CoNnect has an incredible dialer. It has to be seen to be believed!
It works a lot like the desktop, in the sense that you can delete
numbers by dragging them to the trash can, or dial them by dragging
them to the telephone. You can sort entries just by dragging them
to the place you want them to be (or let CoNnect do it for you). You

can operate the entire dialer with the keyboard, if you want. As I
say, it has to be seen to be believed.

[> Surely there are better term programs than either of these for the ST?
[> What is your favorite? Why do you like it? What do you dislike about it?
[> If you send me email, I'll post a summary.

You also mentioned (somewhere above) that you need VT-100 emulation. The
emulation of CoNnect is flawless. You can even set it up so that it
is compatible with VT-100 implementations that are flawed.

There is only one complaint that I have seen about CoNnect. Some people
do not like the font in medium resolution.

Also, it uses quite a bit of memory. I am not sure if you can run it
on a 512K machine.

[> --
[> --------------- John W. Redelfs, tsjwr@acad1.alaska.edu ---------------
[> --------- All my opinions are tentative pending further data. ---------

I hope this helps you out. CoNnect also has hypertext style online
help, a facility to calculate telephone charges (which can create
little bar graphs showing how long you were connected to each system,
or how many times you called, or how many times you called between
one date and another). It has non-modal dialog boxes (inside windows)
so that you can access your accessories even while inside a dialog
box. There is simply too much to mention. You can get it in the
Telecomm (or is that just one m in Telecomm?) directory at
atari.archive.umich.edu. The file should be called something like
conn2* (grab the one with the highest number).

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

3751. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 08:14:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90061@cup.portal.com>
Source record: 201420

I see Richard M. Venable hasn't grown up any more than Warwick has..

Can't think of anything real to add to the discussion, so fall back on personal attacks..

Really makes me want to believe your arguments...

BobR

3752. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 08:18:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90062@cup.portal.com>
Source record: 201422

Tacking a 16Mhz CPU onto an 8Mhz system only gives modest improvements,
even with a sizable onboard RAM cache... 50% in an average environment
seems to be about the max, unless you happen to have code that executes
in very tight loops.

This is exactly the same trick Intel plays with its "DX2 speed doublers".

Fast if it doesn't have to go outside the cache, not much faster if it does.

BobR

3753. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 09:47:06 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep9.094706.19912@solaris.rz.tu-clausthal.de>
Source record: 201409

Chris L. Willinson wrote:
> Does anyone know of a P.D. MOD player that runs in MONO? Preferably in
> a nice shell like the popular color one (I think it's called Tracker?).

There _is_ a monochrome MOD player called PTPLAY. It is a modificated version of
PTREPLAY by Martin Griffith. Works on normal ST and the replay frequency is 17KHz!
Also, it handles all ProTracker commands. There are no equalizer bars or other
graphic stuff but the replay quality on YM-2149 is amazing!
You can find the file PTPLAY12.LZH at ftp.tu-clausthal.de in /pub/atari/sound
but I guess it's also in atari.archive.umich.edu

Hope this helps
Chris

3754. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 10:27:44 UTC
From: winston@merk.com
Message-ID: <CD3129.B05@merk.com>
Source record: 201428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tuesday, August 31, 1993 at 01:24:12 GMT (6:24am EDT)
darekm@microsoft.com (Darek Mihocka) writes:

DM> Once again we have some naive idiot running around pretending to know
DM> something....

Yes, I am also a naive idiot and I also run around pretending to know
something:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
""""""""""""""""""""

Xref: comp.sys.atari.st:64050
comp.sys.atari.8bit:12915
""""""""""""""""""""

...to wit, I pretend to know the difference between the ATARI ST
NewsGroup and the ATARI 8-BIT classics NewsGroup.

DM> Yes, he knows that a 68030 is better than a 68000....

...and both are better than a 6502, but what does this have to do
with the ATARI 8-BIT discussion?

DM> Everyone keeps telling him that....

...and I keep telling 68000 AMIGA and ST people from R.I.T. and
AT&T to stop crossposting in the COMP.SYS.ATARI.8BIT NewsGroup. It keeps
going... and going... and going... and going... ".EDU" sites, well sure...
but ".COM" sites ?!??

DM> But he doesn't say why it's better because he doesn't really know.
DM> True that in the rights hands, like Apple or Amiga, the 68030 can
DM> do some amazing things compared to the 68000. In the hands of Atari,
DM> the 68030 is just used as a fast 68000. So whether you have a 16 Mhz
DM> 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

...and it doesn't make that much difference when someone is
moving up from a 6502, either. Both emulations would be an improvement, so
why is this debate important to a 6502 owner? I own neither an ST, nor a
TT, nor a Falcon. None of these machines are discussed in
COMP.SYS.ATARI.8BIT.

DM> You're confusing the issue of speed with the issue of processor.

...Uh, yes! I guess I am as well. I don't understand the
relevance that this discussion has with my processor, namely the 6502 ?

???
(If this discussion has anything to do with the 6502 8-bit ATARI
computer, then I apologize in advance.)

3755. Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec04e@troed.ct.se>
Source record: 201423

In a message of 08 Sep 93 13:03:16, Nomen Nescio wrote:

NN> If there isn't any software available, then i'll have to tell all my
NN> friends
NN> not to buy a falcon. I don't want to do that. But a computer without
NN> software
NN> is not a very good computer. (Don't quote me on that). Don't quote me on
NN> that
NN> either.

If you have access to a modem, try the number in my SIG .. I have 120 files
ONLY for Falcon, and about 300-400 more that are fully compatible.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3756. Guess What I saw

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec0fc@troed.ct.se>
Source record: 201424

In a message of 08 Sep 93 22:27:07, Shane Hebert wrote:

SH> Guess what I saw yesterday...
SH> There is a store in this town selling Amiga 600s w/ 1M ram
SH> but without monitor for $149.99US and the same with a 40M hard
SH> drive for $199.99US. I couldn't believe it....

That machine is called "the biggest flop ever" .. guess that prooves it too ..
Commodore is LOOSING money on them ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3757. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8ec140@troed.ct.se>
Source record: 201425

In a message of 08 Sep 93 22:27:12, Glen Sescila wrote:

GS> As much as I would love to have a Tom & Jerry based home computer I
GS> certainly hope Atari NEVER EVER offers anything like this. It not only
GS> promotes piracy of Jaguar carts, but there would be public domain and
GS> shareware offerings that could also hurt commercial sales of Jaguar carts.

Yeah, download the latest JaguarCD game .. only 640Mb ... :-) ...

Ofcourse the 32bit expansion port will have add-ons like a keyboard etc.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3758. Falcon Pure C bindings ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:10:20 UTC
From: vries@fys.ruu.nl
Message-ID: <1993Sep9.111020.15223@fys.ruu.nl>
Source record: 201427

Could someone please post a ftp-site where I can get
Pure C bindings for the new AES and VDI calls of the FALCON

Mark de Vries

3759. doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:27:02 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Sep9.112702.20597@ohm.york.ac.uk>
Source record: 201435

There's been a lot of Falcon bashing in this news group recently, the mood seems to have changed a great deal from a few months ago. I too, am concerned with Atari's commitment to the Falcon, having invested over a quarter of my (allbeit small) income on my Falcon, HD, monitor and software this year. I'd dearly like to see the price drop by (here in th UK) 150 pounds. The addition of a 20M HD and another 1meg of ram on the base model would make the 600 pound price of the base model a bit more realistic.

However, maybe Atari are showing some commitment. The most recent Atari ST User magazine reported about the near completion of TOS 5, with parts of MultiTOS on ROM. Atari seem to release new versions of their operating systems with a new machine, so does this mean that a faster (cheaper) falcon, maybe even an 040, is just around the corner?

I really hope so, because I get the feeling that in a years time Atari are just going to turn around and say that they're dropping the Falcon after poor sales and concentrating on the Jaguar... With two new falcons, surely even Atari wouldn't just abandon their investment having developed some great hardware but neglecting to sell it?

Andrew
m2ac@ohm.york.ac.uk

3760. Re: LHarc2.22 Archive-bit

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:30:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10246@S2.maus.de>
Source record: 201353

mk@musik.auc.dk wrote:

M>Has anybody any suggestions, corrections or good ideas that will solve
M>this `luxury-problem`?

Wait for the next release (2.30)...

Criss...

3761. Re: HELP WITH ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:31:58 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Sep9.113158.26187@dcs.warwick.ac.uk>
Source record: 201410

In article <1993Sep08.190441.5156@rat.csc.calpoly.edu> cwilliso@carrot.csc.calpoly.edu (Chris Willison) writes:
>
>I have two different versions of ZOO.TTP; (the 37K, and the 87K versions)
>I believe I got them both from a.a.u.e. I have NEVER been able to decode
>a .ZOO file with these things. It usually says 'BAD CRC value.' I tried
>everything, including a babysitting shell that invokes ZOO.TTP for me.
>What's wrong here?
>
>Does someone know of a bulletproof version of ZOO.TTP, or can someone
>offer me a solution to this terrible problem? :-{

When downloading stuff using FTP remember to type "binary", otherwise files will be corrupted.

- Leo

3762. Elvis: Last version?

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:34:32 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep9.113432.14093@ibr.cs.tu-bs.de>
Source record: 201415
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

I'm looking for the last version of elvis (vi-clone) for
atari. The last version i have seen is elvis16 beta dated
16. Nov 1992.
Since there is a version 17 available (on PC) i'm wondering if
someone has ported this to the st?

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3763. Pinball Software....

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 11:41:59 UTC
From: DBRIGHAM@nsf.gov
Message-ID: <DBRIGHAM.18.747574919@nsf.gov>
Source record: 201419

I can remember way back to when I used to *love* Bill Budge's Pinball Construction Set software for my old Apple][+. I've always been a fan of pinball, but only got back into playing the real thing recently, now for the big question:

Is there anything like 'Pinball Construction Set' for the ST?

Danke....

```
*******************************************************************************
* Dana Brigham - dbrigham@nsf.gov - RJO Ent., Inc. *at* the National *
* Science Foundation - anything expressed above was, is and always *
* will be a singular product of my warped mind..... *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Inquiring minds want to NO!!!!! *
*******************************************************************************
```

3764. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 12:41:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.eVZGFhTaoP2@semprini.tdkcs.waterloo.on.ca>
Source record: 201444

In <CCzn1o.Ept@chinet.chinet.com>, Stephen Jacobs writes:
> In article <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>,
> Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> wrote:
> >
> >Atari Computer is doomed; the Jaguar might be a success, but they'll
> >never release another computer.
>
> Care to put something behind this one? Have to be a bit of a time frame; I'll
> give you that much. How about this: if Atari releases a new computer (and I
> include a Falcon in a different case as a new computer--plenty of people
> care about that) before January 1, 1995, you'll stand me to 2 nights in a
> decent hotel and a good dinner at whatever the nearest interesting place to
> you is (and a guest, if I can lure someone along). If it hasn't happened by
> then, I'll do the same for you, at the nearest interesting place to me.

Where do you live? There's nothing interesting close to me... ;-) How
about "I'll buy you the game of your choice for your new Falcon040 (or
whatever)." and you can buy me a Jaguar game.

A Falcon030 in a new case doesn't count unless they change something
else; say better graphics and SIMM sockets, for example (just putting in
one of those shouldn't count, since _other_people_ have already done the
work for them), or a faster system.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3765. Re: Multi-TOS filename length

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 12:46:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.cH1gjycED9A@semprini.tdkcs.waterloo.on.ca>
Source record: 201381

In <26i5uc$c11@sol.ctr.columbia.edu>, Simon Gornall writes:
> The filename limit is completely dependent on how you 'minit' your
> disk. The command goes something like:
>
> minit -Z -V -n x D:\
>
> where -Z is one of the protections vs TOS, -V means a level 2 fs, and
> -n <x> says how long the filenames may be. The 'x' is a number between
> 1 and 16, and you get (x*16 -2) length filenames. So the longest
> filename is 254 characters.

Thanks Simon! I'll have to rtfm; I'd completely ignored the -n option.
Time to tar my minix partitions onto a tosfs partition and re-minit
them...

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3766. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 12:50:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>
Source record: 201445
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2c8cc5aa138357@discworld.oche.de>, Michael Schwingen writes:
> In <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>,
> Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>
> CH>Before Dawn also locks up as soon as it tries to save the screen if
> CH>there's a mouse accelarator loaded (!). This could just be my system,
> CH>but it happens with both maccel3 and SilkMouse (my favourite).
>
> Before Dawn 1.25 works fine on my system. I am using:
[...]
> MACCEL
[...]
> plus
> TAKE-OFF2
[...bunch of accs...]

What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
probably bug the author in email... ;-)

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3767. Re: german -> english translators

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 13:31:51 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <26nb87$uqc@info2.rus.uni-stuttgart.de>
Source record: 201434

In <26l0ic$r5b@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk writes:

> Does anyone know where the source code for any german -> english
> translators are ? I'm trying to follow a German mailing list (the
> MiNT-ip list), and it's a pain to have to take home the mail I get
> so I can read it.
>
> I've looked with archie, but there are so many references to 'german'
> out there that it's useless. (There are even more references to
> 'english' :-)
There's a program called 'LUEBKE' that translates geman into
Luebke-english :-)))

>
> All help appreciated.
>
> Simon.
Gerd

>
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

-----
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

3768. WHAT??!?! (was Welcome to comp.sys.atari.st! (Hardware))

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:11:32 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747583892@vincent1.iastate.edu>
Source record: 201417

What, may I ask, was this? I was quite surprised today to find a post by
Steven D. Ourada that I had never made (and I don't think it's just some other
Steven D. Ourada on the net, that happens to post snippets of the FAQ...).

In case anyone was confused, I do not have an account at mettav.royle.org, and
I only post from sourada@iastate.edu. And my .signature doesn't have
"spencer@mettav.royle.org" in it.

I think I will have to contact a few people at mettav.royle.org (if indeed
that is a valid address.)

Later,
Steven Ourada (the real one :-)

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3769. Re: HELP WITH ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:19:41 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Sep9.141941.25257@eng.cam.ac.uk>
Source record: 201418

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <1993Sep08.190441.5156@rat.csc.calpoly.edu> cwilliso@carrot.csc.calpoly.edu
(Chris Willison) writes:
>>
>>I have two different versions of ZOO.TTP; (the 37K, and the 87K versions)
>>I believe I got them both from a.a.u.e. I have NEVER been able to decode
>>a .ZOO file with these things. It usually says 'BAD CRC value.' I tried
>>everything, including a babysitting shell that invokes ZOO.TTP for me.
>>What's wrong here?
>>
>>Does someone know of a bulletproof version of ZOO.TTP, or can someone
>>offer me a solution to this terrible problem? :-{

>When downloading stuff using FTP remember to type "binary", otherwise files
>will be corrupted.

This is not the problem. I have had the same problems with ZOO2.1 on my
ST, and have circumvented them by using ZOO2.1 on the UNIX box here in
the University

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

3770. Re: PI Prize

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:21:13 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.07bf@outb.wimsey.bc.ca>
Source record: 201268

James E. McDonald III writes.....

JEMcD> Will you be uploading the winning program to one of the
JEMcD> archives? I've been interested in calculating PI for years,
JEMcD> and would like to have a copy of the winning program (if it's
JEMcD> free, of course *smile*).

Yes I will, if I can figure out how to do it. As far as I can figure, the BBS which gives me access to internet is not connected to these 'archives' as you mention. I will be uploading it to local BBSs in Vancouver, BC, and to GEnie in the Atari File sections.

BTW - this is the most fun I have had since i discovered my pockets had holes in them. Talk about needing a life!?!?

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3771. Re: Packing ACC's (i.e. Use DC Squish!)

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:27:44 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.747584864@mentor.cc.purdue.edu>
Source record: 201421

DC Squish (now Squish II by Trace Tech.) packs ACC's and they work fine.

I have used it for a long time.

Jody Lenn

--

_____
Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

3772. Re: optimising compiler

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:50:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep9.145022.11310@newshost.lanl.gov>
Source record: 201426

In article A10172@S2.maus.de, Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:
>Hi folks!
>
>A couple of days ago there was a mail concerning an optimising compiler
>for GFA and HiSoft-Basic. Is there somebody who can email me the author's
>email-address ? Perhaps the author himself ? Thanx.

Sorry, but my mailer has already deleted that post. Perhaps the author can reply. He had developed a new compiler for GFA BASIC, _not_ HiSoft Basic.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3773. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 14:50:29 UTC
From: jmgreulich@miavx2.ham.muohio.edu
Message-ID: <1993Sep9.105029.2323@miavx2.ham.muohio.edu>
Source record: 201431

In the game Chaos Strikes Back, in the Diabolical Demon Director, how do you get passed the pit that's blocking the way to the door marked ROS? I've gotten to the KU, DAIN, and NETA doors...and I'm assuming the ROS door is on the other side of this *(%@&(#$ pit! Please email me if you know how! Thanks!

3774. Mint 1.09 and XFSes

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 17:17:20 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c8f666a@p12.f202.n281.z2.fidonet>
Source record: 201397

Hi!

I seem to be having this problem with running MiNT 1.09 and eXtended FileSystems, (running under MultiTOS) namely that they simply don't. The XFS files I have (ramfs.xfs v. 1.4 and minix.xfs v. 0.60) are not loaded by MiNT at bootup. Now, if I use MiNT 1.05, they are loaded (and work properly), but with MiNT 1.08 and 1.09 they aren't loaded.

I have a TT030 4mb/4mb and am running the release version of MultiTos.

What could be wrong?

FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: Wooden figures pagan Gods stare blindly cross the sea (2:281/202.12)

3775. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 17:31:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1447@usdtsg.DaytonOH.NCR.COM>
Source record: 201429

In article <1993Sep6.234114.16311@cobra.uni.edu> sinclap2954@cobra.uni.edu (Peter Sinclair-Day)writes:
>
>Why does Atari bother to exist?

And why do certain MAC users with no direct interest in the Atari continue to post in the Atari group? There's nothing wrong with it, but it does make me wonder how interesting the other newsgroups must be at times...

It's kinda like asking why we park in a driveway, yet drive on a parkway - some things are just unexplainable :-)

Robert Anisko
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"is it Friday yet?"

3776. Zip unarchivers.

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 18:21:18 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CD3MzI.87z@ecf.toronto.edu>
Source record: 201430

Hey, anyone out there (the rest of the world) know of any zip unarchivers
(ie stzip) that can unarchive PKzip 2.04g archives??

Any help would be appreciated.
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3777. Re: Idea for Atari about Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 19:27:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26o02gINN2gkh@rs1.rrz.Uni-Koeln.DE>
Source record: 201436

In <HUBER.93Sep8185427@oppdal.cs.tu-berlin.de> huber@cs.tu-berlin.de (Michael Huber) writes:

>developpment of really good and professionell game software is neither easy
>nor cheap. Hardware-Companies like Nintendo or Atari are not interested in
>semi-professional software products because bad software dammages the image
>of a system. Therefore Atari selects Jaguar developpers per hand (that's
>what a Atari official told me). It's better for them to have 20 really
>fascinating games than 200 bad ones.

I have to say that I detest this idea of selecting "the best", and from my personal experience and observation I doubt such a strategy can be a success in the long run. People who are really good don't like to be selected that way. People who want public attention like it a lot. Chasing for public attention is quite incompatible with becoming really knowledgeable -- abilities acquired out of genuine interest will always outperform abilities acquired merely for the sake of attention that can be gotten with them...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3778. Re: Zip unarchivers.

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 19:28:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1448@usdtsg.DaytonOH.NCR.COM>
Source record: 201437

In article <CD3MzI.87z@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Hey, anyone out there (the rest of the world) know of any zip unarchivers
>(ie stzip) that can unarchive PKzip 2.04g archives??
>
>Any help would be appreciated.
>AcEzE.

St Zip 2.3 (or whatever the newest version is) should be able to handle
PkZIp 2.04g archives...

Robert Anisko
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"is it hockey season yet..."

3779. Raiden pics (was Jaguar screen shots)

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 19:51:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CD3r5w.D5I@mailer.cc.fsu.edu>
Source record: 201438

Richard Parr (thumpy@dcs.qmw.ac.uk) wrote:
> Hi all,

> Are the True Colour TARGA versions of the GIF screen-shot files in the
> Jaguar Special Edition of Atari Explorer Online available via ftp from
> anywhere?

Heck if I know, but I do have a file called "raiden.jpg", which has some
screen shots of the Jaguar game Raiden. If anyone is interested, you can
ftp it from ftp.math.fsu.edu (192.12.122.28) in the /pub/atari.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3780. Re: UniTerm > V2.0e ???

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 19:56:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CD3rDL.DDr@mailer.cc.fsu.edu>
Source record: 201439

Jason Uberig (uberig@gfx.engga.uwo.ca) wrote:

> Does anyone out there know of any newer version(s) of UniTerm that
> are currently (or coming) available? And, if so, how would I contact
> the author/supplier to obtain a copy?

The latest greatest version of Uniterm is 2.0e015, available from
chsun.chuug.ch in the /software/atari/UniTerm directory.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3781. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 22:54:34 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c8f579c@troed.ct.se>
Source record: 201446

In a message of 08 Sep 93 22:28:37, Chris Herborth wrote:

CH> Take a Falcon and throw out the parts most people don't need, and you've
CH> still got a machine too slow to drive its own graphics.

Sorry, I want ALL the features in my Falcon, and it's DEFINITELY fast enough to
drive its own graphics ...

I have one, have you?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3782. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 23:02:11 UTC
From: glens@natinst.com
Message-ID: <26oclj$9no@falcon.natinst.com>
Source record: 201442
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

In article <CCs79C.yq2@yktnews.watson.ibm.com>,
<trogers@watson.ibm.com> wrote:

> Sega, NEC, and others have yet to really cash-in the the storage
>capabilities of CD-ROMs. Heck, there is no reason that we shouldn't be seeing
>even flashier, more complex games, or multiple games on one CD-ROM, etc.

I've had it! I've finally got to voice my opinion on CD-ROMs as they
apply to video games. Certain types of games need hudge amounts of data
IMMEDIATLY available to them (I hope you will agree with me that CD-ROM
access is not immediate). For my example I will use a Mortal Kombat type of
game (2 player simultaneous fighting). The game systems (3D0 included) do
not IMHO have enough RAM to store 2 COMPLETE fighters at once (plus code and
background scenery which also need to be in RAM). All possible moves of both
fighters currently engaged + background scenery + program code must be in
RAM during that particular fight (unless you don't really care about
playability, THE most important characteristic of modern fighting games).
3D0 has 2 Meg (maybe 3) of RAM, SEGA-CD has I think 768 K.

In general I think CD-ROM is way overrated for video games. They could be
useful for RPGs with very large worlds or also for games with FMV (but who
wants to play FMV crap? not me ...). If a CD-ROM game system came with a
butt-load of RAM this problem would be solved.

I'm willing to bet that Mortal Kombat as a Sega Genisis cartridge PLAYS
better than Mortal Kombat on Sega-CD (this release could be the first
real test on my theory I described above).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3783. Re: Mint 1.08 and Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 23:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A4543@MS.maus.de>
Source record: 201354

In article <26hbd5$ga8@vega.info.isbiel.ch>, Patrick Peter
(petep@info.isbiel.ch)
wrote:
>i found "my error". in PureC you must put the -P option (absolute calls)
>in the .prj-file. unfortunately the compiler doesn't give a message. so i
>thought
>that everything is ok.
>now my Mint 1.08 is working correctly.

Normally, the linker *does* warn.

>by the way, has someone an aes falcon-version>4.00. it would be nice if you
could
>mail me this. i'm also looking for the cpx-tools to config. the mint, because
i got
>an "old" falcon (4m ram, 65 mb hd, without mint and speedo).

This would be of course a violation of Atar's copyrights.

3784. Re: PI Calc prg for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 23:51:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <26ofhv$6rt@elroy.jpl.nasa.gov>
Source record: 201443

In article <slyster.06at@outb.wimsey.bc.ca>,
Stuart Lyster <slyster@outb.wimsey.bc.ca> wrote:
>I have had three bites from people willing (anonymously!) to take a crack at
>writing a PI Calculating program for the Atari ST/TT/Falcon030.

>These are the best algorithms. They converge the fastest on to PI.
>But me, being the chicken that I am, tried (in ST Basic) to use
>Manchin's 'arctan' formula(s)
>
>PI = 16 * (arctan(1/5)) - 4 * (arctan(1/239))
>
>or a three step calculation....
>
>PI = 24 * (arctan(1/8)) + 8 * (arctan(1/57)) + 4 * (arctan(1/239))
>
>
>Since an arctan calculation can be reduced to the recursive formula:
>
>arctan(x) = x - x^3 + x^5 - x^7
> --- --- --- ....
> 3 5 7
>
>It should be easy to compute Manchin's two-step or three step
>formula.

um.... Mebbe I'm missing something obvious here, but why didn't you just
use
PI = 4 * arctan(1)

? Then your arctan formula is trivial to evaluate, all the exponentiated
numerators are equal to 1.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

3785. Binaries

Newsgroup: comp.sys.atari.st
Date: 1993-09-09 23:58:30 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747642649.AA00569@byte.bbs.no>
Source record: 201359

ZSorry if this is a stupid question, but I've been offline too long :-)
What is the posting-adress for atari-binaries these days ?
And what is the adress to the archive-server for comp.binaries ?

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3786. Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 00:37:03 UTC
From: scotty@verdix.com
Message-ID: <1993Sep10.003703.29553@verdix.com>
Source record: 201448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow netters...

Please help me with the following request if you get a chance. Afterwards I will share some possibly useful information regarding getting the Falcon squared away.

I'd like to adapt my Falcon's VGA video connector plug so that it will allow my multisync monitor to display true color mode. Unfortunately it programs the Falcon to think that I have a VGA monitor, which disables the true color mode in the "set video" dialog.

I believe this is done using the pins M0 and M1 on the video connector. Can someone please tell me how these pins are connected for VGA and for an Atari Monitor adapter?

Toad Computers is planning on selling a switchable adapter, but they have no idea when it will be available just now...

Here are some possibly useful tips I have extracted on setting up the Falcon030:

1. My Falcon's internal IDE drive had the dreaded spin-up, spin-down problem when I first took it home. It was obvious from the sound it makes when the room is relatively quiet; the drive also seems to take forever booting up and loading certain programs (alas, Nethack was a good test).

My dealer had no information on how to fix the problem; they said that some of the 65 Meg drives on earlier units had been replaced, but none of the machines with Conner 84 Meg drives had the problem. They recommended that I call Atari, which I did.

The Atari Rep I spoke to was unusually helpful. He said that a metal shield had been installed incorrectly on the left side of the IDE drive, and that it needed to be moved to the right side of the drive in order to make proper contact with the top shield.

This shield is a bent piece of metal (ie. spring) which compresses when the top shield is put in place. The orientation of the bend (to the left) must remain the same when the shield is moved to the right side of the drive. This is important, because otherwise the speaker won't fit anymore.

I had this fix done, and the problem is all gone! Booting takes 10 seconds or so now, where it used to take a few minutes sometimes.

2. Having trouble setting up GCC on your Falcon? I sure did! Some of the programs I was trying to use just wouldn't work. If you're going to use the TOS filesystem, here's a combination I found useable:

BASH 1.10, GNU Executables ver. 2.4.1, Gnu Libs & Includes ver "93", G++ Libs and includes ver. 20. Compiler.h has the number of streams specified, but this is determined in stdio.h; comment out the #define in compiler.h and you're in business. You don't have to guess: GCC-CC1P(LUS) will point out

history saves. Since the TOS filesystem shortens both of these to .BAS, I made my ~/.bashrc (.BAS) read-only. This sacrifices .bash-history; there's probably a better way to do this on a TOS filesystem, but it works.

Lastly, all of the command files in /BIN need to have their .TTP or .TOS extensions removed for BASH. Without this renaming, you'll either have to type ls.ttp to get your directory, or alias all of the names with extensions to those without (yech)!

3. This one is of interest to those who have LQ800 compatible graphics printers. My 24 pin Epson ActionPrinter L-1000 is one. Try the following Speedo GDOS printer drivers, in this order: LQ570, NEC P-Series, and the Star NB-24 driver. My printer requires the NB-24 driver because it can only handle 180x180 graphics mode. The first two drivers use 360x360 DPI. I got this from the Atari Rep as well. Thanks!

Well, hope these hints help some of those who bother to read this far. And thanks again to anyone who can help me with that video connector!

Scott Chilcote

Disclaimer: I do not represent Verdix Corporation, and my postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

3787. for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 00:47:40 UTC
From: mjguadag@undergrad.math.uwaterloo.ca
Message-ID: <93Sep9.204745edt.43241-1@undergrad.math.uwaterloo.ca>
Source record: 201449

```
FOR SALE:
Atari 1040st 1 MEG RAM w/16MHz accelerator & 720K internal drive
1 MEG external drive
12" RGB Monitor
Joystick
Software included

please leave me mail at JeffG@watcom.on.ca

@
```

3788. Atari PGP?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 01:39:26 UTC
From: BG6O000 <BG6O@MUSICB.MCGILL.CA>
Message-ID: <09SEP93.22310007.0073@VM1.MCGILL.CA>
Source record: 201447

Hi! Does anyone out there know if PGP was ever ported to the ST?
If so, where can you get anonymous FTP copies? My gopher client
doesn't show anything. Thanx in advance.
>
pascal

3789. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 02:29:14 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <747634204.1@mettav.royle>
Source record: 201356

On 6 Sep 93 at 17:46:10 (S. Marshall) wrote the following:

> In an effort to speed up my boot disk, I've been trying to pack
> executables, but seem to be having trouble with accessories. I've
> tried both Ivory Dragon and Pack Ice - both lead to bombs.

Try DC-Squish.

> Is it possible to pack acc's ? Are there any packers that are more
> reliable at this ? Have I juts been unlucky in the accs I've tried so
> far ?

Nope, I would guess it requires a different packing method.

-Paul-

--
~=~=~=

3790. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 02:34:00 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <747807004.0@mettav.royle>
Source record: 201275

On 6 Sep 93, S. Marshall sprayed on a
wall...

> Is it possible to pack acc's ? Are there any packers that are
more
> reliable at this ? Have I juts been unlucky in the accs I've tried
so
> far ?

I know that DCSqish will pack ACCS and I think that PFX pack will
also pack them... I'll find out for sure though...

Cheers,

```
+-----------------------------------------+------------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+------------------------+
|FidoNet 2:440/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+------------------------+
```

I can prove God statistically. (G.
Gallup.)

* Origin: STeve's Cyber-Island
(100:1011/0.10)

3791. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 02:36:08 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <747807004.1@mettav.royle>
Source record: 201274

On 06 Sep 93, Chris Herborth sprayed on a
wall...

> Well, actually, it was the version before the current version that
we
> were talking about; and I was mentioning that no matter what I
do,
> and no matter what ACCs I use, I can't load more than one ACC
with
> MiNT active on my system. It's a pain! I'd like to have TOSWIN
going
> and the Before Dawn ACC (on my system, Before Dawn never did
anything
> without the ACC loaded), since it's so cool...

Hi... I've got v1.13 of Before dawn and an Atari ST 1Meg under
normal
Tos v1.02. I cannot get Before dawn working ie. the
DAWNAUTO.PRG
give 2 bombs when run... Any ideas?

Cheers,

+---+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:440/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
I can prove God statistically. (G.
Gallup.)

* Origin: STeve's Cyber-Island
(100:1011/0.10)

3792. Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 02:41:45 UTC
From: uberig@gfx.engga.uwo.ca
Message-ID: <1993Sep10.024145.12932@julian.uwo.ca>
Source record: 201352

Hi all,

I've been looking for a nice, fast, full-featured, and flexible modem &/or terminal program for awhile now. I can't seem to find one that has all the features I'd like and retains the speed I like. The best package I've run across so far is Uniterm v2.0e015, but it has two drawbacks on my shopping list: 1) No Z-modem builtin (a convenience that I don't want to live withou); and 2) The macro capabilities (at first glance) seem to leave a little to be desired compared to some other packages like Stalker 3.0 or Flash 2.0 (although, I guess that's one thing you get when you _pay_ for a package :).

Anyway, as much as I do LOVE UniTerm, I can't bring myself to live without Zmodem and a nicer script/macro interface. So, on to my REAL question:

"What's _your_ favourite, PD/Shareware/Other, and why?"

PS- Please respond via E-mail if possible and I'll post a summary of opinions after a few days or so.

Please send to: uberig@gfx.engga.uwo.ca

Thanks!
Jason.
--
+---------------+---+
| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
| "Nothing is impossible, just some things are more improbable." |
+---+

3793. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 04:22:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Sep9.212226.4740@arizona.edu>
Source record: 201355

In article 20597@ohm.york.ac.uk, m2ac@ohm.york.ac.uk (Andrew Crowley - Music Technology/92) writes:
> There's been a lot of Falcon bashing in this news group recently,
> the mood seems to have changed a great deal from a few months ago. I

Atari bashing I can understand, but the Falcon seems like a pretty nice little machine. I recently got a look at a freind of mine's, and I found it to be much better than a lot of people on this network make it out to be (and I'm comparing it with my TT). I was quite impressed with the sound and graphics. He's got the whatever-it's-called program that lets him display 1280x960x16 with a little flicker, and about 3/4 that real clear, and on a cheap VGA. I found the windows, scrolling, etc., to be quite acceptable (without an accelerator). And I thought Multi-TOS did a pretty good job, not as good with keyboard/mouse inputs as X-windows (X11R5) but better than Sun's Openwindows. (No multitasking is perfect--I work on Sun Sparcs and Convex supercomputers, and they get bogged down when busy. And need I mention VAX computers--when they're busy you can just forget it.) Also, Atari Works seemed quite usable--not as fancy as the Mac/Windows stuff, but 95% of the time you don't need all the fancy stuff that you fork out the big money for.

So why don't I buy a Falcon? Because it's slower than my TT. But if they came out with an 040 design with a TT type case, etc., I would seriously consider getting one. And hopefully Atari realizes that there are people who are looking for something with competitive speed.

> new falcons, surely even Atari wouldn't just abandon their investment
> having developed some great hardware but neglecting to sell it?
>
But then, this is Atari..... :(? :) ?

> Andrew
> m2ac@ohm.york.ac.uk
>
---
p.s.--I guess this belongs in .advocacy, but it has never shown up on my news server.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3794. Re: Mint...J.Reschcke

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 05:45:04 UTC
From: petep@info.isbiel.ch
Message-ID: <26p490$3hg@vega.info.isbiel.ch>
Source record: 201357

> Normally, the linker *does* warn.

yes i know, i got this message allready in an other context, but this time i got nothing.
so i didn't found the solution immediatly.

> >by the way, has someone an aes
> This would be of course a violation of Atari's copyrights.

of course, but if atari doesn't update the owners regularly (i still haven't got
mint and speedo. they promised to send it to everyone how has bought their falcon before
they began this) you must try this way.
and i think the aes could realy be updated (i still waiting for a version with flying-
dials and not only the alertboxes and some other changes)

3795. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 09:13:39 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CD4sAr.8E9@jonh.wimsey.bc.ca>
Source record: 201259

paul@jupiter.ame.arizona.edu (Paul Harris) writes:

>> new falcons, surely even Atari wouldn't just abandon their investment
>> having developed some great hardware but neglecting to sell it?
>>
>But then, this is Atari..... :(? :) ?

And, of course, lets not forget what they did with the notebook and
the pen computer, oh, and the Abaq.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

3796. DSP56000/DSP561XX Assembler

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 09:42:54 UTC
From: norbertr@comm.mot.com
Message-ID: <1993Sep10.094254.11793@lmpsbbs.comm.mot.com>
Source record: 201363

I am looking for an Assembler for the Motorola DSP56000 or DSP561XX
family, which is capable to run on an ST?
Does anybody know if it exists and where it can be found?

Regards,
Norbert
--

==
Norbert Roettger	smtp: norbertr@taueng.comm.mot.com
LMPS, European Group	X-400: CNR003@email
Voice: +49 6128 702546	Fax: +49 6128 75425
==

3797. Microsoft Grand Prix

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 09:58:09 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep10.095809.5394@news.unige.ch>
Source record: 201360

Hi
I have just bought Ms GP. Great game - but how can I install
it on a hard disk? (Stacey &/or TT).
Secondly, how can I get it to work on my TT tower system - my
1.44 Mb drive doesn't like the disks?

thanks, Mike

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

3798. Calligrapher Gold ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 09:59:34 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep10.095934.5451@news.unige.ch>
Source record: 201361

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

3799. [Q] Need ST C compiler.

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 10:22:17 UTC
From: tree@whatever.cs.jhu.edu
Message-ID: <CD4vH6.L0@blaze.cs.jhu.edu>
Source record: 201362

Hi Atariites,

Please excuse the intrusion of a Unix nerd into your midst, but I am
trying to find some ftp'able C compiler for a friend with an Atari ST.
Is there a binary archived anywhere that I could snarf for her? Or
perhaps someone could point me to a source for an inexpensive
commercial compiler (anybody got a used one they would like to sell?)
so that she could get coding quickly.

Any help muchly appreciated!

_____
_____ Kira Triea
_____tree@cs.jhu.edu
_____.... . . . . .
.
.
*

3800. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 10:24:08 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <26pkk8$gq4@unicorn.ccc.nottingham.ac.uk>
Source record: 201157

In article <CCzI7K.HFv@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> In article <26ft12$8pe@unicorn.ccc.nottingham.ac.uk> S. Marshall writes:

|> >Is it possible to pack acc's ? Are there any packers that are more
|> >reliable at this ? Have I juts been unlucky in the accs I've tried so
|> >far ?

|> I don't think it is possible, because of the way ACCs are loaded. For
|> instance, the AES does the Mshrink() for you before jmp'ing into your
|> code. Accessories are *not* programs, although they have the same header.

Thanks to everyone that responed to this - despite a few non-believers
(me included !) it seems that DC Squish and PFXPACK are both up to the
job for at least some ACC's.

Sam

3801. Re: PI Calc prg for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 11:20:33 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep10.112033.21679@ibr.cs.tu-bs.de>
Source record: 201364

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <slyster.06at@outb.wimsey.bc.ca>,
>Stuart Lyster <slyster@outb.wimsey.bc.ca> wrote:
>>I have had three bites from people willing (anonymously!) to take a crack at
>>writing a PI Calculating program for the Atari ST/TT/Falcon030.

>>These are the best algorithms. They converge the fastest on to PI.
>>But me, being the chicken that I am, tried (in ST Basic) to use
>>Manchin's 'arctan' formula(s)
>>
>>PI = 16 * (arctan(1/5)) - 4 * (arctan(1/239))
>>
>>or a three step calculation....
>>
>>PI = 24 * (arctan(1/8)) + 8 * (arctan(1/57)) + 4 * (arctan(1/239))
>>
>>
>>Since an arctan calculation can be reduced to the recursive formula:
>>
>>arctan(x) = x - x^3 + x^5 - x^7
>> --- --- --- ....
>> 3 5 7
>>
>>It should be easy to compute Manchin's two-step or three step
>>formula.

>um.... Mebbe I'm missing something obvious here, but why didn't you just
>use
> PI = 4 * arctan(1)

>? Then your arctan formula is trivial to evaluate, all the exponentiated
>numerators are equal to 1.

Try 'PI = 4 * arctan(1)' and see how it converges. Then you'll know why
not to use this formula.

1^n doesn't get very small for n = 1,3,5,7,... :-) but (1/8)^n, (1/57)^n,
and (1/239)^n do.

Urs

3802. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 11:32:23 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c901152@troed.ct.se>
Source record: 201365

In a message of 09 Sep 93 13:04:51, Bob_bobr_retelle wrote:

B> Tacking a 16Mhz CPU onto an 8Mhz system only gives modest improvements,
B> even with a sizable onboard RAM cache... 50% in an average environment
B> seems to be about the max, unless you happen to have code that executes
B> in very tight loops.
B>
B> This is exactly the same trick Intel plays with its "DX2 speed doublers".
B>
B> Fast if it doesn't have to go outside the cache, not much faster if it
B> does.

NOT TRUE

Puttin a 16Mhz Adspeed/Cache in my old STE gave me almost 180-190% improvement,
in real world application .. packers and such stuff gained 200% ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3803. C compilers -- a couple of questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 12:25:02 UTC
From: PETERC@v2.ph.man.ac.uk
Message-ID: <1993Sep10.122502.14242@nessie.mcc.ac.uk>
Source record: 201368

Hello all,

Sorry to bother you again but I have a couple of questions
about C compilers on the ST.

1) Where are the include files for Sozobon 2.0 or are they not necessary?
I downloaded all the files in
/computing/systems/atari/umich/Languages/Sozo2
on the Umich mirror at src.doc.ic.ac.uk

2) I have also got the Heat n Serve C compiler version 1.40 but
I can't install it.

Carrying the instructions given in the document "install.doc":
I get as far as running the program from Desktop and working through
the menus only to come unstuck after the install program loads
in the binary PDF.

It creates the directories on the target disk and sets about
unpacking the executables. After doing "ar.tt", it gives two
bombs and the message
"missing required file
a:\sozobon\bin\cc.ttp
please ensure output disk has
enough space before retrying"
then returns to Desktop.

On examination of the target disk, the sozobon directories
were created and in the bin subdir there was a zero-length
executable "ar.ttp".

FYI, I have a 520STFM with internal 720K floppy drive.
The target disks were formatted just prior to the attempted
installation.

I will be most grateful if someone can help.

Thanks in advance,

Peter - peterc@v2.ph.man.ac.uk

3804. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 12:44:03 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <26psqk$9bu@news.cs.tu-berlin.de>
Source record: 201367

alex@falcon.demon.co.uk (Alex Kiernan) writes:

>>Can't we use MEMORY.SYS for offscreen bitmaps instead...?

>So long as you only want them in mono;

Well, that depends on what you want to do.

You can draw nearly anything as a monochrome bitmap and then use vrt_cpyfm()
to transform it into a multiplane raster, give it the colour you want and
copy it into a multiplane raster.

I'm using this method in Overlay, and we haven't had any problems with it.

3805. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 13:53:34 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <CD559D.2vz@festival.ed.ac.uk>
Source record: 201369

In article <26psqk$9bu@news.cs.tu-berlin.de> spoil@cs.tu-berlin.de (Laurenz Pruessner) writes:
>alex@falcon.demon.co.uk (Alex Kiernan) writes:
>
>>>Can't we use MEMORY.SYS for offscreen bitmaps instead...?
>
>>So long as you only want them in mono;
>
>You can draw nearly anything as a monochrome bitmap and then use vrt_cpyfm()
>to transform it into a multiplane raster, give it the colour you want and
>copy it into a multiplane raster.
>I'm using this method in Overlay, and we haven't had any problems with it.

But how does one use memory.sys in the first place????? I've seen no documentation on this.

Herb

3806. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 14:29:58 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-100993163222@128.141.55.206>
Source record: 201370

In article <1993Sep6.190002.8874@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de
(Uwe Seimet) wrote:
>
> Buy Mag!X 2.0 by Bela. This preemptive, TOS compatible multitasking systems
> is available NOW and is completely independent of the original OS. Why do
> you want to wait when you can have real fast multitasking NOW?
>

Is there an english version of Mag!X 2.0 ?
If no, you have an answer for your question.

3807. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 14:35:44 UTC
From: saj@chinet.chinet.com
Message-ID: <CD577M.FAq@chinet.chinet.com>
Source record: 201372

In article <H.eg.eVZGFhTaoP2@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> wrote:
>In <CCzn1o.Ept@chinet.chinet.com>, Stephen Jacobs writes:
>> In article <H.eg.IKg5lx0sBiY@semprini.tdkcs.waterloo.on.ca>,
>> Chris Herborth <cherborth@semprini.tdkcs.waterloo.on.ca> wrote:
>> >
>> >Atari Computer is doomed; the Jaguar might be a success, but they'll
>> >never release another computer.
>>
>> Care to put something behind this one? Have to be a bit of a time frame; I'll
>> give you that much. How about this: if Atari releases a new computer (and I
>> include a Falcon in a different case as a new computer--plenty of people
>> care about that) before January 1, 1995
>
>Where do you live? There's nothing interesting close to me... ;-)

I'm a little outside Chicago. There's a race track about 2 miles from me.

>about "I'll buy you the game of your choice for your new Falcon040 (or
>whatever)." and you can buy me a Jaguar game.
>
>A Falcon030 in a new case doesn't count unless they change something
>else; say better graphics and SIMM sockets, for example (just putting in
>one of those shouldn't count, since _other_people_ have already done the
>work for them), or a faster system.

You're on. And we have all these witnesses. I'm a little less confident
of a bigger improvement than the case, but for small stakes, what the hey.

So: one game changes hands depending on whether Atari releases a new computer
noticeably different from the present Falcon by Jan 1, 1995. I hope you'll
agree that it's released if Atari says it's been released. Maybe if
there's any doubt we can say that if they say it's been released that sets
the date, but we'll wait to settle until someone buys one retail.

Steve

3808. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 14:53:48 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747727421.AA00279@dswhq.omahug.org>
Source record: 201262

In a message of <06 Sep 93 23:41:14>, sinclap2954 (1:286/2) writes:

s> Why does Atari bother to exist?

I stronly suspect it is so that people will have something to complain about
:-{)

Later,
Gizmo

3809. Re: Jaguar screen shots

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 14:56:48 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Sep10.145648.22989@prime.mdata.fi>
Source record: 201371

In article <CD1Lw1.IG6@dcs.qmw.ac.uk> thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>Hi all,
>
>Are the True Colour TARGA versions of the GIF screen-shot files in the
>Jaguar Special Edition of Atari Explorer Online available via ftp from
>anywhere?
>
>Thanks,

Yes, they are on wuarchive.wustl.edu, but I am not completely sure of
the folder they are in. I'll give it a try:
pub/MSDOS_UPLOADS/pictures/.

At least it was something in that direction. The targas are in
ZIP-packages named *trgs.zip or *trgas.zip.

>--
>Richard Parr,
>Systems Programmer, Department of Computer Science,
>Queen Mary & Westfield College, University of London.
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

3810. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 15:31:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1450@usdtsg.DaytonOH.NCR.COM>
Source record: 201377

In article <1993Sep6.190002.8874@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
[STuff deleted]

>Buy Mag!X 2.0 by Bela. This preemptive, TOS compatible multitasking systems
>is available NOW and is completely independent of the original OS. Why do
>you want to wait when you can have real fast multitasking NOW?

Is Mag!X available in the U.S. currently? (and in English for those of us who are kinda slow with the german->english dictionary :-)
If it is I'd give it a try (why not, I gave MultiGEM a try, and it serves its purpose at times)...

Robert Anisko
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

...otherwise, I'll probably try MultiTOS and/or Geneva...

3811. Re: C compilers -- a couple of questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 15:34:04 UTC
From: error@stack.urc.tue.nl
Message-ID: <26q6pc$lmm@tuegate.tue.nl>
Source record: 201373

PETERC@v2.ph.man.ac.uk (Peter Chang) writes:

> FYI, I have a 520STFM with internal 720K floppy drive.
> The target disks were formatted just prior to the attempted
> installation.

The only problem I can think of right now is that you have too little
memory available to unpack these (zip) files.
Try loading a clean system without any accesoires and autofolder things
or ram-disks.
If that does not help enough, try running St-zip or even stzipjr
(stzipjunior) and extract these .pdf files by hand.
Or try installing some more memory ;-)

Erlend.

3812. Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 15:44:10 UTC
From: error@stack.urc.tue.nl
Message-ID: <26q7ca$lna@tuegate.tue.nl>
Source record: 201374

I have had two bad experiences with St magazines this week. I hope you can help me with the second one.
First I bought ST Magazine/TOS/ST Computer, the three magazines that are now one. Well they had some blank pages. Luckily nothing really serious, just some column and some adverts and some pd info.
Second I bought Atari ST User which features both Word Writer and a Cyberdrome demo this month...
Well there is this strange thing with the coverdisk. The bootsector says it is a 81 sector 10 sectors per track disk. But, I get lots and lots of read errors. On every track, not just some. If I check the disk with some programs, it turns out that there are no errors if I read using 80 tracks and 9 sectors per track. When I check the used diskspace (total of all files) it totals 715000 bytes or something close to that. So it would fit on a normally formatted disk. A copy with 9 sectors per track will not work. I am pretty pissed because if I send the disk back for a replacement, 1) it will cost me extra money 2) I will have to wait a whole month 3) I will probably not get a disk with a nice label like the one on the magazine.
So do others have the same problem? It appears to be something that went wrong while packaging, not an ordinary faulty disk.
Could someone send me (zipped and crypted of course) in e-mail the files on the disk? The crypt can be any word from the magazine (since I have the magazine)
I would be very grateful.
Thanks in advance, Erlend.

3813. Zmodem which keeps the minix/unix fileformat

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 15:59:54 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c90a5ee@p12.f202.n281.z2.fidonet>
Source record: 201398

Hi!

Is there any zmodem program for the ST which keeps the minix/unix
fileformat when zmodeming from a unix to a TOS system without tranforming
the filename to the 8+3 format?

The problem I have is that when I log into the university from home, FTP
some files and then zmodem them to me, the zmodem program on the ST (eg.
the zmodem 'program' in CoNnect 2.20) converts the filenames to the TOS 8+3
fileformat. I don't want this to happen, since I let the zmodem program put
the files onto my minix partition. Now it put these files in 8+3 format on
the partition, but should leave the long unix filename intact.

Thanks!

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: Wooden figures pagan Gods stare blindly cross the sea (2:281/202.12)

3814. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 16:13:15 UTC
From: ken@isgtec.com
Message-ID: <5628@isgtec.isgtec.com>
Source record: 201391

In article <1993Sep10.024145.12932@julian.uwo.ca> uberig@gfx.engga.uwo.ca (Jason Uberig) writes:
> best package I've run across so far is Uniterm v2.0e015, but it has
> two drawbacks on my shopping list: 1) No Z-modem builtin (a convenience
> that I don't want to live withou);

IMO it's stupid and unnecessary to demand builtin zmodem when you can call up an excellent external zmodem program from any decent comm program by pressing one key. Try XYZ 2.xx by Alan Hamilton(?). External protocols are great because you can upgrade the file transfer software without changing the whole term program!! Especially when most of the best ST term programs are not supported at all anymore.

--
Don't tell any big lies today. Small ones can be just as effective.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3815. CS-TeX without the GemShell. How?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 16:22:02 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CD5C4r.53D@cs.vu.nl>
Source record: 201378

Can anybody tell me how to configure a command line shell, thus without the
`standard' GemShell? For example with the GPshell(No PD) or under Mint with the
TC-shell (this shell is absolutely MY best). I do set the environment
variables right (at least, I suppose I do so) like the path, etc. I don`t know
wether it is possible to set the TEXDIR, TEXFONTS, TEXINPUTS and MFINPUTS
variables such that they are realy used.
When I try to compile a TeX file, he's complaining about the fact that I must
first generate a plain format (which is already done, and accessible via the
path variable).
Any idea is welcome.

Please reply (also?) via email.

Thanx

Hans Staalman

If Buthelezi is Integer,
then Mandela is Real,
De Klerk is Cardinal
and Terreblanche void

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

3816. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 16:41:27 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep10.164127.20253@btree.uucp>
Source record: 201379

In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
>But you might actually be able to find the Timex Sinclair. Oops, yes,
>I've _seen_ one, I've never seen a Falcon. A mere ~200-300,000 people
>in this 'small town', with no Atari dealers.

Probably true -- Atari is still rebuilding their dealer network.

>That zippy Mandlebrot demo sure helps me do my work faster (ray tracing,
>compiling, DTP, etc)... And it's one of TWO pieces of DSP software that
>I've heard of since the Falcon's 'release'... The other is the DSP JPEG
>software that people are licensing from BrainStorm.

The Mandelbrot demo is considered to be the best indicator of overall
system performance. Nobody would pretend it's a "real world" application.

>Who uses DOS?

Floppies and Hard Drives are "extras" on MS-DOS systems. The basic
input/output system (BIOS) in the ROM doesn't deal with them in
sufficient detail to make the operation easy or straightforward. That's
why you need a Disc Operating System (DOS). If you're using a disc,
you're using DOS.

>Good luck doing a ray-trace on a Falcon is < 1 minute for 320x200x24-bit
>colour. And don't try saying, "Yah, but re-write it to use the DSP and
>it'll rip!" Sure it would, but I'm not going to re-work several
>thousand lines of someone elses code just to get more performance; it's
>easier to just spend the same amount on money on a faster CPU (not that
>I would; I'd rather have 12M of RAM and a decent display, like
>800x600x16-bit).

It always takes some time for the software to catch up with new
hardware. When the original IBM-PC was introduced, there was a
very small list of applications that would run on it because it
wasn't an Industry Standard CP/M computer. A quick, quiet death
was predicted for the Non-Standard Hardware and Software.

Here we are years later, and most people don't even know what CP/M
stands for. And we're going through the same development cycle
again.

>Software will never be available for the Falcon. It's been out for
>what, a _year_?

The Winter 1992 issue of the International TOS Software Catalog ($12.00 from your local Atari dealer, or direct from Atari) is an inch-thick compendium of ST/Falcon software. Outside of the USA, it's about 2.5 cm thick. :-)

> There are very few applications that use the DSP, and
>there have been no more Falcon machines announced.

Good software takes time. And Atari, having been stung by "Vapor" announcements in the past, doesn't announce things until they're done. We could speculate on '040s or '602s, but it would only be speculation.

> I really don't care
>if Atari is concentrating on the Jaguar (hey, haven't they heard of
>multitasking?!?), but I don't want a console,

(This is an attempt to confuse me, right? :-) When did Jaguar enter this discussion? Well, I'll go ahead and answer anyway from a Falcon standpoint.)

Lessee ... the '486 @ 66 Mhz system ran the benchmark in 6 seconds, the Falcon ran it in 4 seconds. Do you really consider these systems to be consoles? If you do, you must desire something so advanced that it's not available on the consumer market, not just a mere....

>'040-based computer (with a decent case and a good keyboard; don't
>underestimate ergonomics!).

Amen on that good keyboard! If I could get a computer keyboard that felt and acted like an IBM Selectric I could *really* churn on my reports!

>> Because Atari programs are more compact then their MS-DOS equivalent,
>> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>> a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
>> of disc space to operate. Microsoft Windows does require all of this.
>
>You really are dreaming. A good word processor, with lots of functions,
>takes up lots of space on any platform. Granted, nothing takes up as
>much space as Micro$oft apps...

I had 10K of "C" source code that compiled to about 5K on the Atari ST, but ballooned up to 19K on an MS-DOS machine. Sure, features add space, but the inefficiency of the clones adds unnecessary space.

>Don't you think your computer uses would benefit GREATLY from a
>multitasking OS? Not Windoze, something that really multitasks, like
>OS/2?

As an evolutionary development, yeah. And when I get my Falcon, I'll be running Multitos.

>Obviously, you can say, "My computer does all I want it to!" and I'll
>say, "Yah, eventually." I guess you don't care that Calamus isn't

>running terribly fast, or that your spreadsheets take a long time to
>calculate. Me, I don't like to wait for my computer.

When I see speed decreases, it's usually when comparing my machine
at home with my machine at work. It's pretty much a standing joke
around here that I can be seen tapping my MS-DOS box on the side,
saying "C'mon, c'mon, I've got an Atari at home faster than you are."

>pity Atari's never going to release another computer (after all,
>they're concentrating on the Jaguar now).

According to the Atari Annual Report, Atari considers itself to be in
both the video game and computer markets. They put a lot of work into
the Falcon, now they're putting a lot of work into the Jaguar (and
using it with the Lynx, as well!).

>> P.S.: In your followup (if any), please delete comp.sys.atari.st from
>> the Newsgroup: line. We should continue this in *.advocacy, I believe.
>> See you next month!
>
>Is .advocacy even a valid group yet? Nothing comes through my UUCP feed
>for it, and it's not a valid group at work.

Check with your sysop. I've found that by asking nicely for a group
that I cannot get, it usually gets added in about two or three weeks.

-- George Crissman

P.S.: CP/M is short for "Control Program for Microcomputers". (Just
to keep the bandwidth down....)

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
****

--

3817. extract .pax files?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 16:58:13 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <26qbn5$7m8@eagle.lerc.nasa.gov>
Source record: 201380

What do I use to extract files with extension .pax?

Clarence
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
----------Aeronautics Directorate----------

3818. Re: Jaguar screen shots

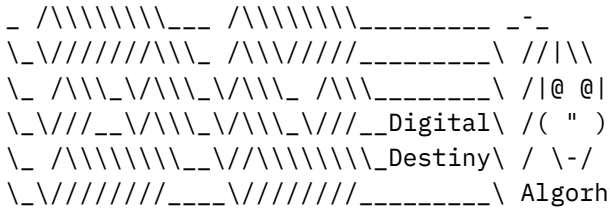
Newsgroup: comp.sys.atari.st
Date: 1993-09-10 17:13:03 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Sep10.171303.26091@ousrvr.oulu.fi>
Source record: 201219

In article <1993Sep10.145648.22989@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

> Yes, they are on wuarchive.wustl.edu, but I am not completely sure of
> the folder they are in. I'll give it a try:
> pub/MSDOS_UPLOADS/pictures/.
>
> At least it was something in that direction. The targas are in
> ZIP-packages named *trgs.zip or *trgas.zip.

The pics can located in directory: /pub/msdos_uploads/graphics
As files: dd_trgas.zip
kn_trgas.zip
ra_trgas.zip
tt_trgas.zip

STATION!



3819. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 17:28:24 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c90b6505fc184@discworld.oche.de>
Source record: 201375

In <H.eg.&w1TSV1IHek@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

CH>active on my system. It's a pain! I'd like to have TOSWIN going and
CH>the Before Dawn ACC (on my system, Before Dawn never did anything
CH>without the ACC loaded), since it's so cool...

It can't - Before Dawn uses GEM, and the main part is in the ACC. The
resident part is necessary only because ACCs are not allowed to steal
system vectors (which is necessary to detect keyboard (, midi, ...) input.

cu
Michael

--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Guilt was the grease in which the wheels of the autority turned.
-- (Terry Pratchett, Small Gods)

3820. Re: IDE/Hard drive for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 17:32:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c90b6525fc2a6@discworld.oche.de>
Source record: 201376

In <CCwEv7.F2D@dnsserv.go.dlr.de>,
Wood, Victor (RM4Y@DLRVMS.GO.DLR.DE) wrote:

W>There is an artice in the German magazine C'T (august or sept edition) about
W>addint an IDE based HD to an ST. It has full circuit diagrams, andf a PCB is
W>available. There is also software in either C or ASM, Ive forgotten which.
W>Worth a look, even if you dont read German.

All you need is AHDI and TOS 2.06, since the board is Falcon-compatible
(as far as IDE is concerned).

The contents of the needed GAL were published with the other c't-Files
and should be available via FTP (athene.uni-paderborn.de and others).

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
He nodded to the troll which was employed by the Drum as a splatter
[footnote: Like a bouncer, but trolls use more force].
-- Nobby takes Carrot for a drink in The Mended Drum
(Terry Pratchett, Guards! Guards!)

3821. Forsale: Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 18:39:38 UTC
From: ehood@convex.com
Message-ID: <1993Sep10.183938.6510@news.eng.convex.com>
Source record: 201252
Cross-posted to: convex.forsale,comp.sys.atari.st

I have the following hard drives for sale:

20Meg MFM Seagate ST-225

Condition: It's a bare drive that has never been used.

80Meg SCSI Seagate ST-296N
w/ICD Host Adapter and FA-ST case (room for 2 drives).

Condition: a few bad sectors and I have gotten an occasional
Sense $04 (Drive not ready) during boot ups.

All drives sold as is.

I'm looking for offers on the drives. Local or nearby offers have
preference, but will consider all offers.

For Atari users, the FA-ST case and host adapter still can be used,
and if needed, I can leave all the PD software that is installed on
the SCSI (or I can reformat it).
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

3822. Re: Microsoft Grand Prix

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 19:26:15 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep10.132616.1267@janus.arc.ab.ca>
Source record: 201387

In article <1993Sep10.095809.5394@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>Hi
> I have just bought Ms GP. Great game - but how can I install
>it on a hard disk? (Stacey &/or TT).
> Secondly, how can I get it to work on my TT tower system - my
>1.44 Mb drive doesn't like the disks?
>

I don't think it's possible (sigh)...if you find out I would like to know as well.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3823. Re: Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 20:08:13 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CD5MLp.1Eq@mailer.cc.fsu.edu>
Source record: 201382

Richard Czerwonka (rczerwon@cowan.edu.au) wrote:

> I would like to connect a PS/2 mouse to my STe. Does anybody know how to
> make an adaptor to allow me to do this? The plug on the PS/2 mouse is one of
> those tiny five pin jobs.

If it is a serial mouse (very likely), you cannot do it. If it is a bus
mouse, you can make a special adaptor to do it. I am almost positive that
that all PS/2 mice are serial, but you may wish to check this out.

The document describing how to hook a Microsoft bus mouse to an ST should
be available from atari.archive.umich.edu. If not, email me and I can put
it there.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3824. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 20:15:26 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c93824a4c74@discworld.oche.de>
Source record: 201290
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

CH>What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
CH>but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
CH>probably bug the author in email... ;-)

4M Ram, german TOS 1.04 with the usual set of patches and WINX 2.0 in ROM.

cu
Michael

--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!

3825. Re: Lattice C for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 20:39:23 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747693563snz@falcon.demon.co.uk>
Source record: 201300

In article <26psqk$9bu@news.cs.tu-berlin.de> spoil@cs.tu-berlin.de writes:

>alex@falcon.demon.co.uk (Alex Kiernan) writes:
>
>>>Can't we use MEMORY.SYS for offscreen bitmaps instead...?
>
>>So long as you only want them in mono;
>
>Well, that depends on what you want to do.
>
>You can draw nearly anything as a monochrome bitmap and then use vrt_cpyfm()
>to transform it into a multiplane raster, give it the colour you want and
>copy it into a multiplane raster.

Fair comment.

--
Alex Kiernan
alex@falcon.demon.co.uk

3826. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 20:44:01 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747693841snz@falcon.demon.co.uk>
Source record: 201299

In article <A7004@AC.maus.de> Arne_Rudolph@ac.maus.de writes:

>There's no need talking about a version that has been replaced for months
>now! All versions > 1.10 don't have problems with MiNT/MultiTOS and TOSWIN.

I rebuilt everything that was stopping me using ROM TOS with MiNT with memprot on today and with Before Dawn 1.25 every time if woke after a screen save I got a memory violation:free (i.e. trying to access freed memory) from somewhere in the Before Dawn code... Any ideas?

I realise that memprot with ROM TOS is an unusual system (and yes people I do know of many/most of the problems), but it'd be nice if I could get BD to work again!

--
Alex Kiernan
alex@falcon.demon.co.uk

3827. Hard Drive and Game help

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 21:36:25 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <26qs0p$stn@bigboote.WPI.EDU>
Source record: 201383

A couple of stupid things.

1) I have thegame WIZBALL. I like it but am very frustrated by it. Is the ending worth the trouble of getting the colors in the right combo? What are those darn question marks on level (5 or 6) in the stalgmites?

2) I need a really cheap, small hard drive. I am thinking 10-20 megs. I just want to use it for sequencing and am on quite a budget.

Thanks
rhett@wpi.wpi.edu

3828. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 21:45:05 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep10.214505.29856@btree.uucp>
Source record: 201384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
>> Because Atari programs are more compact then their MS-DOS equivalent,
>> an 80 Megabyte hard drive gives space equivalent to 240 Megabytes on
>> a clone. GEM doesn't require 4 Megabytes of RAM and 20 to 30 Megabytes
>> of disc space to operate. Microsoft Windows does require all of this.
>
>You really are dreaming. A good word processor, with lots of functions,
>takes up lots of space on any platform. Granted, nothing takes up as
>much space as Micro$oft apps...
>

True about the space requirements ... I saw the WindowsNT distribution
package at CompUSA the other day (I was buying generic diskettes),
and the minimum requirements were 70 Megabytes of disc space and
12 Megabytes of RAM. That's just to get started.

OS/2 isn't quite so bad: (just guessing, here) it requires 40 Megabytes
of disc and 8 Megabytes of RAM. Just to get started.

MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
of RAM (according to my local Atari dealer), and that's allowing for
a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
out that MultiTOS does true multitasking, in that all applications get
a share of processor time. Apparently, Microsoft Windows doesn't have
this feature.

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
****
--

3829. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 22:32:37 UTC
From: gbennett@friendly.es.com
Message-ID: <26qva5$b0i@cnn.sim.es.com>
Source record: 201388
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
> In article <H.eg.H33gwoFbcmc@semprini.tdkcs.waterloo.on.ca>
> cherborth@semprini.tdkcs.waterloo.on.ca writes:

[Windows NT stuff deleted]

> >In <1993Aug27.170513.25590@btree.uucp>, George Crissman writes:
> OS/2 isn't quite so bad: (just guessing, here) it requires 40 Megabytes
> of disc and 8 Megabytes of RAM. Just to get started.

Actually, OS/2 requires ~35 megs of drive space, and will run in 4 megs of RAM (But 8 works a whole lot better). However, the 35 megs includes the full installation - it includes the OS/2 operating system, a full implementation of DOS 5.0, the full version of MS Windows 3.1 (Win OS/2), and several nifty little applets. OS/2 by itself takes ~17 megs of drive space if you can live without DOS and Windows.

>
> MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
> of RAM (according to my local Atari dealer), and that's allowing for
> a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
> out that MultiTOS does true multitasking, in that all applications get
> a share of processor time. Apparently, Microsoft Windows doesn't have
> this feature.

MultiTOS sounds nice, my only complaint is that I can't find software locally for the Atari anymore. It seems somewhat pointless to have a multitasking envirionment with virtually no software to multitask :)

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3830. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-10 22:46:36 UTC
From: bill@main.morris.org
Message-ID: <26r04d$m5h@c3po.jvnc.net>
Source record: 201389
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:

>MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
^^^^^^^^^^^^^^^^^^^^
Wonder where he got this number from? In my MultiTOS folder
there are 11 items, at under 405k. Say an even 500k for whats in
the AUTO?
Now, this is straight out of the box from Atari. There is just
one distribution disk for MTOS...
On my 84mb (standard) drive, I have 66mb free - thats after
installing all the distribution disks: the language disk, extra
programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
'Falcon software' (including AFM, D2D, etc).
Also installed is the ScreenBlaster software, plus a few
other choice programs.
All this, and its taking up less than 20mb.

>of RAM (according to my local Atari dealer), and that's allowing for
>a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
>out that MultiTOS does true multitasking, in that all applications get
>a share of processor time. Apparently, Microsoft Windows doesn't have
>this feature.

RAM is a problem on MTOS, as any multitasking system. 4mb
is just NOT enough... After booting MTOS, I have about 500k left
of usable RAM!
I am waiting for the fake RAM price hike to fall off before
I start looking for a 14mb board...

And on the topic of multitasking systems, and word on
Linux-68k for the Falcon? (and puhleeeze dont give me any
stuff about 'the falcon aint powerful enough')

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

3831. doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 00:00:35 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c90a396@troed.ct.se>
Source record: 201385

In a message of 10 Sep 93 00:05:26, Andrew Crowley - Music Technolog wrote:

AC> monitor and software this year. I'd dearly like to see the price
AC> drop by (here in th UK) 150 pounds. The addition of a 20M HD and
AC> another 1meg of ram on the base model would make the 600 pound price
AC> of the base model a bit more realistic.

I surely hope that Atari WON'T release ANY Falcon model with less than 4 Meg
RAM that is not specifically made for 3:rd party upgrading ...

All programmers will use 4 Meg, since that's what all Falcons so far has had.
If they released 2 Meg machines nothing (except OS programs ofcoz) would work.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3832. Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 00:00:35 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c90a42a@troed.ct.se>
Source record: 201386

In a message of 10 Sep 93 03:51:08, Scott R. Chilcote wrote:

SR> I'd like to adapt my Falcon's VGA video connector plug so that it will
SR> allow my multisync monitor to display true color mode. Unfortunately it
SR> programs the Falcon to think that I have a VGA monitor, which disables the
SR> true color mode in the "set video" dialog.

Well, select 40 columns and then select True Colour.

Everyone can run True Colour on a VGA-moitor, that has nothing to do with it.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3833. Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 00:58:53 UTC
From: rczerwon@cowan.edu.au
Message-ID: <26r7sd$ksm@bluering.cowan.edu.au>
Source record: 201351

I would like to connect a PS/2 mouse to my STe. Does anybody know how to make an adaptor to allow me to do this? The plug on the PS/2 mouse is one of those tiny five pin jobs.

Any help is greatly appreciated.

3834. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 02:32:32 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep10203232@flammulated.owlnet.rice.edu>
Source record: 201393

In article <CCs79C.yq2@yktnews.watson.ibm.com> trogers@watson.ibm.com writes:

> Ah, WHY,pray-tell. is RAM "valuable" these days? Heck, you can populate
> a game system with a few MB of RAM without affecting the price that
> much. RAM, purchased in high volume, is quite inexpensive.

Well, if ram is so inexpensive in small quantities, why do both the
jaguar and the 3DO come with only about 2MB each?

I think that even in quantity, that per/MB cost of ram has to be at
least $40 for these systems (which will need fairly fast memory to
handle all of the data being thrown around). I personally think that
adding $80 for 2MB more of RAM might make the Jaguar much less
saleable (brakes the magic price barrier), and perhaps throw the 3DO
out for a lot of others.

> CD-ROMs continue to be VERY good for yhr storage LOTS of voice, video, and other
> digitized data that WOULD, even if compressed, cause carts some storage
> problems. Sega, NEC, and others have yet to really cash-in the the storage
> capabilities of CD-ROMs. Heck, there is no reason that we shouldn't be seeing
> even flashier, more complex games, or multiple games on one CD-ROM, etc.

While it is true that you can store a lot of stuff on there, it is
very expensive (timewise) to get anything off unless it is very large
and sequential. While it's great for movies, and perhaps for
background music (as long as you use the CD for nothing else while the
music is on), animated parts of the game and short sounds used during
the game will have to be loaded into memory if there is even a chance
of thier use in the portion of the game you are playing.

3835. Re: Pinball Software....

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 03:09:48 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2c90bf6f@kockens.ct.se>
Source record: 201390

In a strange ;-) little letter Dana Brigham wrote:

> Is there anything like 'Pinball Construction Set' for the ST?
>
Yes there is :-D
It's called PINBALL FACTORY...!!!
E-mail me if you want it,...

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

3836. Re: Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 03:42:34 UTC
From: t34@diana.extern.tu-berlin.de
Message-ID: <26rhfa$q6u@mailgzrz.TU-Berlin.DE>
Source record: 201394

>> I would like to connect a PS/2 mouse to my STe.

>If it is a serial mouse (very likely), you cannot do it.

It's possible. You plug the Mouse in a serial port and put something in
your AUTO-Folder, like Wrapmouse or mouse22 (on 131.234.2.32 - paderborn).

This works fine , but you loose a serial port, so it's good to own a Mega STE
or a TT...

So long T34

3837. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 03:43:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90235@cup.portal.com>
Source record: 201395

Umm... that was the plutonium powered ADSpeed, right..?

How do you increase the clock speed 100% and gain a 200% increase in performance..?

(Better wear your lead underwear around that sucker and look out for meltdowns... :)

BobR

3838. Re: Hard Drive and Game help

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 03:49:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90236@cup.portal.com>
Source record: 201396

Re: Wizball... that one really WAS frustrating, but fun at the same time..!

As for the question marks, I think they were just "scenery".. part of the interesting backgrounds, but nothing that affected the game.

The real downer for me was that the game apparently has a bug in it.. once I got to Level 8, and filled the "paint pots", nothing more happened.. couldn't get anywhere else, just hang around and shoot the same waves of monsters until rebooting out of boredom...

As for a cheap harddrive, watching the for sale messages might turn somethin up...

BobR

3839. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 04:07:15 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <26ritj$ikn@terminator.rs.itd.umich.edu>
Source record: 201399
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 3278 Sep 6 15:06 ./Archivers/0index
-rw-r--r-- lenn 28707 Sep 6 15:02 ./Archivers/esscod45.zoo
-rw-r--r-- weiner 1860 Sep 6 16:47 ./Editors/Mutt/me2b_pl7.readme
-rw-r--r-- weiner 420669 Sep 6 16:47 ./Editors/Mutt/me2b_pl7.zoo
-rw-r--r-- weiner 294610 Sep 6 16:47 ./Editors/Mutt/me2s_pl7.zoo
-rw-r--r-- entropy 1602 Sep 6 16:51 ./Editors/0index
-rw-r--r-- weiner 69763 Sep 6 16:55 ./0ls-lR.Z
-rw-r--r-- weiner 70059 Sep 6 16:56 ./0ls-lRc.Z
-rw-r--r-- weiner 93335 Sep 6 16:53 ./0compind.Z
-rw-r--r-- weiner 198780 Sep 6 16:53 ./0index
-rw-rw-r-- entropy 21106 Sep 7 08:16 ./Utilities/0index
-rw-r--r-- weiner 4177 Sep 8 20:14 ./Programming/0index
-rw-r--r-- weiner 63127 Sep 8 20:13 ./Programming/cpp103.zoo
-rw-r--r-- weiner 69861 Sep 8 20:46 ./0ls-lR.Z
-rw-r--r-- weiner 69853 Sep 8 20:49 ./0ls-lRc.Z
-rw-r--r-- weiner 93367 Sep 8 20:44 ./0compind.Z
-rw-r--r-- weiner 198836 Sep 8 20:44 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3840. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 04:10:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90237@cup.portal.com>
Source record: 201251

A minimum installation of OS/2 requires 20 Megabytes of disk storage.

MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.

Windows does true pre-emptive multitasking... that dealer should read
a few magazine articles.

ALL computers require a disk operating system. TOS includes it in ROM,
the PC loads it from disk. If you're using a disk, you're using a disk
operating system, true, but on a PC it's not necessarially MS-DOS. (You
have a choice).

Atari has been "rebuilding" its dealer network for the past seven years.
It's worse today than it's ever been.

The Jaguar was brought up because Atari has virtually abandoned the Falcon
already, putting (according to Bob Brodie, just to satisfy Warwick's
curiosity) all its resources ($35 million, down from the $50 million
they said they had to launch the Falcon) toward launching the Jaguar.

BobR

3841. GFA Manuals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 04:37:25 UTC
From: ah977@Freenet.carleton.ca
Message-ID: <CD6A6D.42s@freenet.carleton.ca>
Source record: 201400

Can anyone recommend a good manual for GFA Basic? I have Version 3.5
(The version which came with ST Format last year; once I become comfortable
with GFA, I'll probably buy the compiler.)

The disk had a reference file, but I was looking for something
which can start with the basics. (I've never done any serious programming
for the Atari, but now I've got some free time on my hands, I thought
I'd try my hand at writing stuff for the public domain, returning the favour
for all the support I've gotten.)

--

3842. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 05:21:47 UTC
From: rchan@terapin.com
Message-ID: <rchan.03ux@terapin.com>
Source record: 201272

uberig@gfx.engga.uwo.ca (Jason Uberig) writes:

>Hi all,
>
> I've been looking for a nice, fast, full-featured, and flexible
>modem &/or terminal program for awhile now. I can't seem to find one
>that has all the features I'd like and retains the speed I like. The
>best package I've run across so far is Uniterm v2.0e015, but it has
>two drawbacks on my shopping list: 1) No Z-modem builtin (a convenience
>that I don't want to live withou); and 2) The macro capabilities (at
>first glance) seem to leave a little to be desired compared to some
>other packages like Stalker 3.0 or Flash 2.0 (although, I guess that's
>one thing you get when you _pay_ for a package :).
>
> Anyway, as much as I do LOVE UniTerm, I can't bring myself to live
>without Zmodem and a nicer script/macro interface. So, on to my REAL
>question:
>
> "What's _your_ favourite, PD/Shareware/Other, and why?"
>
>PS- Please respond via E-mail if possible and I'll post a summary of
> opinions after a few days or so.
>
> Please send to: uberig@gfx.engga.uwo.ca
>
>Thanks!
>Jason.
>--
>+---------------+---+
>| Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
>| "Nothing is impossible, just some things are more improbable." |
>+---+

My current favorite is Freeze Dried Term. It has Zmodem via XYZ.TTP, and
it allows you to add other transfer protocols as they come (assuming that
they are a TOS Takes Parameters type protocol). It has nice ANSI emulation,
much better than most. It has a full featured text editor and capture buffer.
It is also runable on a 9 megahertz system. Connect seems to be a bit hesitant
on a slow ST.

Drawbacks: It is no longer supported by the author, and some would argue it
was never supported. You are somewhat limited in features without the key, but
it is not crippled as badly as it could be. If you can find someone with a
key, then it would be great.

Oh, it also allows you to install various archive programs which could be
useful to unarc or arc files while you are online.

Ronald Chan || USDA Agricultural Research Service
A Pocket Knight *--{----------- || Crop Improvement & Utilization
rc@wet.UUCP or rc@wet.com || Albany, California
rchan@terapin.com || rchan@pw.usda.gov

3843. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 06:50:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.666665@cix.compulink.co.uk>
Source record: 201090

In article <26q7ca$lna@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>I have had two bad experiences with St magazines this week. I hope you
>can help me with the second one.
>First I bought ST Magazine/TOS/ST Computer, the three magazines that are
>now one. Well they had some blank pages. Luckily nothing really serious,
>just some column and some adverts and some pd info.
>Second I bought Atari ST User which features both Word Writer and a
>Cyberdrome demo this month...
>Well there is this strange thing with the coverdisk. The bootsector says
>it is a 81 sector 10 sectors per track disk. But, I get lots and lots of
>read errors. On every track, not just some. If I check the disk with
[...]

All ST User disks were damaged this month. You could send them a letter,
phone or email them at stuser@cix.compulink.co.uk. If you use email, they
only check that about once or twice a week.
The fault is (I think) that they copied a 10 sector pertrack master disk
onto 9 sectors per track floppies so that each 10th sector is missing.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

3844. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 06:50:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.666666@cix.compulink.co.uk>
Source record: 201091

In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
>
>MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
>of RAM (according to my local Atari dealer), and that's allowing for
>a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
>out that MultiTOS does true multitasking, in that all applications get
>a share of processor time. Apparently, Microsoft Windows doesn't have
>this feature.
>

MultiTOS requires less than 1MB to run and just over 1 MB of disk space.
However, on a 1 MB ST you would not have enough RAM to load any application,
so the absolute minimum is 2MB. I know because I use it.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

3845. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 06:50:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.666667@cix.compulink.co.uk>
Source record: 201092

In article <5628@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>In article <1993Sep10.024145.12932@julian.uwo.ca> uberig@gfx.engga.uwo.ca (Jason Uberig) writes:
>> best package I've run across so far is Uniterm v2.0e015, but it has
>> two drawbacks on my shopping list: 1) No Z-modem builtin (a convenience
>> that I don't want to live withou);
>
>IMO it's stupid and unnecessary to demand builtin zmodem when you can
>call up an excellent external zmodem program from any decent comm program
>by pressing one key. Try XYZ 2.xx by Alan Hamilton(?). External protocols
>are great because you can upgrade the file transfer software without
>changing the whole term program!! Especially when most of the best ST
>term programs are not supported at all anymore.
>
Connect has a built in protocol that is very fast even under MTOS. It can
also use exteranl protocols like GSZRZ and XYZ. The best I've seen.
Stalker also has built in protocols.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

3846. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 07:39:37 UTC
From: farren@netcom.com
Message-ID: <farrenCD6IM2.5nL@netcom.com>
Source record: 201253
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

glens@natinst.com (Glen Sescila) writes:

>For my example I will use a Mortal Kombat type of
>game (2 player simultaneous fighting). The game systems (3D0 included) do
>not IMHO have enough RAM to store 2 COMPLETE fighters at once (plus code and
>background scenery which also need to be in RAM). All possible moves of both
>fighters currently engaged + background scenery + program code must be in
>RAM during that particular fight (unless you don't really care about
>playability, THE most important characteristic of modern fighting games).
> 3D0 has 2 Meg (maybe 3) of RAM, SEGA-CD has I think 768 K.

2 Meg would be more than enough for all of the stuff you'd need for any
given Mortal Kombat level. Even with the blood and guts. There's any
number of ways of encoding those graphics to take less space and still
be usable in real-time. Mortal Kombat is a very poor example with which
to prove your point, IMHO - when you get down to it, it's trivially
simple, especially in comparison with any of the modern graphics-heavy
RPG type games, such as Ultima Underworld or Wolf3D - now *those* would
probably overrun even the 3DO's RAM.

>I'm willing to bet that Mortal Kombat as a Sega Genisis cartridge PLAYS
>better than Mortal Kombat on Sega-CD (this release could be the first
>real test on my theory I described above).

I'll take you up on that. How about 100 Virtual Netbucks?

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3847. Re: Zmodem which keeps the minix/unix fileformat

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 10:10:28 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CD6pLH.6JA@dscomsa.desy.de>
Source record: 201254

In article <2c90a5ee@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>Hi!
>
>The problem I have is that when I log into the university from home, FTP
>some files and then zmodem them to me, the zmodem program on the ST (eg.
>the zmodem 'program' in CoNnect 2.20) converts the filenames to the TOS 8+3

The next version of CoNnect will fix this problem.

Wolfgang

3848. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 12:13:19 UTC
From: zap@eskimo.com
Message-ID: <CD6v25.98x@eskimo.com>
Source record: 201265

I have to agree with your opinion of cd-rom games. I saw one yesterday that took a full 5 minutes to load and had a 30 meg graphic startup sequence that took another 10 min to watch before you could even play the game. Not my idea of good usage for the 7 or so gigabytes of potential space. The 800 ms seek rate was not to impressive either.

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

3849. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 14:35:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <26snmk$nc2@cville-srv.wam.umd.edu>
Source record: 201255

In article <90237@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>A minimum installation of OS/2 requires 20 Megabytes of disk storage.
>
>MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.
>

That's true. But does MultiTOS need to emulate Windows 3.1 and DOS?
A lot of OS/2 is DOS and Windows 3.1. (I'm not going to say OS/2 is
better or worse than MultiTOS, but I will say I like it... :))

>Windows does true pre-emptive multitasking... that dealer should read
>a few magazine articles.
>

That's true. At least on a 386 or better... and who doesn't have one? :)

>ALL computers require a disk operating system. TOS includes it in ROM,
>the PC loads it from disk. If you're using a disk, you're using a disk
>operating system, true, but on a PC it's not necessarially MS-DOS. (You
>have a choice).
>

Whoa. Doesn't MS get a %-age from many PC manufacturers whether or not they
put MS-DOS on the machine or not? I really think that when you buy a typical
PC, you invariably get DOS installed whether you like it or not. Of course,
nothing stops you from buying NeXTStep, OS/2, or whatever and installing
that.

>Atari has been "rebuilding" its dealer network for the past seven years.
>It's worse today than it's ever been.
>

I dunno about that. I would have had to trek 30 min. to Toad Computers to
get one. I can now go to Chuck Levin's Music store (15 min.) to get one. :)
(we've got more music dealers to go to... but i won't be expecting good
after sale support... but then.. i don't expect that ANYWHERE!)

3850. Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 14:36:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <26snpv$nc6@cville-srv.wam.umd.edu>
Source record: 201256
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

I just got a chance to play Mortal Kombat for SNES and I have to say that Atari is really going to need a killer game or two for the Jag in early '94 to make it saleable. This game is great.... (and yes, i got mine early :))

3851. *.MOD file format ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 15:10:14 UTC
From: anderss@edb.tih.no
Message-ID: <CD73H3.Kx8@edb.tih.no>
Source record: 201257

```
Is there someone who knows the *.MOD file format ??
X-Newsreader: TIN [version 1.1 PL9]
```

3852. MultiTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 15:50:58 UTC
From: michael@tapestry
Message-ID: <26ss52INNk83@ymir.cs.umass.edu>
Source record: 201258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought MultiTOS and so far I haven't been able to install it. To avoid collisions with other software, I configured my system not to boot with other auto programs or accessories (except Xboot, although I can't see why that one would introduce problems). When I double-click on the install program, it creates a window with a title and just hangs, never even filling in the contents of the window.

My machine is a Mega 2 upgraded to 4 megs on the motherboard, hard-drive software is ICD version 5.1.0. I also have a JRI genlock (supposed to be invisible to software) and an AT-Speed card installed.

Has anyone had a similar problem or any idea what might be wrong? I backed up the installation disk without any problems, so at first glance it doesn't seem like a faulty disk.

Thanks for any information.

Michael Kieras
michael@cs.umass.edu

3853. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 17:29:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.L&hg93GW3E_@semprini.tdkcs.waterloo.on.ca>
Source record: 201250

In <747547802.0@mettav.royle>, Steven D Ourada writes:
> Falcon 16/030 S 4.?? F AV,FC Many enhancements!

This should include "MB", since the mis-named "Processor-Direct Slot" is
really a 68000 slot, the same as the "MegaBus" slots in the MegaSTs.

> Expansion Bus:
>
> Internal direct processor slot for 386SX PC emulation, or other
> coprocessor

68000-style MegaBus slot.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3854. Re: Zip unarchivers.

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 17:31:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.WctlZILPadc@semprini.tdkcs.waterloo.on.ca>
Source record: 201301

In <CD3MzI.87z@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> Hey, anyone out there (the rest of the world) know of any zip unarchivers
> (ie stzip) that can unarchive PKzip 2.04g archives??

Info-Zip's unzip 5.0; perhaps I should upload it to atari.archive, since
I'm working on the ST port of 5.1...

ST-ZIP 2.x will also do it, and it's already on atari.archive.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3855. 16 bits tracker wanted for the FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 18:48:55 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CD7DLJ.KK9@cs.vu.nl>
Source record: 201260

Hi,

I am looking for a *real* 16-bit tracker for the Falcon.
Because using a Falcon with all those lame extreme low-
fi tracker form the ST is getting very annoying.
So, has anyone out there got something.
(Heard something about the development of 'Crazy Sound
Machine' for the Falcon ... (16 bit tracker/DSP FX/etc.))
Give me all Info...

Florentijn van Kampen

--
Florentijn van Kampen
email: fvkampen@cs.vu.nl
"Oh dear" says God " I hadn't thought of that" and promptly vanishes
in a puff of logic...

3856. Atari ST Hardware and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 19:40:21 UTC
From: heidelj@alleg.edu
Message-ID: <26t9j5$5lk@ftp.alleg.edu>
Source record: 201282

I have the following for sale and would like very much to get rid of it.

Hardware

Atari 520 ST w/Atari's SS drive (1/2 meg memory)
Atari SM124 Monochrome Monitor
Atari SC1224 Color Monitor

Software

WordPerfect
PageStream 2.1
Warp 9 (screen accelerator/screen saver)
Genesis Molecular Modeler (by Antic)

Please, if you are interested in any of this, e-mail me with an offer. I
would like to free up some room in my house!!!

Thanks,
Jason Heideloff
heidelj@alleg.edu

3857. Re: Atari PGP?

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 20:07:22 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <747893404.1@mettav.royle>
Source record: 201225

On 10 Sep 93 at 01:39:26 (-Unknown-) wrote the following:

> Hi! Does anyone out there know if PGP was ever ported to the ST?
> If so, where can you get anonymous FTP copies? My gopher client
> doesn't show anything. Thanx in advance.

Yes it has been, don't know an ftp site though.

-Paul-

--
~=~=~=

3858. Re: C compilers -- a couple of questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 20:07:56 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <747893404.2@mettav.royle>
Source record: 201224

On 10 Sep 93 at 12:25:02 (Peter Chang) wrote the
following:

> It creates the directories on the target disk and sets
about
> unpacking the executables. After doing "ar.tt", it gives
two
> bombs and the message
> please ensure output disk has
> enough space before retrying"
> then returns to Desktop.
>
> On examination of the target disk, the sozobon
directories
> were created and in the bin subdir there was a
zero-length
> executable "ar.ttp".
>
> FYI, I have a 520STFM with internal 720K floppy
drive.
> The target disks were formatted just prior to the
attempted
> installation.

Sounds to me like you're running our of disk space or as Erlend Nagel suggested
not enough RAM to unpack the PDF (which is a ZIP
file).

My HSC 1.40 install takes up 2.2 megs which includes some of my own source, so
you're talking at least 1.5 megs to install it I'd
say.

-Paul-

--
~=~=~=

3859. Re: Claculating PI on an ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 21:39:13 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <5W7GB4LE@heaven7.in-berlin.de>
Source record: 201026

```
: Is there any Assembly language programmers out there who would be willing to
: devote some time to write a program compatible with at least TOS 1.4, to
: calculate PI using Borwein & Borwein's Quadratic formula?

I'm not making any promises, but if you just mail the stuff, we'll see if
I get around to it.
--
___*___ Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin, Germany, Europe, Terra
======= Mail: martini@heaven7.in-berlin.de, Fon: +49-30-3753479, Fax: -3753699
||| ||| ----------------------------------------------------------------------
||| ||| ------ Everybody wants to go to heaven, but nobody wants to die ------

Hi, I am not a signature virus. Why don't you just copy me into your signature?
```

3860. time and billing programs

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 21:45:48 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.yRycutDI5Po@harvee.billerica.ma.us>
Source record: 201266

I am looking for a program that I can use for tracking tasks and billing for consulting jobs. any pointers to free/share/pay ware is appreciated.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

3861. Star Raiders on Jag was Re: A Plead to Atari...

Newsgroup: comp.sys.atari.st
Date: 1993-09-11 23:21:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep11.232148.21629@rchland.ibm.com>
Source record: 201237
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <26insh$hkh@ulowell.uml.edu>, rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
|>
|> Okay okay...so you didn't like my ideas about Star Raiders II..BUT.

Well, first I am thinking of Star Raiders III, not II. II is already
out a long time ago for the 8-bit computers :-)

|>
|> I LOVED the original...but don't you think the space battles would
|> be better if they were more detailed? Keep the weapons selection, shields,
|> warps, but make the flying more 'realistic' as in Wing Commaner or Epic.
|> Free flight.... loops, kick outs (or whatever they're called) ... Keep the
|> frantic action of Star Raiders intact...but just make the graphics better,
|> different aliens with different ships... battle tactics... customary procedures
|> etc. etc...

I like the idea of different spaceships, etc. but if it gets too much like
Wing Commander or a Flight Simulator, then IT IS NOT Star Raiders!

I want Star Raiders, having the Space View plus the space sounds makes you
feel like you are out there, with a lot of high-tech stuff alone in space, action
all the time, no time to waste - you have to destroy the Zylons before they destroy
you. I prefer this.

|> I'd like to see Space Lords type battles.....

Can you describe Space Lords?

|>
|> I'm not saying make the whole game RPG...but when you land on a planet,
|> starbase, etc. and get out of the ship... how about making your character
|> visible in a tilted perspective (la the fight scenes in the old SSI Gold
|> Box games...but yet more detailed)...where he/she could walk around, go
|> into shops... meet new NPCs with different abilities etc.

No, no and no. Again, they must do two different Star Raiders then. I guess
I'll love both, but I'll be dissapointed if they do the RPG one only.

|> But I wouldn not
|> make the RPG element (I HATE them!) a major part of the game... just a way
|> of finding out information, getting supplies etc.

NO :-)

|>
|> I meant free-flight planet battles. In Epic, when you go on a planet
|> you have free reign over the terrain. You can fly anywhere... and there

|> are land-based and air-based enemies all over the place. What's wrong
|> with this?

That part alone sounds cool. No super landing though, just destroy some
enemy bases, regain the planet and get back to space.

|> Staring at the barren vastness of space can get boring...

Nope :-)

|> how
|> about zooming through a giant starbase's exhaust port (like that awesome
|> sequence in StarFox).

That's ok, as long as you have the control and the same controls on the
spaceship all the time.

|> What's the matter with a lot of cinema displays? When you die,
|> when you blow up a major ship or target... when you find some important
|> character etc.... and when you win. Also for docking, taking off etc.

I love cinema displays but for some reason I would hate them in Star Raiders.
I remember when I turned my 8-bit on... the space was there... you are inside
all the time.. it's REAL... it seems to be real.. you are really there.

I find a cinema display a little bit distracting to that old cool sci-fi
Star Raiders atmosphere. I guess I can stand one at the very beginning and at
the very end, but not in-between.

|>
|> --
|> ----Ralph A. Barbagallo III---rbarbaga@cs.uml.edu---amiga Amiga AMIGA !!!!--
>	_____ ^^^^^^^^^^^^^^^^^^ -=-=-=-=-=-=-=-=-=-=-
>	Down with the HORSEMEN! School Address... . . Amiga 4000/030!!!!!
>	-=-=-=-=-=-=-=-=- Amiga 500!!!!!!!

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3862. Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 01:44:52 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <kgYbwIW00awHMDBVxZ@andrew.cmu.edu>
Source record: 201267

I am looking forward to getting a Falcon ASAP. However, a couple of questions popped up and I would appreciate any help.

I got the following prices :-

Falcon 1Mb no hard drive $799
Falcon 4Mb and 80Mb hard drive $1199.

Did a couple of quick calculations and it seems to be more cost effective to get the 1Mb version and then upgrade the RAM and hard drive. 80Mb is too little for me anyway, and I can fit a 300Mb in there for the same price as the 4/80. However, does the Falcon use SIMM ram and are there any hidden catches??

Are the prices above competitive??

Thanx!

3863. Connects characters sets

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 03:08:32 UTC
From: bill@main.morris.org
Message-ID: <26u3rg$t15@c3po.jvnc.net>
Source record: 201269

I am just wondering, how do I set the character sets in
Connect to display a true VT220 character set? I tried setting
several things, but it doesnt work. I need to be able to
display the line-drawing characters, and setting for the
VTxxx char. set doenst work, and neither does changing any of
the Gx banks (figured that setting G1 for 'graphic' would do it,
but not)

Thanx

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

3864. Atari Mega ST for SALE

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 03:56:54 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <26u6m6$l3b@constellation.ecn.uoknor.edu>
Source record: 201270

```
************************************************************
************************For Sale****************************
************************************************************

ATARI MEGA ST2.................................$300/obo
Atari Mouse, Keyboard

All Original Boxes

The Software That I Have Remaining Includes:
(Make an offer if you want any of these)

Word Writer ST/Swiftcalc
GFA Basic/Compiler 3.5
GFA Raytrace
PC Ditto
Digispec

Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu
```

3865. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 04:08:33 UTC
From: kfason@csn.org
Message-ID: <CD83I9.DnH@csn.org>
Source record: 201271

```
: Did a couple of quick calculations and it seems to be more cost
: effective to get the 1Mb version and then upgrade the RAM and hard
: drive. 80Mb is too little for me anyway, and I can fit a 300Mb in there
: for the same price as the 4/80. However, does the Falcon use SIMM ram
: and are there any hidden catches??
Nope. It uses a propatery RAM. THOUGH, there is a SIMM board called RAM
GIZMO that uses SIMMS. There is one other also...

The Hard driove catch is that there are no brackets inside the 1/0 and
4/0... other then that none that I know of.
: Are the prices above competitive??
Yup. THe two around here are full retail...

-Kevin Fason

-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

3866. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 05:49:19 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Sep12.054919.16557@yuma.ACNS.ColoState.EDU>
Source record: 201273

Yes, there is a difference in term of the softwares that comes with the 1/0
vs 4/80. The SpeedoGdos and AtariWork are not included in 1/0 so you will need
to buy them seperately if you go for 1/0. They are included in 4/80.
Tang
sytang@lamar.colostate.edu

3867. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 06:09:14 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747818214.AA00281@dswhq.omahug.org>
Source record: 201207

In a message of <08 Sep 93 11:22:39>, Nomen Nescio (1:286/2) writes:

NN> I recently bought a falcon. But i'm having a little software
NN> problem. There isn't any. I used to have a atari 1040 stfm. But that
NN> one isn't compatible whatsoever.

The only problems I've had are with games, and badly written software. The majority of the stuff I had for my ST runs just fine on my Falcon.

Later,
Gizmo

3868. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 06:14:56 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747818214.AA00282@dswhq.omahug.org>
Source record: 201208

In a message of <07 Sep 93 22:16:26>, Chris Herborth (1:286/2) writes:

CH> Doesn't that suggest that maybe the 16-bit bus is more of a
CH> liability than Atari would like us to think?

Interesting question. I tested my Falcon using GemBench, NessBenchmark, and QuickIndex 2.2. They all reported the Falcon to be within %50 of the data tranfer speed of a TT (I.e. ram access was about half the speed of a TT) and this with with the TT running Fast Ram. Considering that the TT is running at twice the clock speed with twice the data bus, it sounds to me like Atari did one hell of a job in designing the bus system to keep up with the 68030 cache. The machine didn't start taking a noticable performance hit until you started running 256 color VGA mode, or 640 pixel true color mode.

Later,
Gizmo

3869. extract .pax files?

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 09:11:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <81271@mk.maus.ruhr.de>
Source record: 201279

F>What do I use to extract files with extension .pax?

I think you need the Install.Prg from the GewView-Package.

Tschau,

/Martin/

3870. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 09:20:32 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c924c7a@troed.ct.se>
Source record: 201276

In a message of 11 Sep 93 07:10:46, Bob_bobr_retelle wrote:

B> How do you increase the clock speed 100% and gain a 200% increase in
B> performance..?
B>
B> (Better wear your lead underwear around that sucker and look out for
B> meltdowns... :)

Idiot.

Try to THINK.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3871. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 09:40:47 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <CD8Ivz.8Cr@cs.bham.ac.uk>
Source record: 201277

And don't forget DeskTracker! It has nice crisp push-in buttons and a
spectrum analyser and oscilloscope windows in real-time on the GEM desktop.
I'll be releasing version 1.15 soon - for the STe/TT/Falcon...

See related post for info on the ST version of DeskTracker which is just going
into Beta testing at the moment... Write to me (email please!) if you want
to try it out.

David

David Oakley, ASTRAsoft

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

3872. == ST Version of DeskTracker : Beta Testers needed! ==

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 09:52:24 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <CD8JFD.8HA@cs.bham.ac.uk>
Source record: 201278

Hi all!

I've just finished writing the code needed to make DeskTracker, the
Desktop Tracker player, work on a standard STf or STfm. It seems to be
working nicely, but I'd like some Beta testers to try it out - preferably
on all sorts of weird and wonderful ST's.

If you're interested, please mail me, at...

dxo@cs.bham.ac.uk
D.Oakley.kid0111@oasis.icl.co.uk
D.Oakley@kid0111.wins.icl.co.uk

Thanks!

David.

David Oakley, ASTRAsoft.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

3873. Re: Favorite Term Software?

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 17:05:53 UTC
From: bill@main.morris.org
Message-ID: <26vkth$1eo@c3po.jvnc.net>
Source record: 201286

In article <H.eg.R2pmyvE&2MA@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>In <26eec5$49s@usenet.INS.CWRU.Edu>, John W. Redelfs writes:
>
>Without a doubt, CoNnect is the best you can get. I'll tell you why
>below:
>
[...]
>
>You also mentioned (somewhere above) that you need VT-100 emulation. The
>emulation of CoNnect is flawless. You can even set it up so that it
>is compatible with VT-100 implementations that are flawed.
>

I also think CoNnect is great. But, have one problem with the VT
emulation, is the graphic character set is not quite right (see a posting
I did yesterday regarding what to do).
The most important thing for me, is perfect VT220 emulation.
My LOGIN.COM on my VAX system has a $ SET TERM/INQUIRE, and quite a
bit of those VTxxx emulators out there dont deal with that. VMS knows
its a VT220.
You can also map the F-keys to be VTxxx specific, another big
problem with other terms. The backspace key can be toggled between
BS or DELETE, yet another plus when logging into my VAX...
Also, the numeric keypad is correct, in that the top row of
keys (the ( ) / *) are mapped to be the VT220 PF keys. Just right
for using EVE!

>There is only one complaint that I have seen about CoNnect. Some people
>do not like the font in medium resolution.
>

You can change the fonts... I am running CoNnect with my Screen
Blaster, in 800*600 (or close enough), in monochrome mode, and its
a sight to behold. Using this, I can leave it at the 6*6 10pt font,
and have the entire term screen in the window, without having to use the
scroll bars.
(of course, changing the font without using the ScreenBlaster is
possible, but at some point, the font gets too small to be readable)...

Yet another happy (and registered!) customer!

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890

The ship of the sun
Is drawn by
The grateful dead.

3874. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 17:49:41 UTC
From: ritz@ritz.mordor.com
Message-ID: <9309121215@ritz.mordor.com>
Source record: 201289
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Greg Bennett (gbennett@friendly.es.com) wrote:

: MultiTOS sounds nice, my only complaint is that I can't find software
: locally for the Atari anymore. It seems somewhat pointless to have a
: multitasking envirionment with virtually no software to multitask :)

I think you have very succinctly summed up the situation with the
Falcon/ST with the above statement. You practically have to be
a private investigator to find Atari software so why even consider
buying their hardware?

Hell, Atari claims to have $35 million in cash and they are using
it ALL (per Bob Brodie's comments) to hype their game machine,
the Jaguar. That doesn't bode well for the pidgeons plunking
down their hard earned cash for new Atari boxes...

Chris

--
"Now about the numbers. People like you always complain about the
numbers. Why is the black score so low. The reason - they are more
intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)

3875. SCART/color monitor questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 21:17:48 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747874902.AA00598@byte.bbs.no>
Source record: 201291

>Does anybody have any experience attaching a color TV to an ST
>using a SCART plug? I saw a scheme in a magazine, but before
>spending hours on fumbling with wires I would like some assurance:
>CAN IT BE DONE?

Yes, It's quite easy..... I have hooked my ST to my TV
BUT the video connection on the ST/STF and STM/STFM/STE/MEGA STE
are a bit different. On the latter you have composite video available
On the older ones this pin is only SYNC and you need to use RGB...
(and some TVs has only composite in the SCART and not RGB too..)

>Does the Atari automatically detect that a color monitor is connected?
>If so, how does it do it?

A pin in the connector is called "monochrome detect"

>Can all Atari STs drive a color monitor? Can my 520ST+?

You need to use RGB on this one (had one myself a long time ago :-)
You also nedd to do some tricks with the "12V pullup" pin
I have a cable diagram for ST+ STF and STFM if you want one

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3876. FALCON-DEMOS WANTED !!

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 21:51:18 UTC
From: joern@fujiyama.sh.sub.org
Message-ID: <U25593MMCSUPD@fujiyama.sh.sub.org>
Source record: 201201

Hi Falcon-Freaks !

I'm looking for someone who wants to get in contact with me to change demos for my FALCON !

I have got a few, but that's not enough for me ! I want more and more to demonstrate these imaginary PC-Users, what a powerful computer the Falcon is.

Last week we have had a meeting for all computer-fans in our city.
I brought my Falcon with me and some powerful demos too.

Two boys came along and one of them said: "Hey, look at that demo ! It's great !" The other Boy replied: "Oooh, it's Atari ! You waste your money, when you buy this machine !"

Now it was time for me to stand up and fight....
I said: "Hey, do you know what you're talking about? Look at what I show you now!"

Some graphic- and sounddemos later, the boy changed his opinion about Atari. And when I shew him what harddisc-recording is, he was deeply impressed about my FALCON 030 !!!

OK, WHEN YOU HAVE SOME FALCON-DEMOS FOR ME, MAIL

joern@fujiyama.sh.sub.org

Thanx in advance,

Joern

3877. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 22:45:12 UTC
From: bill@main.morris.org
Message-ID: <2708po$1uh@c3po.jvnc.net>
Source record: 201294

In article <memo.651549@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <26fvs2$as8@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
>>
>>If CDs are cheap to produce, then why are the CDs you buy in
>>record stores priced from $10-$16, where a cassette is about $5-$9?
>>Please dont start spouting stuff like 'royalties' and etc,
>>and thats garbage, royalties and etc would be the same for a cassette
>>or a CD.
>
>CDs are more expensive because that's the way record companies like it. In
>the UK it has been under discussion in Parliament, but I don't know what the
>outcome was.
>This has absolutely nothing to do with computer CDs.
>

I dunno. If the record company wants to have a high price on
an audio CD, whats to stop the software companies from having the
same high price?
Now, take a look at some of those 'freebie' CD software sets
out there. GNU distributes a CD with all their software, for the
lowlow price of about $100. Now, not taking anything into effect,
like what the time it took the developers to WRITE the software,
since at any time, any place, you can get most of this for free
off the net.
Go figure.

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

3878. Need new updated program to boot Supra from

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 23:30:45 UTC
From: winters@access.digex.net
Message-ID: <270bf5$69k@access.digex.net>
Source record: 201295

I now have a working Supra HD with a Seagate drive some friends installed in my Supra case (20MB) :--) I need a more updated program that will allow you to boot the drive, directly (the hard drive), instead of having to boot off a floppy. Does anybody know of a more updated program available? I am going to call Supra tommorow and see if they still have a program lying around that does this....

---- Mike

3879. Re: GFA Manuals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 23:34:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <270blcINN111c@rs1.rrz.Uni-Koeln.DE>
Source record: 201296

In <CD6A6D.42s@freenet.carleton.ca> ah977@Freenet.carleton.ca (Allan Sullivan) writes:

>Can anyone recommend a good manual for GFA Basic? I have Version 3.5
>(The version which came with ST Format last year; once I become comfortable
>with GFA, I'll probably buy the compiler.)

>The disk had a reference file, but I was looking for something
>which can start with the basics. (I've never done any serious programming
>for the Atari, but now I've got some free time on my hands, I thought
>I'd try my hand at writing stuff for the public domain, returning the favour
>for all the support I've gotten.)

I once came across a file called gfaxpert.lzh or somesuch. I
think it was on ftp.uni-kl.de. I downloaded it and looked at it,
it seemed to be some kind of GFA introduction written in 1st
WordPlus (barf...). Anyway, it might be the kind of think you're
looking for.

Good luck with your programming project, and feel free to ask if
you get stuck.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3880. Mail Software

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 23:49:02 UTC
From: gungfu@csd4.csd.uwm.edu
Message-ID: <270cheINNh6s@uwm.edu>
Source record: 201298

I will be loosing my Unix account here at the end of the semester, but have
been informed that I can set up a mailing address through this site,
where my ST would call up at certain times of the day and retrieve my
mail. Does anyone know what software does this, and if it is in the Public
Domain? Is this UUCP, or what? Thanks much!

3881. Re: What is GDOS?

Newsgroup: comp.sys.atari.st
Date: 1993-09-12 23:52:29 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <270cntINN2ipv@rs1.rrz.Uni-Koeln.DE>
Source record: 201297

In <H.eg.yiThk8TtVuE@mbase97.hacktic.nl> gijs@mbase97.hacktic.nl (Gijs Bok) writes:

>Can anybody tell me where to get info on GDOS?
>I already have it from a.a, it seems that it is somehow related to fonts,
>but that's all I know. I haven't found a description yet.

GDOS, the graphics device operating system, is a part of the VDI that
needs to be loaded from disk -- it's not in the Atari ROMs. The ROMs
only have a screen driver and the system fonts in them. If you want to
load additional fonts or drivers for devices other than the screen, you
need GDOS, and the fonts and drivers, of course.
To use GDOS, put in in your auto folder and install an ASSIGN.SYS file
in the rood directory of your boot disk or partition. Then, create a
folder called GEMSYS and put the fonts (and drivers).
The name of the ROM screen driver is screen.sys. Your assign.sys file
should have contents like:

```
path = C:\gemsys ; path to the folder with the GDOS relevant files

01p screen.sys
myfont.fnt

02p screen.sys
myfont.fnt

03p screen.sys
myfont.fnt

04p screen.sys
myfont.fnt
```

This example assumes that you are using an ST and that you have a font
file called myfont.fnt. The numbers in the screen.sys lines indicate the
resolution: 01 = current, 02 = low, 03 = medium, 04 = high. The 'p'
after the numbers tells GDOS that the driver is found in the ROM.

>More specifically:
>I'd VERY much like to have a vt100 emulator that has the size of a
>normal vt100. For some reason no emulator uses the 'standard' text font,
>without GEM (which would be just fine with me). Somebody on this
>group suggested to you Connect with a different font. How can I
>change fonts?

I'm not sure what you mean, are you looking for a terminal program that
uses the entire screen rather than a window for displaying the terminal?
In this case, get UniTerm. One of the finest terminal programs ever
seen.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

3882. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 00:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c92060d@troedp4.ct.se>
Source record: 201292

> Atari bashing I can understand, but the Falcon seems like a pretty
...
> time you don't need all the fancy stuff that you fork out the big money
> for.

I couldn't agree with you more, and I believe almost all people actually having tried(not to mention owning one like me) a Falcon also agree with you!

> So why don't I buy a Falcon? Because it's slower than my TT. But if
> they came out with an 040 design with a TT type case, etc., I would
> seriously consider getting one. And hopefully Atari realizes that
> there are people who are looking for something with competitive
> speed.

I doubt that the Falcon is aimed at TT-owners, when it comes to running normal ST-programs not using the DSP the TT clearly outruns the Falcon (why shouldn't it at 32MHz?) and the TT is more expensive... The Falcon is aimed at ST/STE/MSTE owners wanting to keep up with technology and also being able to run some lovely games and DSP-software when it starts appearing... Surely Atari has plans for a Falcon040 (why call it "030"???) packed in a sleek new TT-style casing with separate keyboard...

```
*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

3883. LEXICOR SOFTWARE Internet Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 00:20:12 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <270ebs$kt6@bigboote.WPI.EDU>
Source record: 201202

Hi everyone in the Atari Platform

Lately I've been getting a lot of mail from Internet User's who have questions about Lexicor Software Products and their Support.

Please, if you have any Lexicor related questions email them on Internet email them at Lexicor@world.std.com or on delphi at LEXICOR or LEXICORWORLD@delphi.com or 75300,763@compuserve.com.

Thanks a lot

Yat Siu
drnibble@wpi.wpi.edu

Lexicor Software Products listing:

Chronos-3D the 3D Key frame animator for every ST/TT or Falcon which allows 3D Morphing and Cycles for very realistic movement.

Phoenix-3D (or Xenomorph-3D in Europe) the very fast and realistic Object Renderer with marble, Image, Wood, Color Splines etc. Textures for every Atari System upto 24bit.

NOVA Graphics Card, the 24bit System for every Atari System, from your regular ST to a TT (no falcon though).

Prism Paint II, the newest animation tool for Atari User's, support every Atari System with animation and over 113 Functions, Printer Support, Scanner Support and Modular External Programming Ports.

OUTSIDE, the Virtual Memory Program (in U.K. and U.S.A.) for all '030 Atari System's

Averkey for direct Video Output and Professional DTV on your Atari with either Falcon or NOVA Systems.

Raystart, the new Raytracer for every Atari Platform with an easy GUI Interface and Textures etc.

etc. everything for the Graphics Sector for Atari..and more

LEXICOR SOFTWARE CORPORATION
1726 Francisko Street
CA 94703, Berkeley
U.S.A.
Tel: (510) 848-7621
Fax: (510) 848-7613

For Internet User's please email: Lexicor@world.std.com

Thanks

3884. Winx -or- TOS from disk (and a minor announcement)

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 00:30:02 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747880202@vincent1.iastate.edu>
Source record: 201203

Winx sounds like it make some interesting improvements to GEM, so I'm curious about it. The only problem is, I can't seem to get it to work for me. I have a 1040STe with (American) TOS 1.62. Winx will load the TOS from ROM and modify it without complaint, and write a file to disk that is presumably a TOS image. But I can't find any way to get any further than this.

Gemram 1.1 will not recognize my TOS, quicktos will not load the image file (it gives me 4 or so bombs when it tries), and I don't know of anything else to try.

Any hints?

Thanks,
Steven Ourada

P. S. This is a minor announcement that has nothing to do with the above. I've compiled p2c, a pascal to C translator, for the ST's, and it seems to be running. As far as I know, the combination of this and GCC or Sozobon/HSC is the only freeware way to compile Pascal on the ST. Look from p2c at atari.archive soon, if you're the kind of masochist that uses pascal :-)

--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

3885. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 01:45:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90362@cup.portal.com>
Source record: 201204

Oops.. too late.. guess the gamma rays from RT's nuclear powered ADSpeed
have affected his brain already...

Double the clock speed and get 4 times the performance..?

I don't think so.

BobR

3886. WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 02:12:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A4361@WI2.maus.de>
Source record: 201340

Last week I distribute a new version of WINX: 2.1. Please have a look at it. You can find WINX21.LZH at ftp.uni-kl.de or atari.archive.umich.edu (May be you need GEMRAM15.LZH too) Here's a short excerpt from the docu:

WINX expands GEM of TOS version up to version 4.04 to some of the features which also are usable in MultiTOS. From users point of view this is (among other stuff) for example more windows, control elements for background windows and an expanded user interface (this relates to the usage of control elements). Additionally some bugs and deficiencies of the different GEM versions have been removed or repaired and expansions have been built in. A very developer friendly function is a mode to let WINX check for improper calls of the AES window library.

Theoretically, ALL 'clean written' 'well-behaved' GEM programs should get along with these changes easily, but the practical side is slightly :-) different. Even TOS internal GEM Desktop had to be changed for some reasons. Please be sure, that if one of your programs will have several problems with WINX, it also has very good chances to have problems with MultiTOS, too. It would be a good idea to give a hint to the authors to test the program with WINX and to let them get into contact with ATARI to let them be informed how to legally get MultiTOS for testing purposes.

WINX will integrate an expanded user interface into GEM if the TOS version is greater than 2.xx. This changes the way of mouse usage: Starting with this version of WINX, both mouse buttons can be used to select the window control elements. The right button will induce action, that is started after release of the button. If the left mouse botton is used, action is performed immediately and as long as the mouse button is not released again. You can recognize this state by a change of the mouse form: The arrow looses its shaft. A good example for this is the moving of a window. If you select the move bar of the window with the right mouse botton, then a frame is drawn which can be moved to a different position. Only after releasing the mouse button the window is redrawn at the new position. If you use the left mouse button to select the move bar, the window is redrawn constantly just where the mouse moves. The same behavoiur holds for the usage of the sizer, closer, full-size box and scroll bars.

Action started by klicking the scroller arrows of into the scrollbar did not change. They already and always leaded to direct response of the program. Aditionally, a clicking on the scroller arrows with the right mouse key sets the scrollbar to the start

(or end) of the scrollable area. If you click into the scrollarea, the scrollbar is directly put to this position.

Another new feature is an addition for handling a click on the title bar of the window. Up to now, this could only top a background window. Now it also is possible to backdrop windows, if a program can already handle the newly defined message.

The CONTROL key is a modifier for actions which are performed by clicking window control elements. If CONTROL is pressed while the mouse click is performed, the normal meaning of the control elements is lifted away. Instead of this, the window is put into front or background. This is very useful if a window is only partly visible.

If CONTROL is pressed while the right mouse button is released, the action that SHOULD be performed is ignored. For example if you started to move a window, but then again prefer to leave it at the previous place.

Known Bugs:
Programs linked with old TurboC GEM libs may have problems if they use USERDEFs in menus (fixed in next version).

Send bug reports to Martin_Osieka@mtk.maus.de.

cu Martin

3887. PI Calculation

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 03:11:47 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.07rl@outb.wimsey.bc.ca>
Source record: 201244

Just a word to those writing PI programs:

Warwick Allison of Brisbane, Australia, has rightly pointed out that the 1st Borwein & Borwein algorithm should have as its third iteration term....

```
p(n)*b(n+1)*(1 + a(n+1))
p(n+1) = ----------------------
1 + b(n+1)
```

rather than then b(n) in the numerator, as I distributed before. If it *is* b(n), then because b(0)=0, then p(n) = 0 for every value of n.

If it is b(n+1), then p(n) converges on PI, as a quick check with a hand calculator will show.

Thanks to Warwick for pointing this out. I will be writing to the author of the study from which I got the formula pointing out the error.

--
```
*******************************************************************************
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
*******************************************************************************
```

3888. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 03:22:44 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <747979804.0@mettav.royle>
Source record: 201348

Take a gander at what George did spout on 10 Sep 93 ....

GC> True about the space requirements ... I saw the WindowsNT
GC> distribution package at CompUSA the other day (I was buying generic
GC> diskettes), and the minimum requirements were 70 Megabytes of disc
GC> space and 12 Megabytes of RAM. That's just to get started.
Terrible isn't it! All that Object Orientated programming....

GC> the dealer points out that MultiTOS does true multitasking, in that
GC> all applications get a share of processor time. Apparently,
GC> Microsoft Windows doesn't have this feature.
GC>
Well to be fair here I think Windows NT does true multitasking though it does
cane the platform it is running on (not quite as bad with Multi-Tos I am glad
to say).

What made me laugh was the spec sheet for the new wonder chip The Pentium,
Dirty cache handling introduced..... Pipelining introduced.....
These are all items the higher end Motorola's have had for ages!!
In an ideal situation I would have an efficient operating system running on a
well designed, efficient microprocessor.
We live in the real world so I will stick with my ST for the moment (at least
until the Power PC's make an appearance (efficient processors with inefficient
operating systems?)

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

3889. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 04:02:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <270rco$mi0@cville-srv.wam.umd.edu>
Source record: 201205

In article <90362@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>Double the clock speed and get 4 times the performance..?
>
>I don't think so.
>

You didn't include his post, but I remember him saying he got a 200%
speed increase, didn't he?

(i think what he MEANT was it is 2X faster... a 100% increase would be 2X
normal speed, but these things happen when people get into discussions i guess)

3890. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 05:07:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90378@cup.portal.com>
Source record: 201209

Well, the original post said 100% faster, 200% better throughput...

But even at double the clock speed, this has to be the ONLY ADSpeed
on the entire planet that gets a 100% increase in performace.

Even ICD doesn't advertise it that way.

BobR

3891. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 06:14:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Sep13.061423.28515@rchland.ibm.com>
Source record: 201054
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <26snpv$nc6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
|>
|> I just got a chance to play Mortal Kombat for SNES and I have to say that
|> Atari is really going to need a killer game or two for the Jag in early '94
|> to make it saleable. This game is great.... (and yes, i got mine early :))
|>
Flip, about Mortal Kombat... does it plays with a good response?
And how are the fatalities? How's the manual? Does it tells you how
to do them?

:-) :-) Sorry for asking SNES questions...

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

3892. Re: Mint 1.09 and XFSes

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 07:36:54 UTC
From: haebler@uni-muenster.de
Message-ID: <2717um$q68@obelix.uni-muenster.de>
Source record: 201213

In article <2c8f666a@p12.f202.n281.z2.fidonet>, Jan_Willekens@p12.f202.n281.z2.fidonet writes:
|> Hi!
|>
|> I seem to be having this problem with running MiNT 1.09 and eXtended
|> FileSystems, (running under MultiTOS) namely that they simply don't. The
|> XFS files I have (ramfs.xfs v. 1.4 and minix.xfs v. 0.60) are not loaded by
|> MiNT at bootup. Now, if I use MiNT 1.05, they are loaded (and work
|> properly), but with MiNT 1.08 and 1.09 they aren't loaded.
|>
Create a folder "MINT" or "MULTITOS" in the root of your boot drive and
move the XFSs into this folder. This should work.

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

3893. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 07:36:57 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CDA7tM.IM8@cs.uct.ac.za>
Source record: 201220

In <A57740@st2.maus.de> sinclap2954@st2.ms.open.de (sinclap2954) writes:

>Why does Atari bother to exist?
>Peter Sinclair-Day UNIV. OF NORTHERN IOWA Cedar Falls, Iowa

Grr. FLAME-ON:
Sheesh. Atari bothers to exist you moron, because there are people out there, unlike yourself, who actually support a good machine when they see one. And the music industry tends to use Atari systems for midi productions more than, say Apple Macs and Commodore Amigas. PC's are not even in the running.

In the same line I *could* say 'why does Apple bother to exist?', but I won't, because again, there are people who support the Mac.

BTW, are you by any chance a Mark Barrett wannabe?
You sure act like one you twerp.

If you have comments in future, activate your brain before you post!
And at least *try* not to show your incredible bias!
FLAME-OFF.

To all the others out there, I apologise for the wasted bandwidth, but this just *asked* for a flame.

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

3894. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 07:45:04 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <2718e0$p99@info2.rus.uni-stuttgart.de>
Source record: 201211

In article <90237@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
Windows does true pre-emptive multitasking... that dealer should read
>a few magazine articles.

Har, har.
When WinWord sends an alert box, the printer, that works in the background,
stops.
You call it Multitasking, I call it MultiB*llsh*t.
--
Ciao
Uwe

3895. Re: SCART/color monitor questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 07:59:22 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <27198q$4o5@cismsun.univ-lyon1.fr>
Source record: 201212

In article <H.eg.wpjlEGpvJKs@mbase97.hacktic.nl> gijs@mbase97.hacktic.nl writes:
>Does anybody have any experience attaching a color TV to an ST
>using a SCART plug? I saw a scheme in a magazine, but before
>spending hours on fumbling with wires I would like some assurance:
>CAN IT BE DONE?
>

Here in France, all Atari STs are sold with a SCART cable...
I've seen some of them sold independently in some supermarkets...!!!

I guess it'll be easy dto do...

>Does the Atari automatically detect that a color monitor is connected?
>If so, how does it do it?

Yes, a pin is called Monochrome detect, and makes the difference.
>
>Can all Atari STs drive a color monitor? Can my 520ST+?
GB monitors, yes... unless you only have composite
outputs on your st... dunno... If you have 4x4 pin connector, yes !
>
>Thanks very much for any information!
>
>--
>Gijs Bok (gijs@mbase97.hacktic.nl)
>Listen to M-BASE music!

3896. Kandinsky 1.54 out now!

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 08:59:21 UTC
From: rossgod@iwb.mw.tu-muenchen.de
Message-ID: <271cp9$ggd@miriel.iwb.mw.tu-muenchen.de>
Source record: 201214

Hi folks!

today I've released the new version of Kandinsky. It's version 1.54 (09/12/93).

You can find it on 'ftp.e-technik.tu-muenchen.de' in 'pub/comp/platforms/atari/incoming'.
There are three packages: kand154d.zip, the German version,
kand154e.zip, the English version and
trpd054.zip, a 3D-Editor (creates GEM-Metafiles).
For each package, there is a short description in the files kand154d.idx, kand154e.idx and trpd054.idx.

For those, which even don't know Kandinsky: it's a beautiful application for editing and creating GEM-Metafiles. Kandinsky likes SpeedoGDOS, MultiTOS (or Mag!X, MultiGEM) and the clipboard.

bye, Uli

3897. Re: DSP56000/DSP561XX Assembler

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 09:03:09 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <271d0dEfmf@uni-erlangen.de>
Source record: 200798

norbertr@comm.mot.com (Norbert Roettger) writes:

>I am looking for an Assembler for the Motorola DSP56000 or DSP561XX
>family, which is capable to run on an ST?
>Does anybody know if it exists and where it can be found?

Try the assembler from ftp.uni-erlangen.de pub/atari/falcon/languages.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
Harald.Schoenfeld@rzmail.uni-erlangen.de | I'm afraid I can't do that.

3898. Re: Connects characters sets

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 09:14:36 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CDACCC.E63@dscomsa.desy.de>
Source record: 201210

> I am just wondering, how do I set the character sets in
>Connect to display a true VT220 character set? I tried setting

Using the ATARI System Font this is not possible. You'll need a
font that has an ANSI Character set like TMAIL-ANSI or the CoNnect
Fonts. Those fonts are GDOS fonts which you easily can install
in the usual way if you run a GDOS or which you can make available
to CoNnect even without GDOS when you put them in the folder
GEMSYS in the CONNECT - Folder. (This should be explained in the
Online Help anyways ;-)

Wolfgang

3899. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 09:36:30 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9440d9@p1.f503.n285.z2.fidonet>
Source record: 201055

In a message of <Thu 9 Sep 93 15:50>, Jeff Greulich (2:281/202.0) writes:

JG> In the game Chaos Strikes Back, in the Diabolical Demon Director,
JG> how do you get passed the pit that's blocking the way to the door
JG> marked ROS? I've gotten to the KU, DAIN, and NETA doors...and I'm
JG> assuming the ROS door is on the other side of this *(%@&(#$ pit!
JG> Please email me if you know!

It's really very simple.

You must get on the side of the pit where the stairs are (same stairs for the NETA-way) Go DOWN these stairs. Open the gate by killing a skeleton behind the door. Now hold up ANY item you picked up in the ROS-part of the maze in front of the eye. Then the pit closes and you can finish the ROS-way (and the game...)

See ya!

Christiaan Kamstra

>> Fidonet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

3900. Epson GT6500 Scanner query.

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 09:57:38 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <271g6iINNbbd@bhars12c.bnr.co.uk>
Source record: 201217

I am thinking of buying an Epson GT6500 A4 Colour scanner, which I have seen reviewed very highly, to connect to my Falcon but I have a couple of queries about it -

1/ Does it have single or dual SCSI ports? This is very important to me, since my SCSI hard drive (a Datapulse) has only one SCSI port, so I can't daisy chain them unless there is an additional port on the scanner. If it has only a single SCSI port, how much does the scanning performance suffer if it is connected in an alternative manner?

2/ What SCSI device numbers can it be configured to?

If anyone has experience with this scanner, and the associated 'Look' scanning software, or has an alternative recommendation with similar capabilities then please get in touch.

Cheers

- Andy.

3901. DA's Vektor

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 10:05:12 UTC
From: djs@jet.uk
Message-ID: <1993Sep13.100512.29508@jet.uk>
Source record: 201221

After seeing a demonstration at the LeST show in Hammersmith a few weeks ago, I've been thinking of getting DA's Vektor drawing package. However, it was demoed on a TT with Crazy Dots, I only have an STE with SM125.

Does anyone have any experience of using Vektor with such a setup? I'd be interested in anyone's comments on Vektor, using any setup.

--

+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
| (or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk') |
+---+

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3902. Re: Winx -or- TOS from disk (and a minor announcement)

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 10:30:36 UTC
From: hesche@sand.cs.tu-berlin.de
Message-ID: <271ek4$jfe@news.cs.tu-berlin.de>
Source record: 201216

In article <sourada.747880202@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

> Gemram 1.1 will not recognize my TOS, quicktos will not load the image file
> (it gives me 4 or so bombs when it tries), and I don't know of anything else
> to try.

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/utils:
-rw-rw-r-- 1 hesche atarimod 15746 Sep 13 09:09 gemram15.lzh
-rw-rw-r-- 1 hesche atarimod 73879 Sep 13 09:09 winx21.lzh

Works now with english TOS-versions ;-)

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

3903. Re: Winx 2.1?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 10:32:22 UTC
From: hesche@sand.cs.tu-berlin.de
Message-ID: <271en8$jfk@news.cs.tu-berlin.de>
Source record: 201215

In article <CCz7sB.F80@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

> >>Winx 2.1 is mentioned in the Readme-file accompanying GemView 2.46.
> >WINX 2.1 is still BETA. This weekend I will distribute GEMRAM 1.5 and ARROWFIX
> >1.5.
>
> Do they work on UK versions of TOS? I just get bombs when I try to run
> previous versions on my UK TOS 1.04.

Yes, the new versions should do. You can get them at ftp.cs.tu-berlin.de
(130.149.17.7, mail-server@cs.tu-berlin.de), pub/atari/utils:

-rw-rw-r-- 1 hesche atarimod 15746 Sep 13 09:09 gemram15.lzh
-rw-rw-r-- 1 hesche atarimod 73879 Sep 13 09:09 winx21.lzh

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

3904. SST 68030 board

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:08:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A12013@AC.maus.de>
Source record: 201346

Are there any users of the Gadget's by Small SST 68030 board out there?
I have been trying to reach Gadget's by Small for several months now, but I always ended up talking to n answering machine. Although I left my telephone number and although I even sent a FAX, nowbody ever called back! I would like to know, if there is a newer version than 1.86 of the software around, or if Gadget's by Small would give the sourcecode away (disassembling it is quite a task).
Anyway: I would like to get in contact with other users of the SST board!

BTW: I would like to get in contact with someone from the New York area, too! Why? I _desperately_ need information about car prices over there (and some hints about buying a car in the U.S.A.).

Ciao,
Arne

3905. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:19:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAI4C.5pM@barclays.co.uk>
Source record: 201311

If it helps, I have a Falcon. I also know of 4 other people who have one. Given a finite number of aquantencies, that's reasonable.

The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties producing stuff both hardware & software.

When will all you US/Antipodean people realise that just because the Atari is dead in your neck of the woods, it isn't the case elsewhere.

Additionally, there is much fine PD for the Falcon. Art packages, graphic & sample players/converters and all manner of nice things.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3906. Re: ghostview for ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:23:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAIAu.5rF@barclays.co.uk>
Source record: 201312

I have Ghostscript working fine with my Laserjet II on both MSTe and Falcon.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3907. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:42:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAJ6p.5z9@barclays.co.uk>
Source record: 201313
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9309121215@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz)
writes:
|> Greg Bennett (gbennett@friendly.es.com) wrote:
|>
|> I think you have very succinctly summed up the situation with the
|> Falcon/ST with the above statement. You practically have to be
|> a private investigator to find Atari software so why even consider
|> buying their hardware?
|>
|> Hell, Atari claims to have $35 million in cash and they are using
|> it ALL (per Bob Brodie's comments) to hype their game machine,
|> the Jaguar. That doesn't bode well for the pidgeons plunking
|> down their hard earned cash for new Atari boxes...
|>
|> Chris
|>
|> --
|> "Now about the numbers. People like you always complain about the
|> numbers. Why is the black score so low. The reason - they are more
|> intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)
I need to keep re-arranging my HDs (65Mb+380Mb+48Mb) Because I'm so pushed for room
and everytime I buy something new it's a squeeze. If you want some software so
badly, try getting it mail order.

Currently I'm mainly using Superbase 2, Lattice C, Ghostscript, DevPac, TruePaint,
Wordwriter, 1St WordPlus, That's Write, Timeworks DTP, Cixcomm and mounds of PD and
utilities as well as hardware like BlowUp030. When I changed from MSTe to falcon,
the only thing that would no longer run is VIP Professional.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3908. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:45:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAJBv.602@barclays.co.uk>
Source record: 201314

What kind of idiot gave net access to someone like Mr Sinclair-Day? I have never read so much unsubstantiated, purile and juvinile output from one person. Worse still, he's at a university. Time to grow up.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3909. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 11:49:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAJIy.639@barclays.co.uk>
Source record: 201315

What software won't run on the Falcon? I can run pretty much all my ST stuff on it fine and most games too using backwards.

Lattice C gets a bit strangte under 4.01 but is fine under MultiTOS as it's the AES problem.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3910. 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 12:24:55 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CDAL5L.HA0@bailgate.gpsemi.com>
Source record: 201223

Hi,

I just bought a second hand Mega STe with a DD(720) internal floppy drive.
Now I know the last Mega's had HD(1.44M) internal floppies. Anyone know
anything (like how, where from(UK), how much ...) about upgrading the
internal drive ?

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think
of a witty comment - there are more important things in life ...

3911. SCSI Tape drive on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 12:29:22 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CDALCz.HB3@bailgate.gpsemi.com>
Source record: 201222

Hi,

I've seen a few things about the possibilities of using SCSI tape drives with the ST range for hard drive backup. Does anyone have any experience/warnings/ advice on this. Also - could I use a SCSI tape drive to transfer files to and from a UNIX system with this setup ? (OK it's a bit extreme but for gifs etc DD disks at 3 to 4 pictures a disk is a bit of a hassle :-))

Thanks,

Martin
--

```
==========================================================================
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==========================================================================
Being "a bear of very little brain", I can't even spare the time to think
of a witty comment - there are more important things in life ...
```

3912. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 12:36:04 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDALo7.314@cbnews.cb.att.com>
Source record: 201226

In article <CD6v25.98x@eskimo.com> zap@eskimo.com (Randell Spreadborogh) writes:
>I have to agree with your opinion of cd-rom games. I saw one yesterday that
>took a full 5 minutes to load and had a 30 meg graphic startup sequence that
^^^^^^^^^^^^^^^^^^^^^^
Wow, it loaded it all into memory? That's a lot of RAM! B)

>took another 10 min to watch before you could even play the game. Not my

Generally, you can skip opening sequences in games. Try ESC.

>idea of good usage for the 7 or so gigabytes of potential space. The 800ms
>seek rate was not to impressive either.

7 gigabytes! Holy moley! What planet are you from? Better get 200-300 ms
seek time. (Was there a CD-ROM drive built in the last three years with a
seek time over 500ms???)

>--
> __ ___
> / /\ | \ / /
> / / \ | } / / uucp: zap@eskimo.celestial.com
> / /____\ |__/ // internet: zap@eskimo.com

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3913. Re: extract .pax files?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 13:02:20 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep13.130220.17189@solaris.rz.tu-clausthal.de>
Source record: 201229

In article 7m8@eagle.lerc.nasa.gov, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
> What do I use to extract files with extension .pax?
>
> Clarence
> --
> --
> Clarence T. Chang, Ph.D. NASA Lewis Research Center
> phone: 216-433-8561 Cleveland, OH 44135
> email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
> ------------------------------------Aeronautics Directorate----------------
The .PAX format is part of the GEMView installation version. There should be a program called GEMVINST.APP, which unpacks the .PAX-archives automatically. If this program doesn't exist look at ftp.tu-clausthal.de in the /pub/atari/graphics/viewer directory.

Hope this helps,

Chris

3914. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 13:44:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.98BF1fS8qqA@semprini.tdkcs.waterloo.on.ca>
Source record: 201192

In <CD577M.FAq@chinet.chinet.com>, Stephen Jacobs writes:
> You're on. And we have all these witnesses. I'm a little less confident
> of a bigger improvement than the case, but for small stakes, what the hey.
>
> So: one game changes hands depending on whether Atari releases a new computer
> noticeably different from the present Falcon by Jan 1, 1995. I hope you'll
> agree that it's released if Atari says it's been released. Maybe if
> there's any doubt we can say that if they say it's been released that sets
> the date, but we'll wait to settle until someone buys one retail.

<shake>

Ok, sounds fine. As an Atari owner, I realise that 'released' usually
means 'available in 4-12 months'... :-\

Really, I'd be ecstatic if Atari released a Falcon040 machine (well, I'd
also be incredibly annoyed if they crippled it with a 16-bit bus and
that hellish case/keyboard), even though I'd be out ~$60 or so.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3915. Re: Mint...J.Reschcke

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 13:46:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.MqTOc67nU8A@semprini.tdkcs.waterloo.on.ca>
Source record: 201193

In <26p490$3hg@vega.info.isbiel.ch>, Patrick Peter writes:
> of course, but if atari doesn't update the owners regularly (i still haven't got
> mint and speedo. they promised to send it to everyone how has bought their falcon before they began this) you must try this way.
> and i think the aes could realy be updated (i still waiting for a version with flying-
> dials and not only the alertboxes and some other changes)

Atari doesn't update its users, ever.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3916. Falcon's nethack posting in binaries request?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 13:59:45 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <271uch$f25@sus.edu.eur.nl>
Source record: 201228

I just have a couple of questions...
(again)...

1. Why is atari.binaries not always there?
2. And if it is there, can someone post nethack graphic version,
where everyone is talking about.
3. I know there's something like ftp, but i don't have
ftp access. BTW i mailed a ftpmailer but that one didn't respond.

--
M.A.Onstwedder
cspas050@sus.edu.eur.nl or cspas050@sus.eur.nl
"I have no opinion about this, and i don't have an opinion about this."

3917. PAC format

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 14:18:38 UTC
From: won@regent.e-technik.tu-muenchen.de
Message-ID: <won.747929918@regent.e-technik.tu-muenchen.de>
Source record: 201230

Does someone know, where to get information about the
picture-format *.PAC used by the drawing program STAD ?
I would be very delighted if you could help me.

Wolfgang Neubert (won@regent.e-technik.tu-muenchen.de)

3918. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 14:30:06 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747946342.AA00284@dswhq.omahug.org>
Source record: 201105

In a message of <09 Sep 93 01:59:28>, Rickard Troedsson (1:286/2) writes:

RT> True Colour works just fine on VGA.

But only in the 320 pixel mode, and I don't believe you can do overscan.
However, after having purchased an NEC multisync I'd say that unless you are
heavily into video work where you NEED the truecolor modes, you'd be better off
with the VGA to get rid of the flicker.

Later,
Gizmo

3919. GNU C

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 14:41:18 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747946342.AA00285@dswhq.omahug.org>
Source record: 201104

I'm trying to make sense out of the listing at Atari Archive. Can someone out there PLEASE tell me what files I need to get in order to have a working version of GNU C? Bear in mind that I don't have ANYTHING right now, so I'll be starting from scratch. Also, does anyone know where I can get these files in FidoNet? Getting stuff from aa is a real pain for me right now.

Thanks in advance.

Later,
Gizmo

3920. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:19:22 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep13.151922.27794@btree.uucp>
Source record: 201231
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <26r04d$m5h@c3po.jvnc.net> bill@main.morris.org writes:
>In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
>
>>MultiTOS requires *lots* less: 10 Megabytes of disc and 4 Megabytes
> ^^^^^^^^^^^^^^^^^^^
> Wonder where he got this number from?

I called my local Atari dealer. He gave me a Scientific Wild Assumed Guesstimate (SWAG) of the space consumed by MultiTOS. I thought I'd mentioned my source....

> In my MultiTOS folder
>there are 11 items, at under 405k. Say an even 500k for whats in
>the AUTO?
> Now, this is straight out of the box from Atari. There is just
>one distribution disk for MTOS...
> On my 84mb (standard) drive, I have 66mb free - thats after
>installing all the distribution disks: the language disk, extra
>programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
>'Falcon software' (including AFM, D2D, etc).
> Also installed is the ScreenBlaster software, plus a few
>other choice programs.
> All this, and its taking up less than 20mb.

My guess is that he included the space taken by the language disc, MTOS, and SpeedoGDOS in his estimate only, since the other programs can be considered applications and not operating system programs. ...And I'll bet he guessed higher rather than lower, just so the Atari would look even better on closer examination.

>>of RAM (according to my local Atari dealer), and that's allowing for
>>a "lot" of RAM to run a "lot" of applications. BTW -- the dealer points
>>out that MultiTOS does true multitasking, in that all applications get
>>a share of processor time. Apparently, Microsoft Windows doesn't have
>>this feature.
>
> RAM is a problem on MTOS, as any multitasking system. 4mb
>is just NOT enough... After booting MTOS, I have about 500k left
>of usable RAM!

Yeow! That's good to know, it'll help when I'm specifying my Falcon system.

Thanks for your knowledgable posting!

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
*************************************************************************
--
```

3921. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:25:46 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep13.152546.22225@iplmail.orl.mmc.com>
Source record: 201232

In article <90237@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|>
|> Windows does true pre-emptive multitasking... that dealer should read
|> a few magazine articles.
|>

Windows DOES NOT do pre-emptive multitasking. The only way to make windows even do co-operative multitasking (such as that used by Borland's C++ compiler under Windows), is to make a call to the Yeild function so that any other tasks waiting for execution then get control of Windows. There are some other functions that are involved in this, but the point is that it only can handle co-operative multitasking.

For the most part, Windows is a single tasking Operating System built on top of another single tasking OS (DOS) that normally only allows task switching. Yes, it is becomming the single most popular pieces of software in history, but that is no reason to claim it has functionality that just doesn't exist.

|>
|> BobR

Larry Richardson
richards@foghorn.orl.mmc.com

3922. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:30:29 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Sep13.153029.9572@ngala009.gal.nt.com>
Source record: 201227

In article <26q7ca$lna@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:

** Stuff deleted **
The bootsector says
>it is a 81 sector 10 sectors per track disk. But, I get lots and lots of
>read errors. On every track, not just some. If I check the disk with
>some programs, it turns out that there are no errors if I read using 80
>tracks and 9 sectors per track. When I check the used diskspace (total
>of all files) it totals 715000 bytes or something close to that. So it
>would fit on a normally formatted disk. A copy with 9 sectors per track
>will not work. I am pretty pissed because if I send the disk back for a
>replacement, 1) it will cost me extra money 2) I will have to wait a
>whole month 3) I will probably not get a disk with a nice label like the
>one on the magazine.

My brother bought the same magazine, he also had the same problems.
I tried to correct the problem using Knife ST, but there was nothing I could do
(& Knife ST is usually V. good if there is a problem).
The disk verifies O.k , but you can't copy anything off it!!!!

I was going to send it back, but it sounds like a major screw up in the
duplication rather than one or two bad disks. Does anybody have the magazines
E-mail address? Sounds like they owe everybody who bought the magazine an
apology (& a good copy of the disk)

Regards
Gerry O'Rourke
E-mail gigxr01@nt.com

3923. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:34:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAtxC.7wD@barclays.co.uk>
Source record: 201317

```
In article <CDAL5L.HA0@bailgate.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite)
writes:
|> Hi,
|>
|> I just bought a second hand Mega STe with a DD(720) internal floppy drive.
|> Now I know the last Mega's had HD(1.44M) internal floppies. Anyone know
|> anything (like how, where from(UK), how much ...) about upgrading the
|> internal drive ?
|>
|> Thanks,
|>
|> Martin
|> --
Gasteiner in the UK can upgrade the drive very cheaply using official Atari
bits. Otherwise just shoehorn in any old 1.44 and set dipswitch 7.
I'd have thought even the official drive wont be much more than 50GBP.

|> ========================================================================
|> == Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
|> ============================ (from Janet) - mkite@com.gpsemi.lincoln ==
|> ========================================================================

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3924. Re: SCSI Tape drive on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:36:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAu16.7yB@barclays.co.uk>
Source record: 201316

The new version of Diamond Back (3?) will handle SCSI tape drives no problem. Otherwise you should be able to use the TAPEBIOS stuff to cobble together some kind of driver.

Tar is available for the ST so you can use that on Unix to write/Read tapes.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3925. PGP for the ST (diffs from 2.3a)

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:47:28 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747935248@vincent2.iastate.edu>
Source record: 201235

Since there is evidently some interest in the ST port of PGP lately, I'll put the diffs on atari.archive. I'm hesitant to put the binaries anywhere because of the cryptography export restrictions. So I'll leave it to anyone who wants PGP for the ST to collect the sources and diffs and compile it up themselves, taking all responsibility into their own hands.

Also note that in some future version these diffs will be incorporated into the real distribution.

Later,
Steven Ourada

--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

3926. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 15:56:54 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep13.155654.3865@btree.uucp>
Source record: 201234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

We haven't moved to *.advocacy because it's not available to BobR
(if I remember right....)

In article <90237@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>A minimum installation of OS/2 requires 20 Megabytes of disk storage.

We aren't discussing minimum installations. We're discussing
complete installations. (That's like the difference between a merely
"decent" '486 and a '486 that is able to give Falcon-like performance,
a discussion that's already been discussed over in *.advocacy :-)

>MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.

Since I haven't used MultiTOS yet, I can't reply to this comment.

>Windows does true pre-emptive multitasking... that dealer should read
>a few magazine articles.

My dealer _also_ sells MS-DOS machines, and invests the time to
stay knowledgable on the technical details of both systems.

>ALL computers require a disk operating system. TOS includes it in ROM,
>the PC loads it from disk. If you're using a disk, you're using a disk
>operating system, true, but on a PC it's not necessarially MS-DOS. (You
>have a choice).

True, there is a standard operating system that ships with *every*
Atari. It's also true that you can get alternate operating systems
(OS-9 springs to mind) that will run on the Atari. I see discussions
of alternate file systems on other threads in this and other Atari
groups, so I can assume there are a few more....

>Atari has been "rebuilding" its dealer network for the past seven years.

Persistant, aren't they?

>It's worse today than it's ever been.

At the San Diego Computer Fair this last weekend, Atari had a booth
showing the Falcon to an estimated crowd of 20,000+ attendees. They
had a musician in the booth composing an upbeat melody by randomly
selecting passersby (kids age 12 and under seemed the bravest and most-
willing) to add tracks to it. (I think they were using SMPTEtrack as
the software package to drive the system, but I'm not certain.)

The demo was so impressive and so well received that the area around the
booth was jammed by people who were standing & watching/listening, and the

Falcon flyers vanished into eager hands. The local dealer had to bring
more flyers from his shop to replenish their supply. This sort of
interest was not evident at the Microsoft booth or at the OS/2 booth.

Based on this, Atari is:
A) Actively marketing to the end user,
B) Actively supporting their existing dealers, and
C) Being actively supported by their existing dealers.

With this kind of support, there will be more dealers in the future.

>The Jaguar was brought up because Atari has virtually abandoned the Falcon
>already, putting (according to Bob Brodie, just to satisfy Warwick's
>curiosity) all its resources ($35 million, down from the $50 million
>they said they had to launch the Falcon) toward launching the Jaguar.

It that were true, they wouldn't have been at the San Diego Computer
Fair, actively demonstrating only the Falcon!

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* Brooktree manufactures integrated circuits for video applications and *
* Automated Testing Equipment (ATE). Available from distributors/direct.*
****
--

3927. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:01:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2725g0$rrd@snlsu1.london.sinet.slb.com>
Source record: 201239
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <26r04d$m5h@c3po.jvnc.net> bill@main.morris.org writes:
>In article <1993Sep10.214505.29856@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
> Now, this is straight out of the box from Atari. There is just
>one distribution disk for MTOS...
> On my 84mb (standard) drive, I have 66mb free - thats after
>installing all the distribution disks: the language disk, extra
>programs, MTOS, Works, SpeedoGDOS, a non-Atari looking disk labled
>'Falcon software' (including AFM, D2D, etc).
> Also installed is the ScreenBlaster software, plus a few
>other choice programs.
> All this, and its taking up less than 20mb.
>
> RAM is a problem on MTOS, as any multitasking system. 4mb
>is just NOT enough... After booting MTOS, I have about 500k left
>of usable RAM!

Ouch! After I've loaded MultiTOS (i.e. MiNT, new AES, new Desktop) I have about 500K left on my 2MB machine. Where has all your memory gone?!

Does SpeedoGDOS take the other 2MB?

>Billy D'Augustine VAX/VMS system admin
>bill@main.morris.org Morris County Info Systems

Mathew Lodge	"There's nothing intellectual about
lodge@ferndown.ate.slb.com	wandering round Italy in a big shirt trying
Schlumberger Technologies,	to get laid"
ATE division, Ferndown, UK	-- Blackadder on Byron, Shelley, et al.

3928. Re: time and billing programs

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:11:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDAvnC.864@barclays.co.uk>
Source record: 201318

In article <H.eg.yRycutDI5Po@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
|> I am looking for a program that I can use for tracking tasks and billing for
|> consulting jobs. any pointers to free/share/pay ware is appreciated.

Why not use a spreadsheet? There are several good PD ones that will do all you want.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3929. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:13:12 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <27266o$rrp@snlsu1.london.sinet.slb.com>
Source record: 201240

In article <90237@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.
>
>Windows does true pre-emptive multitasking... that dealer should read
>a few magazine articles.

I was under the impression that Windows does *not* do pre-emptive multi-
tasking for windows applications. It depends on them making Windows calls
to get a look-in -- try running a meaty analysis on SPSS (a stats package)
for Windows and see it lock the screen as it makes perfunctory Windows calls
every few seconds.

>BobR

Mat

Mathew Lodge	"There's nothing intellectual about
lodge@ferndown.ate.slb.com	wandering round Italy in a big shirt trying
Schlumberger Technologies,	to get laid"
ATE division, Ferndown, UK	-- Blackadder on Byron, Shelley, et al.

3930. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:13:52 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep13.161352.105133@zeus.aix.calpoly.edu>
Source record: 201233

In article <26snmk$nc2@cville-srv.wam.umd.edu>,
>>Windows does true pre-emptive multitasking... that dealer should read
>>a few magazine articles.
>That's true. At least on a 386 or better... and who doesn't have one? :)

No! Thats not true. Windows MultiTasking is NOT pre-emtive. I am
suprised you don't know that. OS 2 and NT both support pre-emptive
multi-tasking. Windows does not. (Windows 4.0 might I suppose, but 3.1
deffinately does not).

-mike

3931. Re: GFA Manuals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:16:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep13.161606.23306@newshost.lanl.gov>
Source record: 201238

In article 42s@freenet.carleton.ca, ah977@Freenet.carleton.ca (Allan Sullivan) writes:
>
>Can anyone recommend a good manual for GFA Basic? I have Version 3.5
>(The version which came with ST Format last year; once I become comfortable
>with GFA, I'll probably buy the compiler.)

Unfortunately, there are not a lot of good 3rd party reference and/or tutorial manuals for use with GFA BASIC, regardless of its unending popularity.

For 'raw recruits,' the book 'GFA BASIC Training and Reboot Camp' by D.A.Brumleve and published ages ago by Michtron was pretty good but now long out of print.

GFA also published several books of its own, 'The GFA BASIC Book,' 'Using GFA BASIC', 'GFA Software Development,' etc. These were all translated from the original German and most were fairly narrowly focused at the Intermediate to Advanced programmer. I doubt much in these pages would be of help to you but some are still available directly from GFA. Call 1-800-766-6GFA for info.

Taylor Ridge Books published 'The GFA BASIC Toolkit-Volume I' this year and is a collection of routines and functions you can merge with your own programs. While not a tutorial, you don't have to be an experienced programmer to make use of the routines and studying the source code (printed and on disk) is always a good way to start. Taylor Ridge's phone number is (203)643-9673. I compiled the book so I _may_ be just a bit prejudiced here. Nah... :)

There are two public domain downloadable text files available on GEnie (and perhaps via ftp?) that deal with GFA programming. The first is quite old and was written as a beginning tutorial for GFA BASIC 2.0 and is called 'GFA CLASS.' The second is much more valuable, IMHO, and is called 'GFA EXPERT' (sometimes referred to as 'Your 2nd GFA BASIC Manual' and was written by Hans (can't recall his last name) of The Netherlands. Although not a tutorial, it is full of good info and well worth the download. Another download consists of most of the GFA manual that shows command syntax and is available from the GFA editor as an ACC. Sorry, I don't recall the author's or download's name. Search on GFA.

Another way to learn is to study other's source code. Download any files that include GFA source code and try to figure out how they work. That's how many programmers (using any language) get started.

But... if you are using the ST Format cover disk version and do not have the actual GFA manual, you'll never get very far, IMHO. There are some 700+ GFA commands and reserved words so do yourself a favor and buy the manual first. If not available from your dealer, you can get it straight from GFA in the US.

I'll be happy to try to answer any GFA programming questions you may have... once you have the manual, of course. :)

Hope this helps.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3932. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:16:13 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2726cd$rs0@snlsu1.london.sinet.slb.com>
Source record: 201241

In article <memo.651549@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>In article <26fvs2$as8@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
>>If CDs are cheap to produce, then why are the CDs you buy in
>>record stores priced from $10-$16, where a cassette is about $5-$9?
>>Please dont start spouting stuff like 'royalties' and etc,
>>and thats garbage, royalties and etc would be the same for a cassette
>>or a CD.
>
>CDs are more expensive because that's the way record companies like it. In
>the UK it has been under discussion in Parliament, but I don't know what the
>outcome was.

The select committee concluded that CDs were overpriced. The record industry
(in the form of Maurice Oberstein, head of the British Phonographic
Industry) said "No they're not". And everything carries on as before...

>This has absolutely nothing to do with computer CDs.

Indeed.

>Ofir ogal@cix.compulink.co.uk

Mathew Lodge	"There's nothing intellectual about
lodge@ferndown.ate.slb.com	wandering round Italy in a big shirt trying
Schlumberger Technologies,	to get laid"
ATE division, Ferndown, UK	-- Blackadder on Byron, Shelley, et al.

3933. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:18:58 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep13.161858.106765@zeus.aix.calpoly.edu>
Source record: 201236

How much does a Falcon 14/0 cost? 4MB is just not enough if you want to do heavy gcc work. But although supposedly the Falcon will handle 14 MB, it is supposedly also not expandable through normal means. Is there a card slot of somenthing that you install a 14MB card? The Falcon obviously does not have SIMM slots.

(Actually 4 would not be too bad. But 14 would be much nicer).

- mike

3934. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:26:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep13.162642.25238@newshost.lanl.gov>
Source record: 201242

In article 98x@eskimo.com, zap@eskimo.com (Randell Spreadborogh) writes:
>I have to agree with your opinion of cd-rom games. I saw one yesterday that
>took a full 5 minutes to load and had a 30 meg graphic startup sequence that
>took another 10 min to watch before you could even play the game. Not my
>idea of good usage for the 7 or so gigabytes of potential space. The 800 ms
>seek rate was not to impressive either.

Don't know which CD-ROM game you were referring to but 'The Journeyman Project'
for the Macintosh is typical of a truly great game idea gone bad in its final
execution. Graphics, sound, and game play are phenomenal... but so is the
wait between loading new graphics and sounds! It's so slow as to be nearly
unplayable. But fortunately it is not typical of all CD-ROM games, as many
utilize disk caching schemes which make game play quite reasonable. It's
still a maturing technology, IMHO.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3935. Re: C compilers -- a couple of questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:26:58 UTC
From: PETERC@v2.ph.man.ac.uk
Message-ID: <1993Sep13.162658.20960@nessie.mcc.ac.uk>
Source record: 201243

In <747893404.2@mettav.royle> Paul.Civati@mettav.royle.org writes:

> On 10 Sep 93 at 12:25:02 (Peter Chang) wrote the
> following:
[Stuff removed]
> Sounds to me like you're running our of disk space or as Erlend Nagel suggested
> not enough RAM to unpack the PDF (which is a ZIP
> file).
>
> My HSC 1.40 install takes up 2.2 megs which includes some of my own source, so
> you're talking at least 1.5 megs to install it I'd
> say.
>
> -Paul-
>
> --
> ~=~=~=

3936. Re: fax & term on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:45:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep13.164541.25464@newshost.lanl.gov>
Source record: 201245

In article 16430@ousrvr.oulu.fi, pkor@phoenix.oulu.fi (Pasi Korhonen) writes:
>A friend of mine is having troubles, and asked me to ask you the following
>questions :
>
>What are the Falcon-compatible versions of STFax and Flash II ?
>Do they exist ? What are the latest versions ?

I don't know about STFax but I believe the totally Falcon (MultiTOS) compatible
version of Flash II is just about ready for release. For more specific info,
you can contact Missionware Software on GEnie at j.trautschol@genie.geis.com.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3937. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 16:58:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep13.165815.27236@newshost.lanl.gov>
Source record: 201247

In article lna@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
>I have had two bad experiences with St magazines this week. I hope you
>can help me with the second one.
> ...
>
>Second I bought Atari ST User which features both Word Writer and a
>Cyberdrome demo this month...
>Well there is this strange thing with the coverdisk.
> ...

If anyone in the US wants a free copy of the Cyberdrome-Hoverjet Simulator demo that Atari ST User put on their (evidently) screwed up cover disk, just send a blank disk and a self-addressed-stamped-envelope to:

Fair Dinkum Technologies
P.O. Box 2
Los Alamos, NM 87544

Make _sure_ you include a blank disk and sufficient postage, OK? Otherwise, it's also available for download from GEnie or ftp from umich, I believe.

I encourage our European friends to contact ACN (Atari ST Nieuws) in The Netherlands for a copy of the Cyberdrome demo or the full commercial product.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3938. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 17:29:23 UTC
From: glens@natinst.com
Message-ID: <272alj$jja@falcon.natinst.com>
Source record: 201246
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <26snpv$nc6@cville-srv.wam.umd.edu>,
'Flip' <cmedley@wam.umd.edu> wrote:
>
>I just got a chance to play Mortal Kombat for SNES and I have to say that
>Atari is really going to need a killer game or two for the Jag in early '94
>to make it saleable. This game is great.... (and yes, i got mine early :))
>
>

Well, I haven't tried the SNES Mortal Kombat yet but I did rent a
Genesis and Mortal Kombat over the weekend (I got it early too). I was
generally disappointed with it but I might have been expecting too much
as I am an avid Mortal Kombat fan from the arcades. Here's a few things
wrong with the Genesis one:

It just does not capture the feel/timing of the stand-up. This
could partly be because of the Genesis controller that I was stuck
with, see below.

Very jerky animation (must be missing several frames of animation)

Hard to control (this one could be the fault of the standard
Genesis crappy controller, it seemed that I could hardly ever get the
straight directions up, down, left, right when I needed them; I would
end up with a diagonal instead) Although I thought they did a good job
with remapping the 5 buttons of the arcade to the 4 buttons of the
Genesis. I have yet to get Kano's fatality to work (I got all the others)

Almost none of the samples are there other than Scorpion's
'Get over here'. Everything else gets a generic grunt or something
substituted in its place. I really miss Lui Kang's thrust-kick scream
and Raiden's torpedo scream.

The images used for the fighters facing left are just mirror
images of the fighters facing right instead of actually seeing the
other side of the fighter (this trick is not used in any of the
stand-up fighting games).

After each game I have to wait for several minutes to get to
play again if I don't continue (I think it is kinda wrong of them to
let you press start to get past the 'Midway' logo yet you have to sit
through 'Sega', 'Arena', and 'Probe' for a long time, did I forget one?)

This is not necessarily a bad thing but I was getting Reptile
appearances out the ying-yang and have never seen him at the arcade
(still haven't fought him yet on either Genesis or arcade)

In closing I will just say that this is no substitute for the
arcade version. I will rent a SNES and its version soon to see how
it compares to the Genesis and arcade, until then ....

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3939. MSX formatter wanted!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 17:49:53 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Sep13.174953.25928@ifi.uio.no>
Source record: 201249

Does anybody know of a program that can format MSX DOS disks on the Atari ST?
I'm not referring to MS-DOS.
All I know about the MSX-DOS system is that the disks are 720K 3.5" DSDD and my Atari can read the directory of those disks, but my sampler (Yamaha TX-16W) which uses that particular format can't read TOS, or even MS-DOS formatted disks.
It would be a great help to get hold of a program that at least formatted MSX DOS, but even better would be if the program could copy whole disks and single files in addition to formatting.

Hallvard Tangeraas, Oslo, Norway

(hallvart@ifi.uio.no)

3940. IDE Harddisk on ST???

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 17:52:39 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Sep13.175239.25999@ifi.uio.no>
Source record: 201248

I've heard that 2.5" IDE (PC type) hard disks can now be installed INSIDE
Atari STs!!!
Does anybody have more info about this- what is needed to connect it inside
the machine etc.

Hallvard Tangeraas, Oslo, Norway

(hallvart@ifi.uio.no)

3941. Re: PI Calc prg for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 18:55:59 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.07sd@outb.wimsey.bc.ca>
Source record: 201137

Howard Chu wrote....

> um.... Mebbe I'm missing something obvious here, but why didn't
> you just use
> PI = 4 * arctan(1)
>
> ? Then your arctan formula is trivial to evaluate, all the
> exponentiated numerators are equal to 1.

I dunno. All I know is that the eggheads who put all this stuff together are in a constant search for the *algorithm* that converges on PI the *fastest*.

The issue is not that it will work (which I am assuming PI = 4 * arctan(1) will do), but are the other expressions of the 'arctan' method *faster* in convergeance.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3942. Re: ghostview for ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:05:14 UTC
From: Carl E Lippitt <lippo@dasd.honeywell.com>
Message-ID: <1993Sep13.190514.25149@burro.dasd.honeywell.com>
Source record: 201302

In article <1993Sep8.200424@helix.nih.gov> Richard M. Venable,
rvenable@helix.nih.gov writes:
>Has anyone gotten any of the HP drivers to work?

I've used the laserjet dirver to drive my deskjet+, it works quite well

oo--oo -- -o-o o -- -o-o o -- -o-o o oo--oo
lippo@dasd.honeywell.com Std Disclaimer-Not enough$ 9201 San Mateo, NE
Carl Lippitt MS C-8 (505)828-5997 Albuquerque NM, 87113

3943. PI Calc status

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:09:40 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.07so@outb.wimsey.bc.ca>
Source record: 201138

So far I have received one PI program that DOES calc PI, but does not as of yet meet the rules of the competition.

I will not reveal the name of the entrant... he advises me that he is working on one that is approx. 25% faster than the following trials...

/* 'Spigot' algorithm originally due to Stanley Rabinowitz */

Digits of PI requested Time

100 1.55 seconds
1000 2 min 3 sec
10000 3 hr 20 min
(estimated) 25000 27 hr 36 min 15 sec
(estimated) 48370 113 hr 52 min 15 sec

The 48370 is the 'limit' of what the program will accept when run on my computer.

BTW - please note that a TRS80 beat a Cray SuperComputer in a sorting of 50,000 numbers, because the TRS80 had the better algorithm. In this business, the algorithm *IS EVERYTHING*.

So far as I know, the Borwein & Borwein algorithms converge the fastest - hey, mebbe even this humble 8 MHz ST of mine will one day take on a Cray!

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3944. Re: Star Raiders on Jag was Re: A Plead to Atari...

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:10:11 UTC
From: rrb2x@Virginia.EDU
Message-ID: <1993Sep13.191011.24837@Virginia.EDU>
Source record: 201154
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

```
did anybody ever finish the original? if so, please
tell me what happened.

rick
```

3945. Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:13:07 UTC
From: atlas@cbnewsd.cb.att.com
Message-ID: <CDB41x.EIJ@cbnewsd.cb.att.com>
Source record: 201307

I have an ST and I have a MIDI keyboard.
Question: Is there any AI software out there
that will teach me how to play better?

The PC world has had a package for a few years
which consists of a MIDI board, keyboard, and
software that teaches the basics of the piano.
It retails for about US$300 and is called
"The Miracle". A similar package is available
for the Nintendo systems.

Does the ST have any software like this?

3946. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:19:17 UTC
From: gbennett@friendly.es.com
Message-ID: <272h3l$ddl@cnn.sim.es.com>
Source record: 201303

In article <747818214.AA00281@dswhq.omahug.org>, Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
> In a message of <08 Sep 93 11:22:39>, Nomen Nescio (1:286/2) writes:
>
> NN> I recently bought a falcon. But i'm having a little software
> NN> problem. There isn't any. I used to have a atari 1040 stfm. But that
> NN> one isn't compatible whatsoever.
>
> The only problems I've had are with games, and badly written software. The
^^^^^ ^^^^^^^^^^^^^^^^^^^^

Sadly enough, that describes a large portion of the ST software available.
Atari does have some of the best PD software for any platform,
Unfortunately much of the PD stuff falls into the badly written category
(ie. poor programming techniques)

> majority of the stuff I had for my ST runs just fine on my Falcon.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3947. Civilization, STOS & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 19:57:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A10056@KI.maus.de>
Source record: 201347

Hi!

From the english magazine "ST Format" did I got a playable demo of CIVILISATION. I want to play it on my Falcon but there seems to be a bug with the colors. Does anybody know anything about this?
(I think I read some information in the last months, but I killed the messages.)

In "ST-Format" did I also read that there are some Patch-Programs for STOS-Basic available which makes it running on a Falcon. Any information available?

Greetings,
Christian

****
* Christian Mittendorf
*
* Manrade 41 Phone: Germany (0)431 / 33 88 38
*
* 24106 Kiel Internet:
chris-m@pz-oekosys.uni-kiel.d400.de *
* Germany Maus Net: christian_mittendorf@ki.maus.de
*
****

3948. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 20:06:03 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.93Sep13140604@sfi.santafe.edu>
Source record: 201304

In article <2c924c7a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 11 Sep 93 07:10:46, Bob_bobr_retelle wrote:
>B> How do you increase the clock speed 100% and gain a 200% increase in
>B> performance..?
>B>
>B> (Better wear your lead underwear around that sucker and look out for
>B> meltdowns... :)
>Idiot.
>Try to THINK.
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +

hmmm... I know my math is not the best and I hate flames just as much as anyone... but rickard, why don't you look at the operative word here...

>In a message of 11 Sep 93 07:10:46, Bob_bobr_retelle wrote:
>B> How do you increase the clock speed 100% and gain a 200% increase in
^^^^^^^^
INCREASE. Not 200% of standard performance... but 200% INCREASE over standard performance... to me, that's the same as saying a total of 300% performance-- but I'm sure my math is no better than Bobr's.

I guess I'm just an idiot.

I also hate it when those commercials are for something that has 25% of something removed/reduced and they say:

75% LESS blah

Shouldn't that be illegal? If you start out with 100X's and you end up with 75X's ... you most certainly do NOT have 75% less X's. Likewise... if you start out with 100% and you end up with 200%, you do NOT have a 200% increase.

Where is my calculator...

Scott

3949. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 20:59:46 UTC
From: cmedley@wam.umd.edu
Message-ID: <272n02$6pf@cville-srv.wam.umd.edu>
Source record: 201305
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <272alj$jja@falcon.natinst.com>,
Glen Sescila <glens@natinst.com> wrote:
>In article <26snpv$nc6@cville-srv.wam.umd.edu>,
>'Flip' <cmedley@wam.umd.edu> wrote:
>>
>>I just got a chance to play Mortal Kombat for SNES and I have to say that
>>Atari is really going to need a killer game or two for the Jag in early '94
>>to make it saleable. This game is great.... (and yes, i got mine early :))
>>
>>
>
> Well, I haven't tried the SNES Mortal Kombat yet but I did rent a
>Genesis and Mortal Kombat over the weekend (I got it early too). I was
>generally disappointed with it but I might have been expecting too much
>as I am an avid Mortal Kombat fan from the arcades. Here's a few things
>wrong with the Genesis one:
>
> It just does not capture the feel/timing of the stand-up. This
>could partly be because of the Genesis controller that I was stuck
>with, see below.

The SNES version is perfect in terms of timing. I've played it repeatedly,
and the only flaw in it as I see it is that it is a little too easy for me
to get through the whole game with Scorpion. Also I hate the control pad, but
they do have more buttons than Sega so they are more faithful to the original'
feel.

The lack of excessive violence is compensated because they keep the feel of
the coin-op.

>
> Very jerky animation (must be missing several frames of animation)
>
The SNES version is solid in this area.. .I can tell the difference in that
the arcade has more detail, especially in the background but the colors and
speed feel about right.

> Hard to control (this one could be the fault of the standard
>Genesis crappy controller, it seemed that I could hardly ever get the
>straight directions up, down, left, right when I needed them; I would
>end up with a diagonal instead) Although I thought they did a good job
>with remapping the 5 buttons of the arcade to the 4 buttons of the
>Genesis. I have yet to get Kano's fatality to work (I got all the others)
>

I don't know all the death moves for the characters so I didn't egt a chance to do but 2. :) but it seemed remarkably complete on the SNES version.

> Almost none of the samples are there other than Scorpion's
>'Get over here'. Everything else gets a generic grunt or something
>substituted in its place. I really miss Lui Kang's thrust-kick scream
>and Raiden's torpedo scream.
>

All of that is in the SNES version.

Anyways, to make this point relevant to the Jaguar thread... I think after playing this SNES game, the hottest genre seems to be fighting games. I sure hope Atari is paying attention to this trend because as much as I'm going to love finally being able to play Tempest at home, I really feel that they will need something akin to SF2 or Mortal Kombat to sell machines.

3950. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 21:00:36 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep13.210036.101017@zeus.aix.calpoly.edu>
Source record: 201306

Billy D'Augustine <bill@main.morris.org> wrote:
>In article <memo.651549@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
> I dunno. If the record company wants to have a high price on
>an audio CD, whats to stop the software companies from having the
>same high price?

The "same high price"? You mean $16? Give me a break.

The point of CDs is that you can fit a program on ONE CD. That CD costs the software company about $3. A lot of new software would require 20 to 40 HD disks, which cost the company probably $0.30. So if it going to take more than 10 disks, the software company can cut its costs.

The cost of the software to the user is going to decrease accordingly. Just remember, most of the software cost is just for the novelty of the software (i.e. the programming, profit, etc). Somenthing that costs $499 might fall to $459 on CD. It is not going to fall to $16 a disk. That would be ridiculous. The point is, you save a fair amount by getting it on CD. (Go look around. The trend is already starting. You can get OS 2 cheaper on CD. That doesnt mean they are going to start selling them dirt cheap, just that the extra packaging costs will dro.)

(So maybe OS2 is a bad example, but I cant think of any Atari program that takes more than 8 MB. Sorry! Eventually, there will probably be software on CD for Ataris as well.)

3951. Midi filer for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 21:59:44 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1993Sep13.215944.22234@ringer.cs.utsa.edu>
Source record: 201308

I'm looking for a system exclusive midi filer for the ST. I have one called STMIDIEX, but it bombs on me all the time. I even deacivated all my inits, and .acc's, but it still bombs. is there a solid midifiler available for the ST?

--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things..."

jkreth@lonestar.utsa.edu

3952. different things...

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 23:28:58 UTC
From: polom@pangee.frmug.fr.net
Message-ID: <272vnq$2du@pangee.frmug.fr.net>
Source record: 201336

Well, first of all, I'd like someone 'round here to explain me how ftp
works... that means I'd like to know how to dowload a file in a specified
site...
second, where can I find Minix running on a STE, and what size on HD will it
eat ???
thanx...

polom@pangee.frmug.fr.net

--- Life is a diceless RolePlaying Game ---

3953. 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 23:49:28 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747966645.AA00623@byte.bbs.no>
Source record: 201310

>I just bought a second hand Mega STe with a DD(720) internal floppy dr
>Now I know the last Mega's had HD(1.44M) internal floppies. Anyone kno
>anything (like how, where from(UK), how much ...) about upgrading the
>internal drive ?

You need the new Floppy-Disk-Controller (can't remember the name)
for a start, BUT you also need a board-revision with a small strap
next to the 68882-socket. I didn't have that strap, and then I
couldn't enable 1.44 MB and had too change the whole board :-(

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3954. fax & term on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 23:49:32 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <747966645.AA00624@byte.bbs.no>
Source record: 201309

>I don't know about STFax but I believe the totally Falcon (MultiTOS) c
>version of Flash II is just about ready for release. For more specifi
>you can contact Missionware Software on GEnie at j.trautschol@genie.ge

Also TeleOffice (from TKR in Germany) works OK with MultiTOS both on
MEGA STE and on TT. Then I guess chances on a Falcon is fairly good.

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

3955. PI calc Test

Newsgroup: comp.sys.atari.st
Date: 1993-09-13 23:51:21 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.07t4@outb.wimsey.bc.ca>
Source record: 201136

Just in case you thought I dealt in only *useless* information, try this on for size....

In that test prog to calculate PI...

Because doubling the requested number of digits to calculate produces a 3.88 times extra computational burden on the program, and since it takes only 1.55 seconds to calculate 100 places with it... consider that...

To match the 1961 record of 100,000 digits on the best computer then available with the best known algorithm would take 17 days 4 1/2 hours.

To match 1986 record of 29,360,000 - 3,000 years.
Current record of over 200,000,000 - 80,000 years.

Geez... if I start now......!

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

3956. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 00:19:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15394@uqcspe.cs.uq.oz.au>
Source record: 201319
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

farren@netcom.com (Mike Farren) writes:

>2 Meg would be more than enough for all of the stuff you'd need for any
>given Mortal Kombat level. Even with the blood and guts.

And the screen RAM? And the program? Not a chance.

>There's any number of ways of encoding those graphics to take less
>space and still be usable in real-time.

Not really. Mortal Kombat is a good example here, because it uses
real-world scanned images (what a cop-out, eh! artists of the world rebel!)
which are much more difficult to decompress at high speeds, and which
contain more colours than you would expect in a hand-drawn image.
10 actions time 5 frames each time 2 players times 32K per frame
is 3 megabytes. And there are more than 10 actions, more than 5 frames
per action and more than 32K per frame (eg. 128 pixels by 256 pixels at
1 byte per pixel), so that 3M is a CONSERVATIVE guess.

To get Mortal Combat graphics into 1.5M (ie. leave room for code and screen),
you'd have to cut corners. With 14M you wouldn't have to, in fact, you could
do a BETTER than arcade-quality game. Of course, ROM isn't free either.
... but it's nice to have the choice.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3957. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 00:27:45 UTC
From: Michael Alfonso Visconti <mv2a+@andrew.cmu.edu>
Message-ID: <wgZF01S00WBNQBaoc8@andrew.cmu.edu>
Source record: 201320
Cross-posted to: rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st

First Question is: USA today had two articles on MK and in both it said that both versions (SNES & GENESIS) were made by Aklaim. Whussup?

Excerpts from netnews.rec.games.video.misc: 13-Sep-93 Re: Mortal Kombat for SNES .. by Glen Sescila@natinst.com

glens@natinst.com (Glen Sescila) wrote:

> The images used for the fighters facing left are just mirror
> images of the fighters facing right instead of actually seeing the
> other side of the fighter (this trick is not used in any of the
> stand-up fighting games).
>

I seem to remember that Kano in the arcade has his metal side showing _ALWAYS_ (I haven't checked but I am pretty damn sure) As far as I can tell most games does this mirror flip (why make two pictures when one will suffice, save the memory for more important stuff) Just to carry this further think of DPs in SF2, on the left side it is the right fist in the air and vice versa on the right. Don't gripe if it ain't worth griping about.

---Mike

If at first you don't succeed, get a bigger hammer...
And if that don't work: NUKE IT

3958. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:20:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90444@cup.portal.com>
Source record: 201326

Looks like I was wrong about the multi-tasking abilities of Windows 3.1

It was my impression from what I've read that it does true multitasking,
but then again I've seldom used it.

What I'm used to is multi-tasking Windows sessions and DOS sessions under
OS/2, which DOES do true multi-tasking.

BobR

3959. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:22:19 UTC
From: Lexicor@world.std.com
Message-ID: <CDBL58.KnF@world.std.com>
Source record: 201321

By saying PTXXXX do you mean the PTC1426 Monitor from Atari? That Monitor is capable of displaying in True Color (24bit) and High Color (15/16bit) at 640x400...if you were referring to another monitor then just disregard this post ;)

It is NOT capable to display that 640x400 in High Color via the Falcon. But through a True Color System eg. like the NOVA Graphics Voard or SUperNOVA it can display that. Of course..the NOVA doesn't run on the Falcon yet :)

Yat @ Lexicor

Lexicor@world.std.com

3960. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:27:24 UTC
From: tim@rider.UUCP
Message-ID: <2974@rider.UUCP>
Source record: 201334

>Why does Atari bother to exist?
So we can annoy moronic idiots like you...
Oh, I have three words for you....

GET A LIFE!!!!!!

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

3961. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:31:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90448@cup.portal.com>
Source record: 201327

Umm.. actually that particular discussion WAS minimum installations.

Someone said that OS/2 required a much higher amount of disk space, even
for a minimum installation. My reply of 20 MB was in reference to that.

Are you certain it was Atari Corp. who put on the show at the San Diego
computer show..?

Atari is famous for leaning on the efforts of local computer users groups
to put on shows. Was this an Atari exhibit, or did SDACE do all the work?

Both MACE and WAUG (in my local area) have put on similar exhibits at
generic computer shows, trying to expose more of the general public to
Atari computers.

Putting on a show is far different however from supporting a dealer network.

So far the only thing Atari has demonstrated is their ability to destroy
a dealer network, not support one.

With every new product, there have also been promises of a new effort to
rebuild the dealers... it's never happened.

BobR

3962. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:31:51 UTC
From: Lexicor@world.std.com
Message-ID: <CDBLL4.M44@world.std.com>
Source record: 201322

Regarding your questions:

The TT in 640x480 will run on any VGA monitor, however you will get a strangely compressed signal ;) so ideally the PTC1426 can with a switch in the back expand the picture to full size, however overall it's not a good monitor, I'd suggest to get a 3rd Party Gfx board and get a good Monitor.

1280x1024 can be achieved on a TT only thogh 3rd Party Graphics Boards eg. like the Matrix or NOVA, CRDOT's etc. depending of course if you are looking into displaying that rez in color, or monochrome.

Theoretically if you wished to buy a gfx card, and 1024x768 NI Monitor can display that rez..interlaced however..you would need to spend a lot for a good monitor.

The TT High rez in 1280x960x2 requires the TT High Specific Monitor, I think it was called the TTM194?

tw..what is your application? maybe that could help :)

Sincerely

3963. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:35:46 UTC
From: Lexicor@world.std.com
Message-ID: <CDBLrn.n0r@world.std.com>
Source record: 201324

Hang on....correct me if I am wrong..but GENEVA is not a Multitasking System on it's own is it? Alone it is a re-write of the AES and will run in NeoDesk (DUH! I wonder why ;)) and also MultiTOS where it will then support Multitasking.

That's what I heard...info's anyone?

Yat

3964. Re: DA's Vektor

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:39:42 UTC
From: Lexicor@world.std.com
Message-ID: <CDBLy7.wA@world.std.com>
Source record: 201325

Hmm..well let me tell you that DA's Vektor needs a minum config. of 640x400 Screen Rez...but it's not worth much really (or fun for that matter) in B/W.

Since you have a Mega STE? or? then you can add a 3rd Party Graphics Board to display it in full color's 256, 15/16 or even 24bit! and it's great! That's when you can really use Da's Vektor...however eith a MONO Setup I would not recommend the purchase.

It also runs on Falcon'030...

Hope I could help

Yat

3965. Re: Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:53:10 UTC
From: Lexicor@world.std.com
Message-ID: <CDBMKn.3v3@world.std.com>
Source record: 201330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You want to mess aroundto display "True Color'" on your Falcon on your VGA Monitor at 640x480? I'd be interested to know what your results are..

In VGA Mode "True Color" is only displayable at 320x480, however if I am correct, hardware converters are available to display higher resolutions on a Falcon with "True Color" eg. like Blow Up'030. In the "MS" modes it appeared to be able to have the option "True Color".

I think the highest it can go is 448x544 in the "TC" mode...anyone have more experience on Blow Up'030?

3966. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 01:59:55 UTC
From: Lexicor@world.std.com
Message-ID: <CDBMvw.5BB@world.std.com>
Source record: 201331

Did you try 3rd Party Memory Board's? I know Z-RAM and GE-Soft offer them aswell, I think the Z-RAM board is 6-700 U$D populated with 14 Megabyts already...

Yat

3967. Printing with spectre (SLM 804)

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 02:17:55 UTC
From: krakoverj@immunex.com
Message-ID: <1993Sep13.181756.102@immunex.com>
Source record: 201323

Sorry to bring this up again...I'm just being stupid for not reading it the first time....

Anyhow, I saw about a month ago, that someone had posted a question about using an SLM 804 printer with spectre.

I remember that their was a responce that two companies makes init's files to do just this.

Please, waht are those two companies again? and addresses/ phone numbers would be nice too.

Thanks,
Jonathan
krakoverj@immunex.com

3968. FOR SALE: *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 02:24:47 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CDBo1C.JIL@ccu.umanitoba.ca>
Source record: 201335
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=========================================================================
SOFTWARE
=========================================================================
Rings of Medusa.................$ 12.00
The Pawn........................$ 10.00
TV Sports Football..............$ 10.00
10th Frame Bowling..............$ 10.00
NFL Football for GameBoy........$ 11.00

=========================================================================
MISCELLANEOUS
=========================================================================
4 different 5.25" disk cases & drive cleaner all for.....$10 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Volume discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
===

3969. Posting to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 02:39:53 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep13.203954.1593@rivers.acc.uwrf.edu>
Source record: 201328

```
--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."
```

3970. GFA 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 02:42:57 UTC
From: gungfu@csd4.csd.uwm.edu
Message-ID: <273b3hINN7ae@uwm.edu>
Source record: 201332

I recently deleted my only copy of the compiler for GFA 2.0! Can anyone help me with info or whatever? I'm in the middle of a lengthy program, and need help fast!

Also, I recall there being an Atari achive in Michigan. Can someone send me the address? Thanks much anyone!

3971. Posting to comp.binaries.atari.st (for real!)

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 02:44:54 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep13.204454.1594@rivers.acc.uwrf.edu>
Source record: 201329

Hmm... for some reason this didn't get posted the first time...

Anyhow, I've recently completed a version of a program that launches several programs (TOS or GEM) of your choosing at boot time. I've tried to post the UU encoded versions to comp.binaries.atari.st but my mail-deamon says that the current moderator is extinct. How do I post these programs?

BTW- Thanks to Jan for answering my GDOS questions! :)

--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

3972. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 03:02:54 UTC
From: bill@main.morris.org
Message-ID: <273c8u$a6u@c3po.jvnc.net>
Source record: 201333
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <2725g0$rrd@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>
>Ouch! After I've loaded MultiTOS (i.e. MiNT, new AES, new Desktop) I have
>about 500K left on my 2MB machine. Where has all your memory gone?!
>
>Does SpeedoGDOS take the other 2MB?
>

Speedo, SAM, AFM, and about 8 other accessories. I love maxxing
my machine :-)

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

3973. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 03:57:16 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep13.225716.16586@cobra.uni.edu>
Source record: 201337

In article <CDAI4C.5pM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> If it helps, I have a Falcon. I also know of 4 other people who have one. Given a
> finite number of aquantencies, that's reasonable.
>
> The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties
> producing stuff both hardware & software.
>
> When will all you US/Antipodean people realise that just because the Atari is
> dead in your neck of the woods, it isn't the case elsewhere.

10,000 Falcons sold worldwide(I am being conservative on the estimate) That is incredibly sucessful!!!!

>
>
> Additionally, there is much fine PD for the Falcon. Art packages, graphic &
> sample players/converters and all manner of nice things.
> --
> +---------------+---+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+---+

Peter Sinclair-Day UNIV.of Northern Iowa Cedar Falls, Iowa

3974. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 04:02:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep13.230250.16587@cobra.uni.edu>
Source record: 201338

In article <CDAJBv.602@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> What kind of idiot gave net access to someone like Mr Sinclair-Day? I have never
> read so much unsubstantiated, purile and juvinile output from one person. Worse
> still, he's at a university. Time to grow up.

And more substantiated output:

My computer lab fee did bud...Oh at least I did not throw good money away..

>
> --
> +---------------+---+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+---+

Peter Sinclair- Day UNIV. of Northern Iowa Cedar Falls, Iowa

3975. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 05:00:57 UTC
From: garion@indirect.com
Message-ID: <1993Sep14.050057.22498@indirect.com>
Source record: 201339
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

R$E: SNES MK vs. Genesis MK

Are you kidding about the timing on the SNES version? It sucks!
It's nowhere even close to the arcade and combos are nearly extinct. And
the Genesis version looks so sad I couldn;t tell WHAT I was doing...

Let's face it folks, and quit trying to justify the $60 you spent.
The Mortal Kombats SUCKED. ALL FOUR. Arcade puritans will agree with me
110%. I was lucky to sell both my copies (Genesis and Gameboy) while the
hype was still high, try the SNES one, and sell *it* too!

Acclaim: read this loud and clear: those translations SUCKED. I
can only cringe at the thought of what you're doign to NBA JAM.

Mike/garion@indirect.com

3976. Re: Pure C & shell

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 05:30:48 UTC
From: marc@targon.UUCP
Message-ID: <3632@targon.UUCP>
Source record: 201342

In article <CCzKt9.6vK@cs.ruu.nl> avgroeni@cs.ruu.nl, groenink@math.ruu.nl writes:
|In <3543@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:
|
|>In article <261l2c$dll@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr
(Patrice.Lacouture) writes:
|>|Hi all.
|>|I got a problem with Pure C:
|>|I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
|>|When I run Pure C, asking from menu "TOS shell" it tries to load
|>|something but returns immediately to Pure C.
|>|If I call Pure C from sh, it works.
|>|My shell is Okami (latest version).
|>
|>That is because Pure C loads its shell from the shell_p system
|>variable rather than from the SHELL environment variable.
|>When you start Pure C from the desktop, shell_p is not set,
|>so it is impossible to use the shell escape. If you start from
|>within some shell that sets shell_p, the shell can be called.
|
|After a private discussion with Patrice we wonder whether the following
|should be possible: write a small TSR that installs a shell_p routine
|which simply Pexecs "/bin/sh" (or according to an environment variable,
|the default shell). Then you'd be able to call your shell even when PC
|was started from the desktop.
|
I have tried that and it did *partially* work, but it can be
that I did something wrong. I could run the shell three times,
the fourth time the system bombed.
If I remember well, the trick is to put a branch instruction
in the shell_p variable (four bytes are exactly enough) to the
routine you want to execute. You do that while initialising the TSR.
Every time you call the shell escape from within TC or Pure C,
the branch is done, and the routine is executed.
I wondered also whether it would be possible to run a different
shell in Gemini this way (I want to run a version of ksh for plain TOS)
but for some unknown reason that did not work at all.
Any suggestions on how to fix these problems are very welcome!

marc(@targon.UUCP)

3977. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c92f5c8@troedp4.ct.se>
Source record: 201341

> A minimum installation of OS/2 requires 20 Megabytes of disk storage.
>
> MultiTOS takes a LOT less space because MultiTOS *does* a LOT less.

MultiTOS does all the OS-functions of Windows, OS/2 and the rest, the
difference is that you don't get loads of extra-programs along with it...

> Windows does true pre-emptive multitasking... that dealer should
> read a few magazine articles.

Try reading a few articles yourself... Windows does NOT offer pre-emptive
multitasking of windows-applications, only of DOS-applications(!!!), Windows NT
and OS/2 on the other hand, are truly pre-emptive...

> ALL computers require a disk operating system. TOS includes it in ROM,
> the PC loads it from disk. If you're using a disk, you're using a
> disk operating system, true, but on a PC it's not necessarially MS-DOS.
> (You have a choice).

You have a choice using an Atari as well... TOS, MultiTOS, Mag!X, Minix, Unix,
soon to come Linux...

> The Jaguar was brought up because Atari has virtually abandoned the
> Falcon already, putting (according to Bob Brodie, just to satisfy
> Warwick's curiosity) all its resources ($35 million, down from the $50
> million they said they had to launch the Falcon) toward launching the
> Jaguar.

They haven't abandoned the Falcon, this is plain BS! Just because they're
investing a lot of money in the console market does not mean they give up the
computer-market... The money they make on the jaguar will probably be used to
develope new Falcons...

```
*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

3978. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c92f7a3@troedp4.ct.se>
Source record: 201343

> I am looking forward to getting a Falcon ASAP. However, a couple of
> questions popped up and I would appreciate any help.

Good idea, I'm sure you'll enjoy it!

> I got the following prices :-
>
> Falcon 1Mb no hard drive $799
> Falcon 4Mb and 80Mb hard drive $1199.
>
> Did a couple of quick calculations and it seems to be more cost
> effective to get the 1Mb version and then upgrade the RAM and hard
> drive. 80Mb is too little for me anyway, and I can fit a 300Mb in
> there for the same price as the 4/80. However, does the Falcon use SIMM
> ram and are there any hidden catches??

Nope, the Falcon doesn't use SIMMS, unfortunately... You first need to plug in
a SIMM-card (The RAM-Gizmo would be a good coice) costing maybe 100$...I'm not
sure about the price since here in Sweden everything is extremely expensive
anyway...

> Are the prices above competitive??

No idea, in Sweden they would be ;-)))

```
**********************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
**********************************************************************
```

3979. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c94c436@troed.ct.se>
Source record: 201344

In a message of 13 Sep 93 10:49:56, Bob_bobr_retelle wrote:

B> Well, the original post said 100% faster, 200% better throughput...
B>
B> But even at double the clock speed, this has to be the ONLY ADSpeed
B> on the entire planet that gets a 100% increase in performace.
B>
B> Even ICD doesn't advertise it that way.

Sorry, you're wrong again ... Math = Increase 100%
Overall = Increase 80%

That's what I wrote in the original posting, if you don't know how to remember
figures, erase yourself from this world ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3980. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c94c3e0@troed.ct.se>
Source record: 201345

In a message of 13 Sep 93 10:48:44, 'Flip' wrote:

'> You didn't include his post, but I remember him saying he got a 200%
'> speed increase, didn't he?
'>
'> (i think what he MEANT was it is 2X faster... a 100% increase would be 2X
'> normal speed, but these things happen when people get into discussions i
'> gu

If I had said "100%" he would have said "Not a bit faster then" .. who cares anyway ... Bob said that an accelerator gave maximum 50% improvement, I could at once show that my gives me 100% improvement, thus Bob was wrong. that's why he's arguing ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3981. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:46:40 UTC
From: winston@merk.com
Message-ID: <CDC2xu.5Ho@merk.com>
Source record: 201155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tuesday, August 31, 1993 at 06:04:59 GMT (11:04am EDT)
cmedley@wam.umd.edu ('Flip' Medley) writes:

In article <1993Aug31.012412.22120@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:
DM>
DM> Once again we have some naive idiot running around pretending to...
FM> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
FM>
FM> Darek, you sure know how to make a sale.
FM>
FM> I give you a coherent set of arguments, rationally, for why your
FM> product is maybe not quite as peachy keen as you make it out to be,
FM> and blam! I'm an idiot.

Well, to cite an example:

Article 12917 of comp.sys.atari.8bit:
Xref: comp.sys.atari.st:64056 comp.sys.atari.8bit:12917
"""""""""""""""""""""
Path: merk!spdcc!think.com!yale.edu!newsserver.jvnc.net!howland.reston.ans.net!europa.eng.
gtefsd.com!uunet!haven.umd.edu!cville-srv.wam.umd.edu!cmedley
From: cmedley@wam.umd.edu ('Flip' Medley)
Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
"""""""""""""""""""""
Subject: Re: Gemulator 3.0!
Date: 31 Aug 1993 06:04:59 GMT
Organization: University of Maryland, College Park
Lines: 151
Message-ID: <25upmb$cdi@cville-srv.wam.umd.edu>
References: <1993Aug21.002245.21642@microsoft.com> <XRDV9B2w165w@cyberden.sf.ca.us>
<25j4of$foh@cville-srv.wam.umd.edu> <1993Aug31.012412.22120@microsoft.com>
NNTP-Posting-Host: rac3.wam.umd.edu

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
"""""""""""""""""""""
Xref: comp.sys.atari.st:64056
comp.sys.atari.8bit:12917
"""""""""""""""""""""

...your article may have had more creedence had you actually bothered
to look where you were posting it before sending it off. What does
emulating a 68030 have to do with the 6502 ?

FM> Well, is it? We all know the Falcon has a '030 attached via a 16-bit
FM> bus to the memory. Unless we use a 3rd party board, we can't use
FM> FastRAM to get 32-bit access via the CPU.

The speed of the Falcon 16-bit bus is immaterial to the 6502 owner.
You ask if maybe it is just you. Well, is it? In COMP.SYS.ATARI.8BIT ?

FM> You're full of it if you think that we're all supposed to believe it
FM> is going to perform as well as a Falcon.

Well, if you can all believe that 16-bit and 32-bit machines are
actually, in reality, 8-bit machines, then anything is possible!

FM> My point, Darek, if you would pay attention, which apparently
FM> is not your strong suit as you think you know it all...

Darek is not the only poster around here who could use a course in how
to pay attention, but apparently it is not a strong suit.... A little
attention paid to NewsGroup headers would greatly be appreciated by one and
all, as well !

FM> I am not suggesting in any way, shape, or form that you need to make
FM> a 68030 emulator. What I am saying is that if a user wants raw speed,
FM> they would need a high-end PC (486/50 or better) to equal a lowly Mega
FM> STe or slightly better.

Why would I want to emulate a Jackintosh? As a 6502 user I have no
need for a GUI.

3982. URGENT : CDK -> (E)PS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:51:39 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <273t6b$s9@cismsun.univ-lyon1.fr>
Source record: 201349

Please HELP me, it's URGENT :

I use Calamus / Calamus SL at home and I have .CDK documents that I want to print at work on a HP Laserjet 4 SI-MX. Is there a way getting Postscript files from my document, or at least something printable on this printer ?

Please reply via mail at placou@biomodel.avignon.inra.fr.
I'll post the results if I get something interesting, or you can ALSO post it if you want...

Losta thanks to the people who will help me !

Patrice

3983. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 07:52:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.LtbNZZ&f0lk@elfhaven.ersys.edmonton.ab.ca>
Source record: 200893

In <1993Sep10.024145.12932@julian.uwo.ca>, Jason Uberig writes:

[> I've been looking for a nice, fast, full-featured, and flexible
[> modem &/or terminal program for awhile now. I can't seem to find one
[> that has all the features I'd like and retains the speed I like. The
[> best package I've run across so far is Uniterm v2.0e015, but it has
[> two drawbacks on my shopping list: 1) No Z-modem builtin (a convenience
[> that I don't want to live withou); and 2) The macro capabilities (at
[> first glance) seem to leave a little to be desired compared to some
[> other packages like Stalker 3.0 or Flash 2.0 (although, I guess that's
[> one thing you get when you _pay_ for a package :).
[>
[> Anyway, as much as I do LOVE UniTerm, I can't bring myself to live
[> without Zmodem and a nicer script/macro interface. So, on to my REAL
[> question:
[>
[> "What's _your_ favourite, PD/Shareware/Other, and why?"

CoNnect! :)

In your article you mention that you need internal Zmodem. CoNnect
does this, and it seems to do it faster than XYZ. Also, it will do
it in the background on a regular system. You can use your accessories
while the transfer is going (or even other features of CoNnect, I
suppose). It also has Xmodem, Ymodem, Xmodem 1K, Compuserve B, and
Compuserve B+ built in.

You also mention that you need it to be fast. If you set the right
options with CoNnect, you will have no trouble keeping up with a 14.4K
modem (but the display will be a little jerky).

By "macros", do you mean function keys or scripts? CoNnect does both.
You can define up to eighty (or is it sixty?) function keys. You can
even set the function keys to run other programs, run script files,
execute script commands, or just send a string of text. If you run
a TOS/TTP program, CoNnect will put the prorgam in a window (which
makes everything look seamless).

If you mean scripts, CoNnect has an extremely powerful script
language. You can create the scripts yourself (there are a huge
number of script commands available, including looping and if-then
constructs). If you do not want to write the script yourself, you
can tell CoNnect to do it. You decide what actions it will learn
(uploading, downloading, keyboard, and hanging up). When you connect
to a system, you can have CoNnect execute a script. You can also
(though I have not done this) tell CoNnect to execute a script when

you disconnect.

Do you need emulation? If so, CoNnect has that too. It does the best ANSI emulation available on the ST. It even does blinking text! If you connect to a system that does not do perfect emulation, you can configure CoNnect to make the same mistakes. It also emulates VT-100, VT-200, and VT-220.

CoNnect also has a host of other features. It lets you change the keyboard shortcuts, and change how the dialog boxes look. It has a HyperText-style context-sensitve online help system (which is great). The telephone dialer works a lot like GEM. You can drag telephone entries to the clipboard to clip them, or the trash can to delete them, or the telephone to dial them. Holding down the shift key lets you mark groups of numbers (which you can then dial, clip, or delete). You can sort the numbers by just dragging them to the place where you want them to be. You can decide what action CoNnect will take when it receives different strings from the modem, or how long CoNnect should wait between redials.

There are just millions of features in this program...:)

It is available from atari.archive.umich.edu in the atari/Telecomm directory. The latest version is 2.20.

One of the best things, that I almost forgot to mention, is that the program is still being supported. (It is also in english now, if you do not read german).

```
[> +---------------+-----------------------------------------------------+
[> | Jason Uberig | E-mail: uberig@gfx.engga.uwo.ca |
[> | "Nothing is impossible, just some things are more improbable." |
[> +-------------------------------------------------------------------+
```

```
--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
```

3984. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:10:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90494@cup.portal.com>
Source record: 201152

So an ICD ADSpeed accellerator gives you a 2X improvement in speed, when tthe manufacturer only claims 50% improvement...?

Are you running specialized benchmarks that ONLY run in RAMcache, or are you really running the nuclear powered plutonium "limited edition" ADSpeed...?

There is NO WAY that a 16Mhz CPU on an 8MHZ bus can consistantly achieve a full 100% improvement in overall speed.

The CPU runs at 16Mhz.. OK, fine...

The *REST* of the ST still runs at 8MHZ...

Unless you can do without such "little things" as Disk Access, and Video access, then 100% improvement is NOT possible.

BobR

3985. Re: Kandinsky 1.54 out now!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:11:40 UTC
From: error@stack.urc.tue.nl
Message-ID: <273ubs$crm@tuegate.tue.nl>
Source record: 201350

rossgod@iwb.mw.tu-muenchen.de (Ulrich Rossgoderer) writes:

>For each package, there is a short description in the files kand154d.idx, kand154e.idx and
>trpd054.idx.

As a sidenote, Kandinsky 1.54 was not there yet, but I have seen these
.idx files and they are very handy. Can this sort of thing be included
from now on with most programs authors publish on the Internet? Then
there could be some software index like there is for Linux. There they
have an index where one can find which the newest versions are, what
software is available and so on.

Erlend.

3986. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:16:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep14.091602.1@gst-soft.demon.co.uk>
Source record: 200685

TITLE: Re: Atari vs the EXPENSIVE world of DOS

> And on the topic of multitasking systems, and word on
> Linux-68k for the Falcon? (and puhleeeze dont give me any
> stuff about 'the falcon aint powerful enough')

Linux 68K is coming along nicely. The main efforts were originally going into Amiga Linux, but with a keen interest from Mac, and ST/TT owners the kernel is being split to try and keep all the machine specific code separate. There are a few TT people on the case, writing drivers etc.

As for the Falcon, don't worry, The minimum spec, is a 68030 for full memory protection, and I'm sure drivers will be written for the extra screen modes, when XFree becomes available.

CW.

==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

3987. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:33:15 UTC
From: error@stack.urc.tue.nl
Message-ID: <273vkb$cvm@tuegate.tue.nl>
Source record: 201151

Lexicor@world.std.com (Yat W Siu) writes:

>Hang on....correct me if I am wrong..but GENEVA is not a Multitasking System
>on it's own is it? Alone it is a re-write of the AES and will run in NeoDesk
>(DUH! I wonder why ;)) and also MultiTOS where it will then support
>Multitasking.

Well I have only read about it, not actually used the program, but it is
a complete multitasking system. It is a replacement AES that will allow
cooperative multitasking and other things. Neodesk can be used as a
desktop, because the Atari desktop will not work correctly with Geneva.
But you could also use other desktops, like Teradesk.

What probably confused you is that you can run Mint, (not MultiTOS)
concurrently with Geneva. If you have Mint you also have preemptive
multitasking. And can run tos programs in windows.

I suppose Geneva is the thing to get if you have an ordinary ST, but a
TT or Falcon can use the 68030's memory protection, which Geneva does
not.

Erlend.

3988. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:56:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDC65G.L9L@barclays.co.uk>
Source record: 201195

ST User had a problem duplicating this month. They had a batch of disks copied as 9 sector when they were 10 sector hence the inability to read anything from them. I subscribe and received a new disk without asking 3 days later. The magazines were pulled from the shops (apparantly) and appeared a few days later presumably with fixed disks. You can send the disk back for a new copy. Details are in the magazine.

--

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3989. Kandinsky 1.54: forget it!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 08:59:39 UTC
From: rossgod@iwb.mw.tu-muenchen.de
Message-ID: <27415r$h2r@miriel.iwb.mw.tu-muenchen.de>
Source record: 201153

Sorry folks!

Version 1.54 of Kandinsky contains a bug, which makes Kandinsky crash while redrawing windows under certain circumstances.

That's why there's Version 1.55 (kand155d.zip, kand155e.zip) on the ftp-site ftp.e-technik.tu-muenchen.de.

bye, Uli

3990. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 10:30:46 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2746gm$skt@sol.ctr.columbia.edu>
Source record: 201156

In article <2c92f5c8@troedp4.ct.se>, magnus.thylander@troedp4.ct.se (Magnus Thylander) writes:

[stuff deleted]

} They haven't abandoned the Falcon, this is plain BS! Just because they're
} investing a lot of money in the console market does not mean they give up the
} computer-market... The money they make on the jaguar will probably be used to
} develope new Falcons...
}

It seems that way to me too. Why make a machine called 'Falcon 030' when you're not going to go one better (ie: 'Falcon 040')? Why not just call it 'Falcon' ?

It also seems to me that they will make the machine if they think it will produce a profit. "Mr" Sinclair quoted 10000 machines. I'm not sure if I believe that, but if so, then that's quite a lot of money. Don't know whether that's enough profit but assuming thay're all Falcon 1/no hd (unlikely!) that's still about 6,000,000 uk pounds. There has to be a reasonable amount of money in making an upgraded machine (it would *have* to have the 32-bit cpu<-->memory bus, since an '040 can't cope with less...). They'd also be able to jump on the 'clock-doubled' bandwagon :-)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3991. Re: *.MOD file format ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 10:58:57 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep14.105857.6807@solaris.rz.tu-clausthal.de>
Source record: 201162

Anders Skar wrote:
> Is there someone who knows the *.MOD file format ??

Here is a file containing a description of the most popular MODfile
format, the Protracker format. And here we go:

-------cut-------cut-------cut-------cut-------cut-------cut-------

Have you ever wondered how a Protracker 1.0C module is built up?

Well, here's the...

Protracker 1.0C Song/Module Format:

Offset Bytes Description
------ ----- -----------
0 20 Songname. Remember to put trailing null bytes at the end...

Information for sample 1-31:

Offset Bytes Description
------ ----- -----------
20 22 Samplename for sample 1. Pad with null bytes.
42 2 Samplelength for sample 1. Stored as number of words.
Multiply by two to get real sample length in bytes.
44 1 Lower four bits are the finetune value, stored as a signed
four bit number. The upper four bits are not used, and
should be set to zero.
Value: Finetune:
0 0
1 +1
2 +2
3 +3
4 +4
5 +5
6 +6
7 +7
8 -8
9 -7
A -6
B -5
C -4
D -3
E -2
F -1

45 1 Volume for sample 1. Range is $00-$40, or 0-64 decimal.
46 2 Repeat point for sample 1. Stored as number of words offset
from start of sample. Multiply by two to get offset in bytes.
48 2 Repeat Length for sample 1. Stored as number of words in
loop. Multiply by two to get replen in bytes.

Information for the next 30 samples starts here. It's just like the info for
sample 1.

Offset Bytes Description
------ ----- -----------
50 30 Sample 2...
80 30 Sample 3...
.
.
.
890 30 Sample 30...
920 30 Sample 31...

Offset Bytes Description
------ ----- -----------
950 1 Songlength. Range is 1-128.
951 1 Well... this little byte here is set to 127, so that old
trackers will search through all patterns when loading.
Noisetracker uses this byte for restart, but we don't.
952 128 Song positions 0-127. Each hold a number from 0-63 that
tells the tracker what pattern to play at that position.
1080 4 The four letters "M.K." - This is something Mahoney & Kaktus
inserted when they increased the number of samples from
15 to 31. If it's not there, the module/song uses 15 samples
or the text has been removed to make the module harder to
rip. Startrekker puts "FLT4" or "FLT8" there instead.

Offset Bytes Description
------ ----- -----------
1084 1024 Data for pattern 00.
.
.
.
xxxx Number of patterns stored is equal to the highest patternnumber
in the song position table (at offset 952-1079).

Each note is stored as 4 bytes, and all four notes at each position in
the pattern are stored after each other.

00 - chan1 chan2 chan3 chan4
01 - chan1 chan2 chan3 chan4
02 - chan1 chan2 chan3 chan4
etc.

Info for each note:

_____byte 1_____ byte2_ _____byte 3_____ byte4_
/ \ / \ / \ / \

```
0000 0000-00000000 0000 0000-00000000

Upper four 12 bits for Lower four Effect command.
bits of sam- note period. bits of sam-
ple number. ple number.

Periodtable for Tuning 0, Normal
C-1 to B-1 : 856,808,762,720,678,640,604,570,538,508,480,453
C-2 to B-2 : 428,404,381,360,339,320,302,285,269,254,240,226
C-3 to B-3 : 214,202,190,180,170,160,151,143,135,127,120,113

To determine what note to show, scan through the table until you find
the same period as the one stored in byte 1-2. Use the index to look
up in a notenames table.

This is the data stored in a normal song. A packed song starts with the
four letters "PACK", but i don't know how the song is packed: You can
get the source code for the cruncher/decruncher from us if you need it.

In a module, all the samples are stored right after the patterndata.
To determine where a sample starts and stops, you use the sampleinfo
structures in the beginning of the file (from offset 20). Take a look
at the mt_init routine in the playroutine, and you'll see just how it
is done.

Lars "ZAP" Hamre/Amiga Freelancers

-------cut-------cut-------cut-------cut-------cut-------cut-------

That's it. Now take your favourite assembler and write the best tracker
routine. 8-)

bye
Chris
```

3992. Re: Epson GT6500 Scanner query.

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:15:46 UTC
From: djs@jet.uk
Message-ID: <1993Sep14.111546.8016@jet.uk>
Source record: 201160

In <271g6iINNbbd@bhars12c.bnr.co.uk> apski@bhars42a.bnr.co.uk (A.S.C.Pomianowski) writes:

> I am thinking of buying an Epson GT6500 A4 Colour scanner, which I
>have seen reviewed very highly, to connect to my Falcon but I have a
>couple of queries about it -

>1/ Does it have single or dual SCSI ports? This is very important
>to me, since my SCSI hard drive (a Datapulse) has only one SCSI port,
>so I can't daisy chain them unless there is an additional port on the
>scanner.
>...
SCSI is a *bus*, so you don't daisy-chain devices, you just connect them
all together. If a device has two SCSI ports, they are likely to be directly
wired together.

To add a SCSI device to my system, I just replaced the ribbon cable that
connected the drive to the adaptor with a cable that had a `breakout' socket
in the middle; a second cable went from this socket to the new drive.
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3993. Re: SCSI Tape drive on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:21:35 UTC
From: djs@jet.uk
Message-ID: <1993Sep14.112135.8210@jet.uk>
Source record: 201159

In <CDALCz.HB3@bailgate.gpsemi.com> mkite@lincoln.gpsemi.com (Martin Kite) writes:

>Hi,

>I've seen a few things about the possibilities of using SCSI tape drives with
>the ST range for hard drive backup. Does anyone have any experience/warnings/
>advice on this. Also - could I use a SCSI tape drive to transfer files to
>and from a UNIX system with this setup ? (OK it's a bit extreme but for gifs
>etc DD disks at 3 to 4 pictures a disk is a bit of a hassle :-))
>...
I have a SCSI 150Mb tape streamer which I bought second-hand. It works really
well, and can do an image backup of my main hard drive very quickly (That
drive can manage 1MB/sec transfer rate, so can keep the tape moving). The
software (TapeBIOS) is free.

For file-oriented backup (much slower, but more flexible for restoring single
files), I use GNU tar (free software). Tapes written using Unix tar or
GNU tar on the Suns here at JET read perfectly well using GNU tar on my STE.

It takes over an hour to do a file-oriented backup using tar, but I can run
it in the background using MiNT, and get on with other things (obviously, you
need to take care with modifying files as they are being backed up).
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3994. Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:30:01 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2749vp$mop@sus.edu.eur.nl>
Source record: 201161

This is 'Nomen Nescio' again. (Due to an error, everyone cspas account has the name Nomen Nescio).

The problems i had with compatibility were:
1. Games (indeed, i used my atari also for games. Don't shoot me for that ;-)
2. Some P.D. programs,
3. Stos, which definetly has compatibilty problems, NOT only with the Falcon.
4. GFA-basic, that will only work on 'old' st resolution, which is pretty annoying.
5. Outline Art. (NOT a pd program, and not the latest version either, cause i don't have THAT much money).

Anyway, I think it's a weird thing to sell the Falcon as compatible, if 97 percent of the games of the atari st aren't compatible. (Bombuzal IS working)

Then I would like to deny that i don't like the computer. I am a fan of atari for a long time. I own a 8 bit, 16 bit and a 32 bit. I only disagree with their advertisementcampaign (that are obviously utopianlike when saying: full compatible. And they only promote falcons in atari mags. Why not in PC mags. Atariers are allready easy to convinve to buy another atari.)

MAOnstwedder
cspas050@sus.edu.eur.nl (or cspas050@edu.eur.nl)
"I have no opinion about this, and i don't have an opinion about this."

--Boundary (ID IVuN73iMw6cE7No8p7mPLw)--

3995. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:34:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDCDHK.MKv@barclays.co.uk>
Source record: 201196

It's really not worth buying memory at the moment due to the high prices. They should calm down soon-ish. For now, use virtual RAM products like Outside and stick with 4Mb.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3996. Atari 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:34:38 UTC
From: jb@paris7.jussieu.fr
Message-ID: <2746nf$4hv@vishnu.jussieu.fr>
Source record: 201158

Hi Folks!

I have a 520ST, monochrome monitor, 2 drives and lots
of programs for sell.
Asked price: $198 (VAT included!!!!)

Cheers.
==========
The wise man boasts of his goods and wares, ! Jean-Baptiste
the foolish one of his young wife. ! jb@Paris7.Jussieu.Fr
==========

3997. HELP: Buzzing Falcon Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 11:50:40 UTC
From: andrew@minster.york.ac.uk
Message-ID: <748007440.11139@minster.york.ac.uk>
Source record: 201184

The internal Hard Drive on my Falcon is making a horrible buzzing noise.

I does it intermittently. Is this curable? It is getting quite annoying now.

B.T.W. How come I've got a disk full of sounds from Atari but no program to actually play them? It is extra programs disk 3.

-Andrew

3998. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 12:03:27 UTC
From: zap@eskimo.com
Message-ID: <CDCEKy.2Lr@eskimo.com>
Source record: 201194

tpp@cbnews.cb.att.com (Grue) writes:
> In article <CD6v25.98x@eskimo.com> zap@eskimo.com (Randell Spreadborogh) writes:
> >I have to agree with your opinion of cd-rom games. I saw one yesterday that
> >took a full 5 minutes to load and had a 30 meg graphic startup sequence that
> ^^^^^^^^^^^^^^^^^^^^^
> Wow, it loaded it all into memory? That's a lot of RAM! B)

Actually it was using the HD as expanded memory. Pretty slow.
>
> >took another 10 min to watch before you could even play the game. Not my
>
> Generally, you can skip opening sequences in games. Try ESC.
>
In this game, the opening sequences were better than game play.

> >idea of good usage for the 7 or so gigabytes of potential space. The 800ms
> >seek rate was not to impressive either.
>
> 7 gigabytes! Holy moley! What planet are you from? Better get 200-300 ms
> seek time. (Was there a CD-ROM drive built in the last three years with a
> seek time over 500ms???)
>
It was a Tandy IBM clone. The 800 ms was the full sweep speed not the
average access. It was actually in the 500 ms range.
> >--
> > __ ___
> > / /\ | \ / /
> > / / \ | } / / uucp: zap@eskimo.celestial.com
> > / /____\ |__/ // internet: zap@eskimo.com
>
> Tom
>
> --
> +---+
> |Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
> |Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
> +---+
--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

3999. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 12:35:22 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <274dqa$t85@bigboote.WPI.EDU>
Source record: 201163

I see your point...however you have to consider that an updated machine can only be made following certain guidelines. Most Games are hardware specific, and that is because they wish to increase in speed, or have certain calls that are eg. only addressed by a 68000..or whatever...the point is that for games you will find a very low compatibility..same goes when the TT was released, and that serious applications such as Script, Pure C, Lattice, Phoenix-3D, Raystart, Da's Vektor just to mention a few...I mean there are hundreds of program that ARE compatible with the falcon (or any atari for that matter) because they followed the guidelines.

But speaking of which...I think in the U.K. just last year even there was a program released called the gamesmaster? or something weird.....anyway, I saw it run, and it enabled many non-falcon running games to run on the falcon.. might want to check that out..info's anyway?

Yat

Ps: But seriously....how many games on the Atari Platform actually make use of the VDI or AES function calls...? ;) imagine a flight simulator or action game like that....<grin> <smirk>

4000. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 13:10:24 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep14.131024.28735@rhrk.uni-kl.de>
Source record: 201164

cspas050@sus.edu.eur.nl (Nomen Nescio) writes:

>full compatible. And they only promote falcons in atari mags. Why not in
>PC mags. Atariers are allready easy to convinve to buy another atari.)

Atari has no money for advertising, that's the problem.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4001. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 13:18:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1454@usdtsg.DaytonOH.NCR.COM>
Source record: 201166

In article <CDBLrn.n0r@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>Hang on....correct me if I am wrong..but GENEVA is not a Multitasking System
>on it's own is it? Alone it is a re-write of the AES and will run in NeoDesk
>(DUH! I wonder why ;)) and also MultiTOS where it will then support
>Multitasking.

According to what I've read (and a *little* of what I saw at the
MiST show), Geneva IS a re-write of the AES and WILL multitask GEM programs.
However, it will NOT multitask TOS/TTP programs (unless MiNT is also
installed)...

Speaking of AES stuff, if the author of WINX21 (yes, it actually works
on my U.S. MSTE!) is checking out this newsgroup - can you give a short
summary of the features of Winx? (the documentation has a lot of info,
but I'm still a little confused)...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

4002. For Sale Lasers, computers & drives

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 13:47:56 UTC
From: wayne@bilbo.bio.purdue.edu
Message-ID: <CDCJnx.E6L@mentor.cc.purdue.edu>
Source record: 201165

Name your price! We have upgraded our equipment and no longer have
a use for these systems. All machines are in excellent condition and have
been used only for data acquisition.

Computers:
Atari MEGA ST with 4 MB RAM
65 MB external hard drive
12 R High Resolution B&W monitor (Atari SM124)
All manuals & original disks
All system software, utilities, control panels, ICD driver

Atari MEGA STe with 4 MB RAM
50 MB internal hard drive
12 R High Resolution B&W monitor (Atari SM124)
All manuals & original disks
All system software, utilities, control panels, ICD driver

Syquest Drive
1 Syquest 44 MB removeable drives and one cartridge.

Atari Laser Printers
SLM 605 - 300 x 300 DPI laser printer with toner cartridge
SLM 804 - 300 x 300 DPI laser printer with toner cartridge

Send all replies to the following address:

srane@bilbo.bio.purude.edu

4003. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 14:31:12 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c1e5c980f@discworld.oche.de>
Source record: 201185

In <747807004.1@mettav.royle>,
Steve Basford (Steve.Basford@mettav.royle.org) wrote:

SB>Hi... I've got v1.13 of Before dawn and an Atari ST 1Meg under
SB>normal
SB>Tos v1.02. I cannot get Before dawn working ie. the
SB>DAWNAUTO.PRG
SB>give 2 bombs when run... Any ideas?

Dawnauto needs an installed cookie-jar, but does not install one itself
when there is none, so this might be your problem. Simply make sure that
there is any program *before* dawnauto that installs a cookie-jar. The
position of dawnauto in the auto-folder should not be critical since
dawnauto itself does not hook into any vectors.

cu
Michael

--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"A man could go far, knowing his rights like you do," said Granny.
"But right now he should go home."
-- (Terry Pratchett, Wyrd Sisters)

4004. Re: CS-TeX without the GemShell. How?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 14:33:32 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c1e5c9955@discworld.oche.de>
Source record: 201187

In <CD5C4r.53D@cs.vu.nl>,
Staalman H (hstaalm@cs.vu.nl) wrote:

SH>Can anybody tell me how to configure a command line shell, thus without the
SH>`standard' GemShell? For example with the GPshell(No PD) or under Mint with the

I used the following some time ago:

```
setenv TEXBIB "g:\tex\texbib"
setenv TEXFONTS "g:\tex\tfm\*"
setenv TEXFORMATS "g:\tex\formats"
setenv TEXINPUTS ".\*;g:\tex\inputs\*;g:\tex\styles\*"
setenv PKFONTS "g:\tex\fonts"
setenv GRAPHICSPATH ".;.."
setenv MFINPUTS ".\atari;.\*"
setenv MFOUTPUTS "h:\metafont\outputs"
setenv MFBASES "h:\metafont\bases"
alias tex 'g:\tex\bin\tex_l.ttp'
alias dviview 'g:\tex\bin\dvi_view.ttp'
alias mf 'cd h:\metafont; h:\metafont\bin\mf.ttp '
```

Tex worked fine, but I could not get MF to run from commandline.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
A man threw himself through the window, a knife between his teeth, a
Kalashnikov anutomatic rifle in one hand, a grenade in the other. "I glaim
gis oteg in der gaing og der --" he paused. He tooke the knife out of his
teeth and began again.
-- (Terry Pratchett & Neil Gaiman, Good Omens)

4005. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 14:35:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c205c9a95@discworld.oche.de>
Source record: 201186

In <2c90a396@troed.ct.se>,
Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:

RT>I surely hope that Atari WON'T release ANY Falcon model with less than 4 Meg
RT>RAM that is not specifically made for 3:rd party upgrading ...

I hear that 1Meg machines will be shipped in germany very soon now. Most
dealers will upgrade them to 4MB plus HD, but I am sure that you can get
a 1MB machine if you want to.

RT>All programmers will use 4 Meg, since that's what all Falcons so far has had.
RT>If they released 2 Meg machines nothing (except OS programs ofcoz) would work.

I think there is yet no RAM board which can handle 2MB of memory.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Of course, it is very important to be sober when you take an exam.
Many worthwhile careers in the street-cleansing, fruit-picking and
subway-guitar-playing industries have been founded on a lack of
understanding of this simple fact.
-- (Terry Pratchett, Moving Pictures)

4006. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 14:37:02 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c225c9ba6@discworld.oche.de>
Source record: 201188

In <CD83I9.DnH@csn.org>,
Kevin Fason (kfason@csn.org) wrote:

KF>The Hard driove catch is that there are no brackets inside the 1/0 and
KF>4/0... other then that none that I know of.

And - as far as I know - there is also no cable. You need 2mm flat cable
plus connectors!

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"He's a man of few words, and he doesn't know what either of them mean,"
people said, but not when he was within hearing.
-- (Terry Pratchett, The Carpet People)

4007. Re: SCSI Tape drive on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 14:41:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c245c9cc5@discworld.oche.de>
Source record: 201189

In <CDALCz.HB3@bailgate.gpsemi.com>,
Martin Kite (mkite@lincoln.gpsemi.com) wrote:

MK>I've seen a few things about the possibilities of using SCSI tape drives with
MK>the ST range for hard drive backup. Does anyone have any experience/warnings/
MK>advice on this. Also - could I use a SCSI tape drive to transfer files to
MK>and from a UNIX system with this setup ? (OK it's a bit extreme but for gifs
MK>etc DD disks at 3 to 4 pictures a disk is a bit of a hassle :-))

I use a QIC-150 SCSI tape drive (wangtek 5150ES, a tandberg 3600 worked,
too) on my ADSCSI host adapter, works fine. I use a beta-tape-driver with
a matching tar/cpio, and exchanging tapes with a SUN in both formats is
absolutely no problem.

A good (and available) program to use is GEMAR (get at least V1.23), a GEM-
driven tape backup/restore program which is quite fast. The registered
version can also read/write tar format tapes.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"If we find a cat I'm going to kick it!"
-- (Terry Pratchett, Only You Can Save Mankind)

4008. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:36:13 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep14.153613.102779@zeus.aix.calpoly.edu>
Source record: 201175
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

>Glen Sescila <glens@natinst.com> wrote:
>
>The lack of excessive violence is compensated because they keep the feel of
>the coin-op.

The genesis version can be placed in "violent" mode with a certain set
of keypad movements (like Street Fighter foir the SNES can be put in
enhanced mode). The SNES version cut out the violence all together.
(Well they are still fighting of course . . .)

4009. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:37:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDCoq9.1Bp@barclays.co.uk>
Source record: 201197

```
The Gnu C compiler is readily available from various FTP sites. try
src.doc.ic.ac.uk computing/systems/atari/umich/Gnustuff.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4010. FOR SALE: 520ST with stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:37:41 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <274og5$cpg@bigboote.WPI.EDU>
Source record: 201173

```
Atari 520 ST NO MONITOR NO DISK DRIVE
Has modulator for use with Television, but no fm in the name
Older model with no internal drive
Has TOS in rom

Comes with:

Power supply
Manual
Basic Manual
Logo Manual
Language Disk
Mouse
Drive Cable and power supply for sf314 (again no drive)
Skyfox
Flight Simulator
Transylvania
Golden Path

Asking $125 but feel free to make an offer. First offer of $125 takes it.
If no taker at $125, highest reasonable offer in a week takes it.
Will not break up.

Reply to rhett@wpi.wpi.edu
```

4011. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:41:26 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93257.31287.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201170

```
------------------------ Original Article ------------------------
Path: butch!netcomsv!decwrl!uunet!cs.utexas.edu!rutgers!att-out!cbnewsd!atlas
From: atlas@cbnewsd.cb.att.com (N. Scott Abderhalden)
Newsgroups: comp.sys.atari.st
Subject: Can my ST teach me to play the piano?
Message-ID: <CDB41x.EIJ@cbnewsd.cb.att.com>
Date: 13 Sep 93 19:13:07 GMT
Organization: AT&T Network Systems - Lisle,IL
Lines: 12

"The Miracle". A similar package is available
for the Nintendo systems.

Does the ST have any software like this?

There WAS a very good package from a now DEFUNCT company called MIDIMouse Music
out of Oregon. It consisted of four applications: "Note Wizard", "Chord
Magic", "Rythm Time", and "Scale Master." These are basically drills, and are
quite good. Toad Computer of Maryland used to carry it, but it may be hard to
find nowadays. (I found these superior to "Miracle" system - more for adults.)
The disks are heavily copy protected, and a "key disk" is needed to make them
run. Another company that still sells stuff for the ST is ECS (I think that's
the name.) I have a catalogue at home. Send me E-mail or post a note on the
net if your interested. I have one of their applications called "Keyboard
Speed Reading." It's pretty helpful. I understand there are some high-end
programs from Steinberg, and I also have a piece of junk called "Das Ohr."
(Not recommended). Unfortunately, there isn't much support out there for
music education programs for the ST anymore.
Can anyone add to this? I'd be interested myself.
```

4012. sampler

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:46:54 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <274p1e$dva@bigboote.WPI.EDU>
Source record: 201171

Does something comparable (when I say comparable, I dont necessarily mean in terms of performance ability, I mean in terms of function) to the Macintosh Sample Cell for the ST? I am thinkning about buying a sampler for my set up but was introduced to sample cell recently and wondered if it had an ST counterpart of sorts.
Any help would be highly appreciated.
Thanks in advance.
rhett@wpi.wpi.edu

4013. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:46:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDCp67.1En@barclays.co.uk>
Source record: 201199
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

Could some kind soul explain what the big deal with Mortal Kombat is? It seems like all the other beat-em-ups to me ie very dull.

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4014. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:52:38 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <CDCpFr.KGr@festival.ed.ac.uk>
Source record: 201168

In article <1993Sep13.225716.16586@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <CDAI4C.5pM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> If it helps, I have a Falcon. I also know of 4 other people who have one. Given a
>> finite number of aquantencies, that's reasonable.
>>
>> The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties
>
>10,000 Falcons sold worldwide(I am being conservative on the estimate) That is
>incredibly sucessful!!!!
>
>Peter Sinclair-Day UNIV.of Northern Iowa Cedar Falls, Iowa

You think 10,000 falcons sold worldwide in one year is a success? Come on, Apple sell 100,000 a MONTH! I don't think we can say the falcon is yet a success story, if they lower the price maybe it will but at the present rate it is likely to end up like the TT. I want to buy a falcon, but only when it's cheaper that a mac or pc.

Herb

4015. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 15:59:27 UTC
From: jky@cs.bu.edu
Message-ID: <274pov$jge@news.bu.edu>
Source record: 201169
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

Someone send me the fatality code!!!

4016. Falcon FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:01:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDCptx.1J9@barclays.co.uk>
Source record: 201198

Can anyone suggest some good FTP sites for falcon software? Most I have tried have been pretty poor. BBSs seem to have more stuff available at the moment.

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4017. 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:06:12 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <748024474.AA00658@byte.bbs.no>
Source record: 201167

>Gasteiner in the UK can upgrade the drive very cheaply using official
>bits. Otherwise just shoehorn in any old 1.44 and set dipswitch 7.

The last is risky - The old disk-controller can fail at 16 Mhz
data-rate and you should get the new 16 Mhz FDC (I belive it's called
AJAX or something like that).

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

4018. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:15:10 UTC
From: ed@cs.ruu.nl
Message-ID: <CDCqHC.ELB@cs.ruu.nl>
Source record: 201174

In <26q7ca$lna@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:

>I have had two bad experiences with St magazines this week. I hope you
>can help me with the second one.
>First I bought ST Magazine/TOS/ST Computer, the three magazines that are
>now one. Well they had some blank pages. Luckily nothing really serious,
>just some column and some adverts and some pd info.
>Second I bought Atari ST User which features both Word Writer and a
>Cyberdrome demo this month...
>Well there is this strange thing with the coverdisk. The bootsector says
>it is a 81 sector 10 sectors per track disk. But, I get lots and lots of
>read errors. On every track, not just some. If I check the disk with
>some programs, it turns out that there are no errors if I read using 80
>tracks and 9 sectors per track. When I check the used diskspace (total
>of all files) it totals 715000 bytes or something close to that. So it
>would fit on a normally formatted disk. A copy with 9 sectors per track
>will not work. I am pretty pissed because if I send the disk back for a
>replacement, 1) it will cost me extra money 2) I will have to wait a
>whole month 3) I will probably not get a disk with a nice label like the
>one on the magazine.
>So do others have the same problem? It appears to be something that went
>wrong while packaging, not an ordinary faulty disk.
>Could someone send me (zipped and crypted of course) in e-mail the files
>on the disk? The crypt can be any word from the magazine (since I have
>the magazine)
>I would be very grateful.
>Thanks in advance, Erlend.
>

I have exactly the same problem with the coverdisk of ST User. Is there
someone in the neighbourhood of Eindhoven or Utrecht who allows me to
make a copy of his working coverdisk? Mailing a compressed or zooed or
zipped crypted version would also be appreciated.

Thanks in advance, Ed Voermans

4019. Re: GFA 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:22:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep14.162244.16577@newshost.lanl.gov>
Source record: 201179

In article 273b3hINN7ae@uwm.edu, gungfu@csd4.csd.uwm.edu (Marty) writes:
>I recently deleted my only copy of the compiler for GFA 2.0! Can anyone
>help me with info or whatever? I'm in the middle of a lengthy program,
>and need help fast!

Marty, although the GFA BASIC 2.0 interpreter has been placed in the public domain, the compiler remains copyrighted, commercial software. Unfortunately, it would be piracy for someone to send you a copy. If you have the original 2.0 compiler disk, however, just send it to GFA in Salem, Mass and I'm sure they would be happy to dupe it for you. I'm not sure what they charge for it but you can call them at 1-800-766-6GFA.

>Also, I recall there being an Atari achive in Michigan. Can someone
>send me the address? Thanks much anyone!

Try atari.archive.umich.edu .

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4020. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:24:07 UTC
From: e89dh@efd.lth.se
Message-ID: <274r77$qee@nic.lth.se>
Source record: 201172

Most ST-owners just have to take the 16MHz signal from the SHIFTER-IC and connect it to the 8MHz in on the (standard) diskdrive controller (or use the HD-detected signal on the 1.44MB DD to shift 8/16MHz). A short program to change the steprate of the drive is also needed. I did it on my megast and it works perfectly (a note, the dd controller is only specified to 10MHz an may not work at 16MHz, however, most do..)

4021. 4 sale: 1040ST etc.

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:33:28 UTC
From: m19701@mitre.org
Message-ID: <m19701-140993123733@m19701-mac.mitre.org>
Source record: 201177

Following hardware and software for sale. Would prefer to sell as a package, but offers accepted on pieces. Please, so there's no confusion later on, let me know if your offer includes an estimate of shipping/insurance, etc.

Or does anyone know of a charitable organization that could use this?

Hardware:
Atari 1040 ST
Color Monitor
Mono Monitor
External DS disk drive
joy sticks
Video Image Digital Interface (VIDI)
Atari ST Realizer (another video interface)
1200 Baud modem
FaST 80 meg hard drive
Panasonic 24-pin printer (nearly new but not compatible with my Mac)
Computer Desk and printer stand

Software:
Wordwriter ST
Publisher ST
Dungeon Master
ChaosStikes Back
Algebra Tutorials
Biology Tutorials
Deadline
Ultima II
Ultima III
Loom
Empire
Silent Service
Shanghai
Bridge 5.0
about 30 STart magazine disks
about 30 PD discs with misc utilities, games, etc.
plus others I can't remember at the moment.

Can deliver and help set up in N. VA/MD/DC area.

call 703-883-7138 days or e-mail.

| ed casey | |

| | Imagination is more important than Knowledge. |
| (Dragon Slayer)☐ |
|
	**********
m19701@mitre.org or	GO NAVY...BEAT ARMY !!!
m19701@mwvm.mitre.org	----------
_____	_____

4022. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:41:41 UTC
From: ken@isgtec.com
Message-ID: <5644@isgtec.isgtec.com>
Source record: 201191
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <272n02$6pf@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:
< Also I hate the control pad, but
< they do have more buttons than Sega so they are more faithful to the original'
< feel.
<
< > Hard to control (this one could be the fault of the standard
< >Genesis crappy controller, it seemed that I could hardly ever get the
< >straight directions up, down, left, right when I needed them; I would
< >end up with a diagonal instead) Although I thought they did a good job
< >with remapping the 5 buttons of the arcade to the 4 buttons of the
< >Genesis.

Uh, rent a clue? The Genesis version works with the 6-button Sega pad
if you have it plugged in.

--
Don't tell any big lies today. Small ones can be just as effective.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4023. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 16:59:03 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1993Sep14.165903.25253@syma.sussex.ac.uk>
Source record: 201176

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: In article lna@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
: >I have had two bad experiences with St magazines this week. I hope you
: >can help me with the second one.
: > ...
: >
: >Second I bought Atari ST User which features both Word Writer and a
: >Cyberdrome demo this month...
: >Well there is this strange thing with the coverdisk.
: > ...

I subscribe to Atari ST User and I got (unexpectedly) a new disk in the
post as the coverdisk had been screwed up.

Lez

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

4024. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 17:04:46 UTC
From: mauritz_c@spcuna.spc.edu
Message-ID: <CDCsrz.DMu@spcuna.spc.edu>
Source record: 201178

Magnus Thylander (magnus.thylander@troedp4.ct.se) wrote:

: You have a choice using an Atari as well... TOS, MultiTOS, Mag!X, Minix,
: Unix, soon to come Linux...

This is very misleading. Atari did release a unix System V port. However,
it cost more than a falcon. Why would someone go out and buy a non-standard
piece of hardware like a falcon to run unix? Hell, you can buy Sun 3 and
Sun 4 units for the price of a falcon with a well developed and stable
unix operating system and a decent sized disk. Or you can buy cheap
PC clones and put BSD, Linux, Coherent, Unixware, etc on it...all cheaper
than you can on a falcon.

Also, "soon to come Linux" is simply not true. Linux is not even
remotely close to being available for 68XXX boxes. A very hacked
up version (missing a lot of parts) runs on an *Amiga*, but not
on an ST. I think a stable release of linux for 68XXX boxes is
1-2 years away at best since the kernel was written specifically
to take advantage of the I3/486 architecture. I am frankly amazed
that they have it working even in fits and starts on an Amiga so
soon.

: > The Jaguar was brought up because Atari has virtually abandoned the
: > Falcon already, putting (according to Bob Brodie, just to satisfy
: > Warwick's curiosity) all its resources ($35 million, down from the $50
: > million they said they had to launch the Falcon) toward launching the
: > Jaguar.

: They haven't abandoned the Falcon, this is plain BS! Just because they're
: investing a lot of money in the console market does not mean they give up the
: computer-market... The money they make on the jaguar will probably be used to
: develope new Falcons...

Atari is not competitive in the computer market anymore. If anyone there
is worth their salt they will allocate as much of their resources as
possible towards their products which have a chance in the market, namely
the Jaguar. The ST diehards will not like this, but if they are to stay
in business there are realities that need to be faced.

Regards,

Chris

--
---------------------------+-----------------------------------
Christopher Mauritz | This space reserved for some
mauritz_c@spcvxa.spc.edu | future witty saying.

mauritz_c@spcvxe.spc.edu |

4025. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 17:27:49 UTC
From: scott@sfi.santafe.edu
Message-ID: <SCOTT.93Sep14112750@sfi.santafe.edu>
Source record: 201180

In article <CDAJBv.602@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
> What kind of idiot gave net access to someone like Mr Sinclair-Day?
> I have never read so much unsubstantiated, purile and juvinile output
> from one person. Worse still, he's at a university. Time to grow up.

Actually, I scan c.s.a.s for his posts first. I like to keep a file
of what I consider the most moronic or stupid user[s] in existence. It's
sorta like a reverse kill file.

alt.fan.warlord is great... you should read it sometime.

Scott

4026. Re: URGENT : CDK -> (E)PS

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 17:40:33 UTC
From: gruber@austin.ibm.com
Message-ID: <CDCuFL.1Ctw@austin.ibm.com>
Source record: 201181

In article <273t6b$s9@cismsun.univ-lyon1.fr>, Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
> Please HELP me, it's URGENT :
>
> I use Calamus / Calamus SL at home and I have .CDK documents that I want to
> print at work on a HP Laserjet 4 SI-MX. Is there a way getting Postscript
> files from my document, or at least something printable on this printer ?

Patrice,
DMC, the makers of Calamus SL ,has a module called dataformer that is
supposed to be able to do these conversions the last I heard.

Scott

4027. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 19:23:13 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep14.132314.1280@janus.arc.ab.ca>
Source record: 201107

In article <CDB41x.EIJ@cbnewsd.cb.att.com>, atlas@cbnewsd.cb.att.com (N. Scott Abderhalden) writes:
>I have an ST and I have a MIDI keyboard.
>Question: Is there any AI software out there
>that will teach me how to play better?
>
>The PC world has had a package for a few years
>which consists of a MIDI board, keyboard, and
>software that teaches the basics of the piano.
>It retails for about US$300 and is called
>"The Miracle". A similar package is available
>for the Nintendo systems.
>
>Does the ST have any software like this?

Well it did. I have some software that does this (Chord Magic, Note Wizard, Scale Master, Rhythm something) from a company called Midimouse Music (I think). But they have since disappeared. This software required a MIDI keyboard. It's not bad software and I suspect there is something else out there like it but I haven't looked to hard.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4028. PD fax programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 19:23:21 UTC
From: selick@csa.bu.edu
Message-ID: <2755n9$nkn@news.bu.edu>
Source record: 201182

I just purchased a Hayes Accura 144+144 fax modem, and I am looking for a PD program to simply send and receive faxes, preferably utilizing some standard file format that Pagestream 2.2 can save/load. I heard something a few months about a GNU program that did this?

Please e-mail me info on any ftp sites, or e-mail me a uuencoded program if you wish.

Thanks a million,
Steve
selick@csa.bu.edu
P.S. I would be interested in info on commercial products if no pd stuff is available, and I'd also like info on pirate alternatives.

4029. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 20:01:09 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CDD0y8.DrM@cbnewsc.cb.att.com>
Source record: 201183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

From article <CDC2xu.5Ho@merk.com>, by winston@merk.com (Winston Smith):
>
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> """""""""""""""""""""
> Xref: comp.sys.atari.st:64056
> comp.sys.atari.8bit:12917
> """""""""""""""""""""
>
> ...your article may have had more creedence had you actually bothered
> to look where you were posting it before sending it off. What does
> emulating a 68030 have to do with the 6502 ?
>

Why is this question being asked again? I just answered it a week ago. It
must still be on most systems althought I know some systems with space
problems expire articles pretty fast. I did restrict my answer to the
8bit newsgroup because that is where it was relevent.

> Darek is not the only poster around here who could use a course in how
> to pay attention, but apparently it is not a strong suit.... A little
> attention paid to NewsGroup headers would greatly be appreciated by one and
> all, as well !

AMEN!

P.S. GEMulator 3.0 was the first version that supported the Atari version
of the 6502. It allows you to run SOME of your 8bit software.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

4030. Re: Falcon's nethack posting in binaries request?

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 20:27:00 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <2759ek$pg1@spud.Hyperion.COM>
Source record: 201147

In <271uch$f25@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (Nomen Nescio) writes:
>1. Why is atari.binaries not always there?

Partially because I'm slow (I moderate comp.binaries.atari.st) but mostly because I don't get many submissions. There is currently one program waiting in my queue; once I post that, my submission directory will be empty. I can only post what people send me!

>3. I know there's something like ftp, but i don't have
> ftp access. BTW i mailed a ftpmailer but that one didn't respond.

My site has two mail-based servers. The first is archive-server@hyperion.com. It makes an attempt to deal with strange return addresses. It can only get to the comp.sources.atari.st and comp.binaries.atari.st files here. The other mail server is ftpmail@hyperion.com. It's not smart about return addresses (if yours is anything other than user@host.domain you are likely to not get a reply) but it has some features the first one doesn't.

Send either of these servers a message with "help" in the body to get some brief instructions.

-Steve

4031. Re: Falcons soldy

Newsgroup: comp.sys.atari.st
Date: 1993-09-14 21:30:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep14.163034.16621@cobra.uni.edu>
Source record: 201190

In article <CDCpFr.KGr@festival.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:>
In article <1993Sep13.225716.16586@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>In article <CDAI4C.5pM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> If it helps,
I have a Falcon. I also know of 4 other people who have one. Given a
>>> finite number of aquantencies, that's reasonable.
>>>
>>> The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties
>>
>>10,000 Falcons sold worldwide(I am being conservative on the estimate) That is
>>incredibly sucessful!!!!
>>
>>Peter Sinclair-Day UNIV.of Northern Iowa Cedar Falls, Iowa
>
> You think 10,000 falcons sold worldwide in one year is a success? Come
> on, Apple sell 100,000 a MONTH! I don't think we can say the falcon
> is yet a success story, if they lower the price maybe it will but at
> the present rate it is likely to end up like the TT. I want to buy a
> falcon, but only when it's cheaper that a mac or pc.

I was being starcastic.. Apple is selling about 250,000 Macs per month
worldwide.

>
> Herb

Peter Sinclair-Day Univ. of Northern Iowa Cedar Falls, Iowa

"You can't get fired by buying an Atari PC"

4032. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 00:17:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <275mv6INNqep@rs1.rrz.Uni-Koeln.DE>
Source record: 201200

In <CDBLL4.M44@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:

>The TT in 640x480 will run on any VGA monitor, however you will get a
>strangely compressed signal ;) so ideally the PTC1426 can with a switch in
>the back expand the picture to full size, however overall it's not a good
>monitor, I'd suggest to get a 3rd Party Gfx board and get a good Monitor.

I'm not too much into tech stuff regarding monitors, but from my
own experience I don't know why the PTC 1426 should not be a good
monitor. I never had any remarkable problems, and the video
quality is satisfactory to me.
I found out that it is possible to turn up the controls of some
standard VGA monitors far enough to fill the screen entirely, but
I'm not sure if that doesn't harm the monitor in the long run.

>1280x1024 can be achieved on a TT only thogh 3rd Party Graphics Boards eg.
>like the Matrix or NOVA, CRDOT's etc. depending of course if you are looking
>into displaying that rez in color, or monochrome.

As a word of caution, there's some software out there that breaks
down with graphics boards. However, it's always possible to bring
up the system in standard mode if the graphics board is
installed. You may have to plug the monitor from the graphics
card's jack to the standard jack, though, and modify your auto
folder setup to do that.

>The TT High rez in 1280x960x2 requires the TT High Specific Monitor, I think
>it was called the TTM194?

Yes, that's the Atari version, I have one called ProScreen TT, by
Hard & Soft, I think (bought it used).

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4033. Re: fax & term on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 00:44:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <112264@hydra.gatech.EDU>
Source record: 201101

In article <1993Sep13.164541.25464@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I believe the totally Falcon (MultiTOS) compatible
>version of Flash II is just about ready for release.

I'd contacted John a few weeks ago regarding some "features" :-) in
Flash II that needed to be changed (or eliminated). The next version
scheduled for release this Fall will support all Falcon, Mega STE
and TT serial ports. It will NOT be MultiTOS friendly. The next
upgrade after this one will be.
--
Opinions expressed are my own.

4034. Re: Wegbeschreibung zur Zwiebelk.

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 00:47:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A61522@K.maus.de>
Source record: 201112

Hallo Anja!

AM>Mein MAUSbutton nï¿½tzt leider bei Identivikationsproblemen nicht viel,
AM>denn ich bestitze noch eines ohne Namen.

Du willst Deine(n) (Spitz)namen ja auch nicht verraten...;-)

Gruï¿½,
Anno

4035. Re: Chris ist zweimal tabu

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 00:56:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A61525@K.maus.de>
Source record: 201113

Hallo Silke!

SH>Nix da, Chris wird einfach annektiert. ;-)

Nachdem er beim letzten Mal in *Eurer* Mannschaft war, kann er ja allenfalls
von *uns* annektiert werden...;-)

Gruï¿½,
Anno

4036. Re: C compilers -- a couple of questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 01:13:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748116478.0@mettav.royle>
Source record: 201056

On 13 Sep 93 at 16:26:58 (Peter Chang) wrote the following:

> Thanks, I got the information I needed last week.
> In the end, I unzipped HSC on a Unix box (ignoring minor
warnings),
> arc'ed it in several pieces, kermitted it onto a PC, copied the
files
> on a couple of disks and, finally, took them home and unarc'ed
the
> lot.
> Phew, it works.

Hehe yes, theres always more than one way to solve problems, even if some take a slightly longer route. ;-)

-Paul-

--
~=~=~=

4037. STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 01:19:54 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748055993@amazon.cs.duke.edu>
Source record: 201102

So, what with one thing and another and the realization that 40 columns just isn't enough to work in comfortably, I'm now toying with the idea of buying an ST notebook. The FAQ has little to say on this topic, so perhaps the net can help me with these questions:

- The line in the FAQ about the STbook is not encouraging -- 1 meg RAM and no mention of HD sizes (it _does_ have a hard drive, doesn't it?). Is this up-to-date information? I'd want to run MiNT on it and still be able to do at least rudimentary development work, which probably means 2/40 minimum, preferably more like 4/80.

- What external ports does the Book have? Serial, parallel, DMA, external monitor, cartridge?

- I realize this is probably asking a little much for Atari, but is the Book expandable at all? More memory, bigger hard drive, internal modem maybe?

- I'm _really_ reaching here, but is there a facility whereby the Book's hard drive can be "mounted" on and accessed transparently from a desk system? My main concern with having two separate computers is being able to keep both hard drives pretty much in synch, and the thought of having to do this by floppy-swapping or null-modeming does not appeal to me.

As always, thanks in advance for any information.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4038. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 01:45:48 UTC
From: bill@main.morris.org
Message-ID: <275s4c$nmb@c3po.jvnc.net>
Source record: 201103

In article <CDCpFr.KGr@festival.ed.ac.uk>, eang62@castle.ed.ac.uk (Herbert Sauro) writes:
>In article <1993Sep13.225716.16586@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>In article <CDAI4C.5pM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> If it helps, I have a Falcon. I also know of 4 other people who have one. Given a
>>> finite number of aquantencies, that's reasonable.
>>>
>>> The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties
>>
>>10,000 Falcons sold worldwide(I am being conservative on the estimate) That is
>>incredibly sucessful!!!!
>>
>>Peter Sinclair-Day UNIV.of Northern Iowa Cedar Falls, Iowa
>
>You think 10,000 falcons sold worldwide in one year is a success? Come
>on, Apple sell 100,000 a MONTH! I don't think we can say the falcon
>is yet a success story, if they lower the price maybe it will but at
>the present rate it is likely to end up like the TT. I want to buy a
>falcon, but only when it's cheaper that a mac or pc.
>
>Herb

Oh come now, can you fairly compare Apples to Oranges (or Ataris!)
in this? Sure Apple may be having a bit of troubles, but which computer
company isnt these days?
Apple has got the resources to advertize, etc, all the good things
that we wish Atari could do.

Some people have posted that the Falcon has been out for a year
now, but thats quite unfair, also. Its only been in recent months that
the Falcons have been getting to real users hands (at least in the USA,
dunno about Europe, or elsewhere)

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

4039. Re: SCSI Tape drive on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 03:09:02 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <748066204.0@mettav.royle>
Source record: 201109

Take a gander at what Martin did spout on 13 Sep 93 ....

MK> the ST range for hard drive backup. Does anyone have any
MK> experience/warnings/
Well I have just got a Wangtek SCSI QIC 250Mb tape drive working with my STFM (ADSCSI Plus) using Gemar backup software which is just great and was easy to set up/use (just have to careful of the ID set as ICDBOOT doesn't report the streamer as being there when you boot
up).

MK> advice on this. Also - could I use a SCSI tape drive to transfer
MK> files to and from a UNIX system with this setup ? (OK it's a bit
MK> extreme but for gifs etc DD disks at 3 to 4 pictures a disk is a bit
MK> of a hassle :-))
Hmmm, you wouldn't be able to use say Gemar for this I think but will need either a Unix compatible Dump/Restore or tar package (I think there may be a GNU version of this).
The only problem is my streamer is QIC and all of the Unix boxes in work are either DAT or Video8 based so I can't try it out for you.

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

4040. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 04:27:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep14.232719.16644@cobra.uni.edu>
Source record: 201106

In article <748055993@amazon.cs.duke.edu>, dsb@duke.cs.duke.edu (Scott Bigham) writes:>
So, what with one thing and another and the realization that 40 columns
> just isn't enough to work in comfortably, I'm now toying with the idea of
> buying an ST notebook. The FAQ has little to say on this topic, so
> perhaps the net can help me with these questions:
>

No such thing as an ST notebook..Atari will never release one because it can't
compete with the PowerBooks and Dos buckets.

>
> -sbigham
> --
> Scott Bigham | The opinions expressed above are
> dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

Peter Sinclair-Day UniV. Of Northern Iowa Cedar Falls, Iowa

4041. The Unnkulian Unventures: Unnkulia begins with you!

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 04:53:36 UTC
From: dmb@case.ai.mit.edu
Message-ID: <27674gINNcs9@life.ai.mit.edu>
Source record: 201108
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games.adventure,comp.sys.atari.st,
comp.sys.dec,comp.sys.sun.misc,comp.sys.next.misc,comp.os.linux.misc,rec.games.programmer

New this time:

UU1 breaks into the Net Games Top 100!

```
================================================================================
The Net PC Games Top 100 Edition 37 - Week 37 - September 13, 1993
================================================================================
TW LW NW Title Developer/Publisher(s) Cat ID Points
--------------------------------------------------------------------------------
...
100 ( -)^ 1 Unnkulian Underworld {S} Adventions AD [1299] 14
```

Administrative notes:

There has been some confusion about this posting. A few people have objected to my posting it in groups like comp.os.linux(.misc), commenting that "they're DOS games, not appropriate for {Linux, NeXT cubes, Suns}."

I only post this to groups that deal with machines and operating systems *that the games will run on*. Currently, that includes the following:

- PC clones under MS-DOS
- Macintoshes
- Atari ST/TT/Falcon
- Sun Sparcstation (SunOS or Solaris 2)
- Sun 3
- DECstation (MIPS) running Ultrix
- SGI (Iris/Indigo/Indy) running Irix
- Linux (386)
- NeXT

A significant advantage of the all-text format is that the games are easy to port -- trivial, in fact. The machine-independent game files we put on the archive sites will run without modification on any system that has a TADS run-time. Even if your system is not one of those listed above, it should be easy to get the TADS run-time running on it if it is at all Unix-like. Though source to the TADS run-time is not freely distributable, you can generally get it for porting purposes just by asking the folks at High Energy Software and filling out a non-discolsure agreement. (More info about TADS is at the end this message.)

Finally, one person felt that the previous posting was too commerical.
In an effort to avoid abusing the net, I've removed everything but a
brief mention of our commercial game.

Dave
--

The Unnkulian Unventure Series
Adventure Games for the 90's

Remember the good old days, when adventure games challenged you with
great puzzles and evocative descriptions without resorting to any
graphics at all? We really miss that emphasis on gameplay rather than
glitz, so we've decided to write our own adventure games along the
lines of the early text games we liked so much.

If you're looking for top-quality interactive fiction comparable to
1980's commercial offerings, check out the Unnkulian Unventure series,
available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of
Kuulest's slave, and must recover the Orb of Studosity from the evil
Unnkulians. Kuulest, the old geezebag, has died and left you with
nothing to go on but a cryptic message about saving the planet. You'll
encounter amazing Acme products, the infamous Guardian, those witty
creatures known as Drolls, a giant beaver, and even the Dread Unnkulian
Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure
continues as you try to create some good press for yourself -- wouldn't
want to fade into anonymous obscurity, now would you? Along the way,
you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's
clandestine prototypes laboratory, and even pay a visit to Acme HQ.

In _Unnkulia One-Half: The Salesman Triumphant_, you'll play the role
of a down-and-out Acme salesman, forced to work out of the Golden
Dragon Inn, dangerously near Dread Unnkulia. Will you accumulate
enough loot in this frightful backwater berg to turn your fortunes
in your favor?

And, in _Unnkulia Zero: The Search for Amanda_, will you, the Valley
King's most trusted warrior, rescue his Lady Amanda from the gruesome
clutches of the evil Unnkulians?

The Unnkulian Unventures have already gotten rave reviews from numerous
adventure game connoisseurs around the world, so why not give them a try?

The games are available for FTP from the if-archive at ftp.gmd.de.
(Note that the site wuarchive.wustl.edu keeps a mirror of the if-archive

in the mirrors directory.)

PC and compatibles (running DOS):
---

if-archive/games/adventions/pc/unnk1v30.zip
if-archive/games/adventions/pc/unnk2v30.zip
if-archive/games/adventions/pc/unnkhz10.zip

Macintosh:
---

if-archive/games/adventions/mac/unnk1v30.sit.bin
if-archive/games/adventions/mac/unnk2v30.sit.bin
if-archive/games/adventions/mac/unnkhz10.sit.bin

(These are MacBinary files.)

if-archive/games/adventions/mac/unnk1v30.sit.hqx
if-archive/games/adventions/mac/unnk2v30.sit.hqx
if-archive/games/adventions/mac/unnkhz10.sit.hqx

(These are Binhexed Stuffit 1.5.1 files.)

Atari ST/TT/Falcon:
---

if-archive/games/adventions/pc/uu1v301.arc
if-archive/games/adventions/pc/uu2v30.arc
if-archive/games/adventions/pc/unnkhz10.arc

Others:
---

if-archive/games/adventions/others/uu1v301.tar.Z
if-archive/games/adventions/others/uu2v30.tar.Z
if-archive/games/adventions/others/unnkhz10.tar.Z

TADS now runs on lots of different systems. Because of this, the files listed above are TADS .GAM-file only archives that can be used with any machine that runs TADS. The tricky bit is that before you can play the games, you need to get the TADS run-time for your machine.

Fortunately, this isn't hard to do. Just grab the TADS executable package for your machine from the if-archive:

Sun Sparcstation (SunOS):

if-archive/programming/tads/sparc-sunos.tads2exe.tar.Z

Sun Sparcstation (Solaris):

if-archive/programming/tads/sparc-solaris.tads2exe.tar.Z

Sun 3:

if-archive/programming/tads/sun3.tads2exe.tar.Z

DECstation (MIPS) running Ultrix:

if-archive/programming/tads/decmips.tads2exe.tar.Z

SGI (Iris/Indigo/Indy) running Irix:

if-archive/programming/tads/sgi-irix.tads2exe.tar.Z

Linux (386):

if-archive/programming/tads/linux.tads2exe.tar.Z

NeXT:

if-archive/programming/tads/NeXT.tads2exe.tar.Z

Amiga, other Unix:

In the works!

The file How-To-Run-These-Games in the same directory gives
your more information.

NOTE:

The source to TADS 2 is not distributable. However, if your
machine isn't on the list yet, and you would like to volunteer
to port TADS 2 to it, send email about it to Mike Roberts
<mroberts@hinrg.starconn.com>. Porting to Unix-like systems is
fairly trivial.

Unnkulian Unventures I and II are shareware ($10 registration fee
each); registering gets you spiffy maps and agony-sparing hint sheets.

Unnkulia One-Half is free -- don't pay us for it!

Unnkulia One-Half comes with a playable demo of Unnkulia Zero and info
on how to get the complete version.

Happy adventioning!

Dave Baggett
ADVENTIONS

Internet: dmb@ai.mit.edu
Compuserve: 76440,2671
GEnie: ADVENTIONS

A Word About TADS

We at ADVENTIONS use a programming language called TADS to write our
games. TADS is a product of High Energy Software, and you can get it
via FTP.

TADS (and TADS goodies) are available for many systems from
ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it if
you use it, since we feel it is a powerful, innovative, and very
inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4042. Re: Printing with spectre (SLM 804)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 05:14:38 UTC
From: marc@targon.UUCP
Message-ID: <3633@targon.UUCP>
Source record: 201111

In article <1993Sep13.181756.102@immunex.com> krakoverj@immunex.com writes:
|
|Anyhow, I saw about a month ago, that someone had posted a question about
|using an SLM 804 printer with spectre.
|
|I remember that their was a responce that two companies makes init's
|files to do just this.
|
|Please, waht are those two companies again? and addresses/ phone numbers
|would be nice too.
|
|Thanks,
|Jonathan
|krakoverj@immunex.com

Please mail the answer to me too.

marc@targon.UUCP

4043. Mail

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:07:26 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00292@dswhq.omahug.org>
Source record: 201070

Hi All,

Someone sent me a private E-mail about two weeks ago asking some questions about the RAM Gizmo. I didn't respond at the time 'cause I was still trying to figure out HOW to respond in private E-mail on Internet. I finally figured that part out, but now I find that my system has purged the message. If whoever sent that message would kindly resend it, I'll be more than happy to answer any and all questions they may have.

My addresses are as follows:

1:286/712@fidonet.org
51:203/2@Atarinet.ftn
90:301/10@Nest.ftn
100:220/3@Turbonet.ftn

I'd give you my Internet address, but since this is being gated to me through an Internet<>Fidonet gateway, I'm not even sure I HAVE a proper Internet address.

Sincerely,
Chris Richards
'Gizmo'

4044. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:07:54 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00293@dswhq.omahug.org>
Source record: 201071

In a message of <11 Sep 93 21:44:52>, Jinlung Fung (1:286/2) writes:

JF> Falcon 4Mb and 80Mb hard drive $1199.

Actually, unless I missed something, the list for this configuration is $1299, so that is a pretty good deal in and of itself.

JF> Did a couple of quick calculations and it seems to be more cost
JF> effective to get the 1Mb version and then upgrade the RAM and hard
JF> drive. 80Mb is too little for me anyway, and I can fit a 300Mb in
JF> there for the same price as the 4/80. However, does the Falcon use
JF> SIMM ram and are there any hidden catches??

The Falcon does not use SIMMs. However, the RAM Gizmo allows you to put SIMMs into the Falcon (shameless plug :-{)). The only caveat is that you have to give up the internal speaker to do so. There are also a couple of other SIMM boards on the market that list for the same price ($99) but they use 32-bit SIMMs, where the RAM Gizmo uses the more common and less expensive 8-bit SIMMs that you find in most PCs. You can get more info on those from either Best Electronics or Toad Computing. As for upgrading the hard drive, the Falcon uses a 2.5" mechanism. I wasn't aware that you could get the 2.5" mech in a 300meg size. Has this changed?

Later,
Gizmo

4045. Re: MONO version of MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:08:32 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00294@dswhq.omahug.org>
Source record: 201072

In a message of <12 Sep 93 09:40:47>, David Oakley (1:286/2) writes:

DO> And don't forget DeskTracker! It has nice crisp push-in buttons and
DO> a spectrum analyser and oscilloscope windows in real-time on the GEM
DO> desktop.
DO> I'll be releasing version 1.15 soon - for the STe/TT/Falcon...

Hi David,

Hey would you mind doing something on that DeskTracker? Could you put in an option to have it steal a buffer of a specified size if I tell it to do so? See, if I have it running, and then run something else, and then Desktracker loads another song of a different size, it causes nasty things to happen to my system. If I could tell Desktracker to just steal 400k or so and keep it, it would make some of my other software REAL happy. :-{)

For that one feature, I'd even be willing to register the software. :-{)

Also, could you have it play a MOD at random from a '*.mod' file description, instead of me having to load all 20 mods and THEN have it cycle through them?

Later,
Gizmo

4046. Re: Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:08:52 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00295@dswhq.omahug.org>
Source record: 201073

In a message of <11 Sep 93 03:42:34>, Thomas Baade (1:286/2) writes:

TB> It's possible. You plug the Mouse in a serial port and put something
TB> in your AUTO-Folder, like Wrapmouse or mouse22 (on 131.234.2.32 -
TB> paderborn).

I've got a serial mouse here that I had hooked up to my MegaE for a while. I finally went back to using my crappy Atari Mouse 'cause I just couldn't stand the jerky response that high speed movement gave me with the serial mouse.

Later,
Gizmo

4047. Re: DSP56000/DSP561XX Assembler

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:09:18 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00296@dswhq.omahug.org>
Source record: 201074

In a message of <10 Sep 93 09:42:54>, Norbert Roettger (1:286/2) writes:

NR> I am looking for an Assembler for the Motorola DSP56000 or
NR> DSP561XX family, which is capable to run on an ST?
NR> Does anybody know if it exists and where it can be found?

There is one running around, but I don't remember the name of it off hand. If you have access to FidoNet, let me know and I'll get the filename and system you need to F'req it from.

Later,
Gizmo

4048. Re: Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 06:09:44 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748076236.AA00297@dswhq.omahug.org>
Source record: 201075

In a message of <10 Sep 93 00:37:03>, Scott R. Chilcote (1:286/2) writes:

SR> I believe this is done using the pins M0 and M1 on the video
SR> connector. Can someone please tell me how these pins are connected
SR> for VGA and for an Atari Monitor adapter?

Pin 19 is Low for VGA mode and pin 18 is Low for SC1224 mode.

Later,
Gizmo

4049. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2c95de91@stacken.ct.se>
Source record: 201110

Quoting a letter by Gerry O'Rourke:

GO> I was going to send it back, but it sounds like a major screw up in
GO> the duplication rather than one or two bad disks. Does anybody have
GO> the magazines E-mail address? Sounds like they owe everybody who
GO> bought the magazine an apology (& a good copy of the disk)

Are you talking about the October issue of ST User here? If so, I can inform you that yesterday I received the October cover disk together with an apology for the duplication error. What's funny though, is that I haven't even received my copy of the actual issue yet! Not bad having received the replacement before the corrupted disk itself arrives!

4050. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 07:29:47 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDDwto.JFz@cs.ruu.nl>
Source record: 201114

In <275mv6INNqep@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>As a word of caution, there's some software out there that breaks
>down with graphics boards. However, it's always possible to bring
>up the system in standard mode if the graphics board is
>installed. You may have to plug the monitor from the graphics
>card's jack to the standard jack, though, and modify your auto
>folder setup to do that.

I've got a Spektrum 1 graphics board and an EIZO 16 inch monitor.
The monitor has two inputs (BNC and 15-SUB-D), and you can switch
between these inputs on the front panel. So I can switch between
standard Atari resolutions and the graphics board in a second.
The monitor stores up to 23 resolutions. I get up to 1280x960
(67Hz, interlaced, black/white) or 1024x768 (75Hz, non-inter)
or 1024x1024 (as previous, but with virtual screen/scrolling),
but also ST Low!
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4051. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 08:01:36 UTC
From: error@stack.urc.tue.nl
Message-ID: <276i50$jdv@tuegate.tue.nl>
Source record: 201116

rincewind@discworld.oche.de (Michael Schwingen) writes:

>Dawnauto needs an installed cookie-jar, but does not install one itself
>when there is none, so this might be your problem. Simply make sure that
>there is any program *before* dawnauto that installs a cookie-jar. The
>position of dawnauto in the auto-folder should not be critical since
>dawnauto itself does not hook into any vectors.

A short suggestion for people using TOSSES < 1.60, put the program
cookiexx.prg in your autofolder. Cookiexx.prg installs an empty
cookiejar with space for xx cookies. The program works great, and I have
it permanently installed in my AUTO folder. It can even install more
than 99 cookies, but the info is in the docs. I think the program can be
obtained from ftp.tu-clausthal.de, if not just post and I'll send it for
placement on ftp.cs.ruu.nl

Erlend.

4052. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 08:06:42 UTC
From: error@stack.urc.tue.nl
Message-ID: <276iei$je9@tuegate.tue.nl>
Source record: 201115

L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

>music education programs for the ST anymore.
>Can anyone add to this? I'd be interested myself.

In the (latest?) Atari Explorer Online (issue 15 of this year) a program named pianistics and one named guitaristics are mentioned. THese are for learning to play these instruments. I suggest you look into that issue (free free! since it is an online mag ;-)

There are also good musical theory programs (lots of 'em), but I don't think that is what you want , judging from the subject line.

Erlend.

4053. VME BUS ON AN ST ?????

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 08:07:46 UTC
From: x740756@server1.tiuk.ti.com
Message-ID: <CDDyKz.Fu6@csc.ti.com>
Source record: 201118

Hi all,

I've just read an article in alt.binaries.pictures.misc which had these few lines in it:-

> ....
> I've used a b/w real time video digitiser (from Matrox) on an Atari ST
> with VME bus extension. PAL has approx. 600 lines per picture.But as the
> digitiser uses this memory as an 512x512 array, the scanned pictures were
> only 512 times 512 (and as the normal TV picture is not quadratic shaped,
> the ratio between width and height was wrong). Additionally, the frame
> grabber had problems aligning the two frames. Therefore I've skipped
> every second horizontal line and every fourth vertical pixel. That makes
> a resolution of 384x256.........
>

I'm not particularly interested in the scanner stuff, what I want to know is there a commercially available VME bus extension that can be added to an Atari STE (or any ST for that matter) ????????

I don't care about case-cutting or doing any soldering etc as I am a 2nd year Microelectonics student !!

Please E-mail ANY information on this subject BEFORE THE END OF THIS WEEK - I will not be here after *FRIDAY* (got to go back to University).

Any E-mails will be awnsered from here or from Uni. when I get back and get an account setup (they wouldn't give me one last year - meanies !!!!!)

Thanks in advance,

Andrew.

==
= /// = A baby is Gods =
= .signiture space to @ @ = opinion that =
= let, apply within. > = the world should =
= _/ = go on. =
==

4054. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 08:19:04 UTC
From: error@stack.urc.tue.nl
Message-ID: <276j5o$jfu@tuegate.tue.nl>
Source record: 201119

dsb@duke.cs.duke.edu (Scott Bigham) writes:

>- The line in the FAQ about the STbook is not encouraging -- 1 meg
> RAM and no mention of HD sizes (it _does_ have a hard drive, doesn't
> it?). Is this up-to-date information? I'd want to run MiNT on it
> and still be able to do at least rudimentary development work, which
> probably means 2/40 minimum, preferably more like 4/80.

I don't know about harddisk sizes, but all ST Book models have had 4 megs of ram, because it would have been difficult to upgrade later. The odd exception here is that some developer machines have been produced with only 1 meg of ram. Most st book were sold very quickly to musicians and you will have a hard time finding one now. The reasons there is no longer an ST book is that there were lots of complaints becuase the ST Book did not have backlighting on its display s oit had extra long battery life. In less well lighted situation you had to use some goose neck lamp for your st book.

>- What external ports does the Book have? Serial, parallel, DMA,
> external monitor, cartridge?

As far as I know ST Book has all ST interfaces, but for most ports it has not the real things. It has downsized ports, to save space. Nothing that can't be fixed with the proper cable though.

>- I realize this is probably asking a little much for Atari, but is the
> Book expandable at all? More memory, bigger hard drive, internal
> modem maybe?

Nope, maybe the 2.5 inch IDE drive can be exchanged. I am pretty sure that it can be.

>- I'm _really_ reaching here, but is there a facility whereby the Book's
> hard drive can be "mounted" on and accessed transparently from a desk
> system? My main concern with having two separate computers is being
> able to keep both hard drives pretty much in synch, and the thought of
> having to do this by floppy-swapping or null-modeming does not appeal
> to me.

This I am really unsure about, but I think I remember the thing also had an ACSI port, so connecting an ST drive would be possible.

Erlend.
P.S. ignore the childish sinclair post ...

4055. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 08:37:00 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <276k7c$qr4@cismsun.univ-lyon1.fr>
Source record: 201117

In article <748055993@amazon.cs.duke.edu> dsb@duke.cs.duke.edu (Scott Bigham) writes:
>
>So, what with one thing and another and the realization that 40 columns
>just isn't enough to work in comfortably, I'm now toying with the idea of
>buying an ST notebook. The FAQ has little to say on this topic, so
>perhaps the net can help me with these questions:
>

I just discussed about it last week with an Atari shopkeeper (Atari maintenance
+ development centre in southern france)...

>- The line in the FAQ about the STbook is not encouraging -- 1 meg
> RAM and no mention of HD sizes (it _does_ have a hard drive, doesn't
> it?). Is this up-to-date information? I'd want to run MiNT on it
> and still be able to do at least rudimentary development work, which
> probably means 2/40 minimum, preferably more like 4/80.

It IS true, information, but not really up-to-date... Probably next month
Atari will distribute Books with 4 Megs. The different configs will be
1 or 4 Mb / 20/40/80/120 Mb (just remember roughly the numbers... like this
anyway...)
>
>- What external ports does the Book have? Serial, parallel, DMA,
> external monitor, cartridge?

Serial, yes, parralel, I think, DMA, sure, external monitor, NOT as I remember,
cartridge: NO, MIDI yes... Plus External Floppy (there is no internal floppy)
These plugs are not standard, for a problem of place, but adapters are shipped
with it...
>
>- I realize this is probably asking a little much for Atari, but is the
> Book expandable at all? More memory, bigger hard drive, internal
> modem maybe?

I don't think it is designed to be expandable at all... You should buy at
first time the right configuration you want... But maybe Atari shops will
update them... I'll ask...
>
>- I'm _really_ reaching here, but is there a facility whereby the Book's
> hard drive can be "mounted" on and accessed transparently from a desk
> system? My main concern with having two separate computers is being
> able to keep both hard drives pretty much in synch, and the thought of
> having to do this by floppy-swapping or null-modeming does not appeal
> to me.

If your desk hard drive is an external one, you should be able to hook it to the STbook's DMA port... But since the Book's HD is 1)internal 2)IDE, I don't think the contrary is possible. Maybe using the book as a slave that controls his own drive, but it is in fact NULL modeming anyway... Unless you find a way to allow 2 ST to communicate through DMA...
>
>As always, thanks in advance for any information.
>

What I think is really interesting in this computer, is it's total autonomy. They announced 10 hours... Someone who have one (1Meg) and really use it told me it is REALLY ten hours... When he goes away for a while, and takes his book with him, he don't have to charge for two days... (you seldom use a computer more than 5 hours a day when you are on holidays or when you travel for one or another reason). ChargingG for 10 more hours takes 1 hour (+30 mn if you use it at the same time), and if you charge for 20 minutes you got 3 hours free... He says it's really convenient... You can use it in a car as long as you want, too... And non-volatile RAM is really wonderful, too... You just be careful on you desk computer not to switch it off before you've saved your work, when you're used to it... It seems to be a really good tool to own...

If you've the money, and for the price, prefer a ST book comparing to a PC book, then buy it ! But wait a while...Wait for the new configs coming soon.

4056. Re: different things...

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:01:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE122.F2o@barclays.co.uk>
Source record: 201058

```
In article <272vnq$2du@pangee.frmug.fr.net>, polom@pangee.frmug.fr.net writes:
|> second, where can I find Minix running on a STE, and what size on HD will it
|> eat ???
Minix is a commercially sold OS and costs 100GBP in the UK. Things like GCC for
Minix, manpages etc. are extra
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4057. Re: TT video

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:07:05 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <276lvp$aku@bigboote.WPI.EDU>
Source record: 201122

Well....to clarify what I meant, when I said the PTC1426 isn't such a great monitor was in fact it's limitations for he price....it might have changed...but it's max. rez is still only 640x480...maybe it can go higher... but not a lot more, by 800x600 at least it needs to be interlaced. So if you want to upgrade to a gfx board..well then you'll be limited to a lower rez. than the board or screen blaser's like blow up030 for the falcon.

I mean also that for around 249-289 U$D you can already get a 1024x768 NI Monitor...which the PTC1426 cannot do...

as for software that doesn't run on Graphics Boards...nearly all serious applications run on any gfx board with either a driver or a new VDI just for that board.

Most Games won't work...if not all....with 3rd party gfx boards....but that doesn't seem to bother many...as most users with a board don't use their atari to play too many games....and as you said....one can turn off a graphics board, either by using some program like X or SUperboot..or with whatever option you get with your 3rd party gfx board.

4058. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:12:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE1Kw.F87@barclays.co.uk>
Source record: 201059

In article <2749vp$mop@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (Nomen Nescio) writes:
|> The problems i had with compatibility were:
|> 1. Games (indeed, i used my atari also for games. Don't shoot me
|> for that ;-)
Games are *always* a problem as they hit the hardware directly and often in undocuemnted ways. A lot of ST games broke on the STe and later on the TT/MSTe so the Falcon isn't alone in this respect. You can use Backwards to get most games running anyway so try that and most problems should go away.
|> 2. Some P.D. programs,
Probably written badly and not according to guidelines.

|> 3. Stos, which definetly has compatibilty problems, NOT only with
|> the Falcon.
STOS is badly written. It broke on every OS revision so far.

|> 4. GFA-basic, that will only work on 'old' st resolution, which is
|> pretty annoying.
GFA too breaks all the rules. Hopefully the newer cersion should be better behaved.

|> 5. Outline Art. (NOT a pd program, and not the latest version either,
|> cause i don't have THAT much money).
Valid. A program in this league ought to work.
|> Anyway, I think it's a weird thing to sell the Falcon as compatible, if 97
|> percent of the games of the atari st aren't compatible. (Bombuzal IS working)
I wasn't aware Atari ever claimed the Falcon was 100% compatible. I saw a quote that said it would run the majority of STe compatible stuff. As I've said elsewhere, only VIP Professional won't work on my Falcon, *all* the other applications work fine. Most games (not that I play many :-)) work fine after fiddling with Backwards.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4059. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:14:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE1oE.F9M@barclays.co.uk>
Source record: 201060

In article <748024474.AA00658@byte.bbs.no>, Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:

> >Gasteiner in the UK can upgrade the drive very cheaply using official
> >bits. Otherwise just shoehorn in any old 1.44 and set dipswitch 7.
> The last is risky - The old disk-controller can fail at 16 Mhz
> data-rate and you should get the new 16 Mhz FDC (I belive it's called
> AJAX or something like that).

Not always. My MSTe had a 720K drive when bought but had an AJAX fitted.
Gasteiner actually swopped the drive for a 1.44 for free as they had told me
when I ought it that it would have one. The whole thing took about 5 minutes.

--

+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4060. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:16:33 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <276mhh$ao1@bigboote.WPI.EDU>
Source record: 201123

Actually....there was infact an STBOOK in 90/91...and I've seen people in Austria and Germany use it with config's of 4 Megabytes and 65 HD? But after selling about 5000 Pieces worldwise...atari didn't bother to produce them anymore...however at that time there was demand for such a maschine...however that was 2 years ago.

It had a vector pad...could display ST High max. (or only...not sure) and had all the ports a usual ST would have I think....it def. had midi..I remember that as many musicians bought it for portability....as the STACEY was a little bulky...though it is still in demand by musicians.

Yat

4061. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:17:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE1t1.FC5@barclays.co.uk>
Source record: 201064

In article <CDBMvw.5BB@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|> Did you try 3rd Party Memory Board's? I know Z-RAM and GE-Soft offer them
|> aswell, I think the Z-RAM board is 6-700 U$D populated with 14 Megabyts
|> already.
The boards are cheap. The memory isn't. There is a major memory shortage right now following a factory burning down in the far east Until everyone else ramps up there production, what memory is around is very expensive. In the UK, 1Mb SIMMS have gone from 16GBP to 50GBP each. 4Mb SIMMS are in the 180GBP price range.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4062. Re: sampler

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:19:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE1x1.FD9@barclays.co.uk>
Source record: 201061

I haven't got a clue what Sample Cell is but if it edits and converts samples then Avalon from Steinberg is what you want. If it samples direct to HD then you have several options - most for the Falcon but there certainly used to be 3 or 4 different direct to HD systems for the ST. Cubase Audio gives you direct to HD sampling along with all the usual Cubase sequencing stuff when used on a Falcon.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4063. Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:23:11 UTC
From: sanders@sci.kun.nl
Message-ID: <CDE22n.272@sci.kun.nl>
Source record: 201125

Hello,

Well, Winx 2.1 doesn't seem to work for me. I have a Dutch TOS 1.04; Gemram 1.5 does load it into RAM and Winx even patches it. So far, so good. I can move windows, acces the drop-down menus, but when I click on any icon (even the trashcan) I get two bombs. With MiNT loaded, the same thing. If I remember correctly, I get an address error (pid xxx, GEM). I can, however, select toswin from the menu and work in my tcsh (thank God, I could disable Winx again this way). The problem doesn't occur when only either Gemram or Winx is loaded.

Help, anyone?

Thanks,

Sander STOks
sanders@sci.kun.nl

4064. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:24:33 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <276n0h$5eq@sus.edu.eur.nl>
Source record: 201124

seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>Atari has no money for advertising, that's the problem.

Sorry, you're right. I always seem to forget the financial thinking ;-)

But i think that no money for advertising will destroy the ATARI company
in the end. And the end is nearer then we think. (Sorry, I seem to build
a very pessismitic image of myself)

BTW didn't atari had a little profit last year?

M.A.Onstwedder ('Nomen Nescio' is just an error guys)
"Let's just see the end of the world as a new begin"

4065. Re: HELP: Buzzing Falcon Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 09:42:38 UTC
From: andrew@minster.york.ac.uk
Message-ID: <748086157.10210@minster.york.ac.uk>
Source record: 201149

andrew@minster.york.ac.uk wrote:

> B.T.W. How come I've got a disk full of sounds from Atari but no program
> to actually play them? It is extra programs disk 3.

Some wrote to me saying the SAM accessory should be able to play them.
Unfortunately I deleted the e-mail before I found out what SAM actually was.

What is it and where can I find it?

-Andrew

4066. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 10:00:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDE3sw.Fq0@barclays.co.uk>
Source record: 201062

In article <748055993@amazon.cs.duke.edu>, dsb@duke.cs.duke.edu (Scott Bigham)
|> - The line in the FAQ about the STbook is not encouraging -- 1 meg
|> RAM and no mention of HD sizes (it _does_ have a hard drive, doesn't
|> it?). Is this up-to-date information?
The only place I know that sells them is Gasteiner in the UK. AFAIK it's a
1/40 machine

|> - What external ports does the Book have? Serial, parallel, DMA,
|> external monitor, cartridge?
I think it has most. I played with one a long while back. All the connectors
are non standard though and it comes with a bunch of adaptors.

|> - I realize this is probably asking a little much for Atari, but is the
|> Book expandable at all? More memory, bigger hard drive, internal
|> modem maybe
It has a bay for a modem but I don't know if it was to be a proprietry one or
you can put any old modem in there.

|> - I'm _really_ reaching here, but is there a facility whereby the Book's
|> hard drive can be "mounted" on and accessed transparently from a desk
|> system?
Unlikely althoughthe built in facility for loading/dumping software were quite
good as was the memory managemnt. Lot's of nice CPX stuff. The machine over
here is something like 1275GBP. For that price you'd be better buying a PC
laptop that can take a card and stuffing in a GEMulator I'd have thought :-)
It was apity it's such an expensive beast as when I tried teh ST Book, I loved
it. Had it been more in the 700GBP price I'd have bought one.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4067. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 10:24:26 UTC
From: farren@netcom.com
Message-ID: <farrenCDE4wq.8ML@netcom.com>
Source record: 201126

warwick@cs.uq.oz.au (Warwick Allison) writes:

>farren@netcom.com (Mike Farren) writes:

>>2 Meg would be more than enough for all of the stuff you'd need for any
>>given Mortal Kombat level. Even with the blood and guts.

>And the screen RAM? And the program? Not a chance.

No sweat. You severly underestimate the efficiency you can get in
compressing data, especially the kinds of data you have in MK, and
still have real-time decompression.

>Not really. Mortal Kombat is a good example here, because it uses
>real-world scanned images (what a cop-out, eh! artists of the world rebel!)
>which are much more difficult to decompress at high speeds, and which
>contain more colours than you would expect in a hand-drawn image.

So you do some other sort of decompression, that's all. One method
which comes immediately to mind is a delta-type animation compression
scheme, which works very well indeed for the kind of action you've
got in MK. There are also several other real-time decompression
schemes which work quite well with the "scanned" images in MK.
I'd say that getting a typical MK scene into 2M is going to be
a difficult challenge, I would not say that it's impossible, not
at all. BTW - if you think that the images in MK are simply scanned
photographs, with no "tweaking", you're a bit naive. All images have
to be processed, to some extent - and processing them for reasonable
compression rates isn't all that hard, or noticable.

>To get Mortal Combat graphics into 1.5M (ie. leave room for code and screen),
>you'd have to cut corners. With 14M you wouldn't have to, in fact, you could
>do a BETTER than arcade-quality game. Of course, ROM isn't free either.
>... but it's nice to have the choice.

That is true. But there are other choices, and CD-ROM is not necessarily
a bad one. It has its limits - but then, so does ROM.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

4068. Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 10:48:10 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CDE60B.Evy@bailgate.gpsemi.com>
Source record: 201129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

In the FAQ for hardware there is a section about Graphic Cards for the ST
which talks about boards from a company called Matrix Datensystem (Germany)
or Matrix GmbH but there is no address for them in the faq.

Does anyone know how I could contact them ?(preferably by english e-mail -
but a snail mail would do)

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think
of a witty comment - there are more important things in life ...

4069. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c96adf8@troed.ct.se>
Source record: 201120

In a message of 14 Sep 93 13:05:37, Bob_bobr_retelle wrote:

B> So an ICD ADSpeed accellerator gives you a 2X improvement in speed, when
B> tthe manufacturer only claims 50% improvement...?
B>
B> Are you running specialized benchmarks that ONLY run in RAMcache, or
B> are you really running the nuclear powered plutonium "limited edition"
B> ADSpeed...?

Here we go again .. first, I've never said 100% Overall increase .. that's a LIE from you, I said 80%, ok? 100% was for pure math (and even you can hopefully understand that that's correct).

GEMBench v3.1 was the last version I tried I think, reported back 183%. (83% INCREASE)

Satisified? I'm running with the AdSpeed ST/Cache with an STE adapter to fit in my STE.

Now end this thread, or use EMail.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4070. Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c96ae8c@troed.ct.se>
Source record: 201121

In a message of 14 Sep 93 21:38:48, Nomen Nescio wrote:

NN> Anyway, I think it's a weird thing to sell the Falcon as compatible, if 97
NN> percent of the games of the atari st aren't compatible. (Bombuzal IS
NN> working)

I have yet to find ANY program that doesn't work! (Even though I have to use
BackWard sometimes)

NN> for a long time. I own a 8 bit, 16 bit and a 32 bit. I only disagree with
NN> their advertisementcampaign (that are obviously utopianlike when saying:
NN> full compatible. And they only promote falcons in atari mags. Why not in

They claim TOS compatibility! That's a BIG difference. (then again, I would say
that it's VERY compatible)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4071. Re: Mint 1.09 and XFSes

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:21:12 UTC
From: ft1wf@ft1sparc.ft1.tu-harburg.de
Message-ID: <4751@rztsun.rz.tu-harburg.de>
Source record: 201069

In article <2c8f666a@p12.f202.n281.z2.fidonet> 9 Sep 93 17:17:20 GMT
Jan_Willekens@p12.f202.n281.z2.fidonet wrote:
: Hi!

: I seem to be having this problem with running MiNT 1.09 and eXtended
: [...]

Hi!

Is there a ftp-site where I can get MiNT 1.09 from? I looked at
atari.archive.umich.edu but there is only 1.08.

Werner

--
* Werner Fleck * email: Fleck@tu-harburg.d400.de *
* Arbeitsbereich Fertigungstechnik I * pgp public key on request *
* Technische Universitaet Hamburg-Harburg *---------------------------------*
* Denickestrasse 17 * Tel.: +49 40 7718-3286 *
* 21071 Hamburg * Fax: +49 40 7718-2500 *

4072. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:21:23 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <276trj$41n@sus.edu.eur.nl>
Source record: 201130

cspas050@sus.edu.eur.nl (Nomen Nescio) writes:

I now just heard about Backward.
I'll try that program first.
And then i hopefully change my message. If i do, i will post my
new opinion.

[some cite just comes to my mind:
'Oh lord, please help me to keep my big mouth shut, until
i know what i'm talking about.']

M.A.Onstwedder ('Nomen Nescio' is just an error guys)
"Let's just see the end of the world as a new begin"
--
M.A.Onstwedder
cspas050@sus.edu.eur.nl
"Let's see the end of the world as a new begin"

4073. Re: Falcon FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:28:45 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep15.112845.27554@solaris.rz.tu-clausthal.de>
Source record: 201133

```
In article 1J9@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
> Can anyone suggest some good FTP sites for falcon software? Most I have tried
> have been pretty poor. BBSs seem to have more stuff available at the moment.
>
> +---------------+-------------------------------------------------------------+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+-------------------------------------------------------------+

Have you tried ftp.tu-clausthal.de recently?

bye,
Chris
```

4074. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:31:13 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <276ue1$qb@cismsun.univ-lyon1.fr>
Source record: 201127

I had problems too... With TOS 2.05 on my Mega STE 4... (French ROMS)
It worked well, but 3 bombed when I asked Destop config menu entry on the desktop...

I E-mailed the author ....

Patrice

4075. Internet Address - CodeHead

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:35:02 UTC
From: king@tintin.mountrouge.smr.slb.com
Message-ID: <KING.93Sep15133502@tintin.mountrouge.smr.slb.com>
Source record: 201144

Does anyone out there know an internet mail address for
CodeHead & Working Title in California? I read that updates
could be ordered via e-mail and info obtained but I have
never seen their address. Any Ideas?

--
|~~~~~~|
| Bradley King e-mail: king@smr.slb.com |
| Schlumberger Industries/SMR |
| B.P 620-05 Tel: 331-47.46.66.83 |
| 50, Ave. Jean Jaures |
| 92542 Montrouge Cedex Fax: 331-47.46.69.52 |
| France |
| |
~~~~~~
~~~~~~

4076. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:37:12 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <276up8Edh8@uni-erlangen.de>
Source record: 200800

There is a german company that upgrades 1MB STBooks to 4 MB. ATARI
Germany should know their address.

But it will be getting though to get a STBook. They have prices of up to
DM 5000 ($3000)! Because they a very rare and a lot of people need
them :-)
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
Harald.Schoenfeld@rzmail.uni-erlangen.de | I'm afraid I can't do that.

4077. Re: Civilization, STOS & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:51:29 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <276vk1$fp@hunter-09.cs.strath.ac.uk>
Source record: 201128

Civilization runs fine apart from the buggy colours,but it is relatively easy to get used to them. I have had no luck with Backward or Magi in solving this one problem.

STOS on the other hand has one major bug.The keyboard input routine is totally screwed up on the Falcon, no matter what patches your use.In my experience it constantly repeats the character `6` and messes about with the key repeat.

BTW is there any more news about FalcOS. According to ST Format, it is being produced, but will not be released by Mandarin Software.
(But that report was in ST Format :)

Brian.

4078. Civilization

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 11:53:57 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <276vol$gh@hunter-09.cs.strath.ac.uk>
Source record: 201131

I posted a message a while back looking for other players of Civilization who are interested in swaping hints/tips/achievements.

Will anyone who replyed,please e-mail me again as I unfortunately wiped a weeks worth of messages.

Brian.

4079. Info: Canon Bubblejet Printer, drivers etc

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 12:47:30 UTC
From: J.Coates
Message-ID: <CDEBJ6.25M@carmen.logica.co.uk>
Source record: 201134

Is there anyone out there might know the answers to the following
questions about Canon Bubblejet printers (I'm thinking of
buying one to connect to my ST).

1. Is it possible to get a driver for them for 1ST word plus?

2. Does the Canon provide Epson LX/FX/RX... emulation or better?

3. Is there an ST screen/graphics dump utility for the Canon Bubblejet?

Any answer to these questions (posted to this newsgroup,
our e-mail system is unreliable) would be greatly appreciated
as I have to make my decision soon.

Thanks in advance.

John

| |

4080. I'd like to place my GUI platform demo on the net, how?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 12:51:34 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CDE8yL.56H@ryn.mro4.dec.com>
Source record: 201135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How do I place a file on the net for public consupmtion these days?

I have developed a Motif-like GUI platform, and an icon editor layered on top of it. It's an early version, but I'm curious to hear feedback, and determine if it runs on recent equipment (I have a 1040ST).

Thanks,

John Miskinis

4081. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 12:56:36 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep15.125636.4708@apgea.army.mil>
Source record: 201148
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>like all the other beat-em-ups to me ie very dull.
>
>+---------------+---+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+---+

well, instead of your defeated oppient just fading away or blinking out,
you get to rip his/her spine out. Thats really all thats too it.

Idea for the Jaguar: Make a descent space fighter game based upon the
BattleStar Galatica universe. (or maybe just rip it off like wing commander
series did and call it Star Radiers 3)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

4082. Starglider re-fueling

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 13:31:49 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep15.133149.29822@iplmail.orl.mmc.com>
Source record: 201150

Does anyone know of a consistant method of re-fueling in the original Starglider??? I can get it right some of the time, just trying to fly and stop between the two energy towers. Is there a trick to getting it right everytime to avoid having to fly away and come back to try again?

Larry Richardson
richards@foghorn.orl.mmc.com

4083. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 13:43:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDEE4u.I5x@barclays.co.uk>
Source record: 201063

```
In article <1993Sep14.232719.16644@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> No such thing as an ST notebook..Atari will never release one because it can't
|> compete with the PowerBooks and Dos buckets.
Oh, OK. That thing in the shop must be a figment of my imagination.
I won't disagree though that it's overpriced.
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4084. where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 13:52:47 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Sep15135247@bhars243.stl.stc.co.uk>
Source record: 201132

Has anyone out there tried releasing shareware? How did you do it?

My other half wrote an asteroids type game, except you also had other players zapping back on a ring of STs linked by midi. Also had computer ships flying around. O.K. so it's nothing like asteroids at all really, but it looked vaguely like it to me (spot the non-computer-game-player)

He sent it off to various U.K. PD libraries round about May and I haven't even seen it in a catalogue yet. So anyone know some better places to send it? If you buy shareware/PD where do you get it from? Is it normal to have a whacking great delay before things get out?

I suppose about now you're saying, "They probably didn't list it 'cause it's rubbish". Admittedly I'm no expert, but everyone who has had a go at the game enjoyed it to the point where we had to pull the cables out to stop them playing, so it can't be that bad.

He's got more strategic stuff co-written with some friends and a folding editor, but has got all discouraged about releasing them since the first program seems to have vanished. Seems a shame that good software is going to waste for lack of a shop window

If anyone has any good ideas on where he might send stuff please email me as I'm off to a meeting for the rest of the week and might miss your answers.

Jennifer

4085. Re: where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 14:23:40 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2778hclNNaas@life.ai.mit.edu>
Source record: 201146

In article <JAB2.93Sep15135247@bhars243.stl.stc.co.uk> jab2@stl.stc.co.uk (Jennifer Ann Bray) writes:
>My other half wrote an asteroids type game, except you also had
>other players zapping back on a ring of STs linked by midi. Also
>had computer ships flying around. O.K. so it's nothing like
>asteroids at all really, but it looked vaguely like it to me (spot the
>non-computer-game-player)

Lots of people will write back to you saying, "COOL, release it on the net and I will *definitely* register." To keep such things in perspective, please do "your other half" a favor and read this; it comes from hard-earned experience.

The main rule of shareware games is this:

If you want to get any registrations at all, you'd better give something to the people who register, and they'd better really want it; otherwise you'll get about 5 registrations total and will feel like a jerk.

Do what Apogee did with the Keen games and Wolf-3D (PC) -- release one game that has a few levels, and then give people the next two games (with more levels) when they "register." Whatever you actually put on BBS's and the Internet will be a complete throw-away in terms of profit; its only financial purpose is as "bait." The better the bait, the more registrations.

In the case of this asteroids game, you might release the game without the MIDI support -- that's something that makes it "really K00L" to all the BIFF's out there who wouldn't normally register. If you force people to pay for the K00L enhancement, they will. If you just ask them to pay for something they already have (just to be nice to you), they won't. (Unless they're one of the .00001% of the community that registers to support the market -- though shareware authors love those people, there aren't very many of them.)

I haven't seen any other distribution methods that have worked well for shareware games. There are other options for utility programs but games are a harder sell because you don't actually *need* them for anything.

The bottom line is that if you're expecting to make "real" money, don't bother, because especially in the small and still shrinking ST market your chances are almost zero of doing so. Only do it for fun; otherwise make a *real* venture out of it and write a commercial game.

>Is it normal to have a whacking great delay before things get out?

I found that it took about 6 months before people in general were aware of anything I'd released, even when I put it on the Internet. It just takes a while. The online services like CIS and GEnie give you an idea of how appealing your game is at first glance because they have a download count. But if you haven't used the method above, it's likely you won't ever hear much. Try changing the distribution scheme, and you might get more response.

>He's got more strategic stuff co-written with some friends and a
>folding editor, but has got all discouraged about releasing them
>since the first program seems to have vanished.

Well he should be. Tell him to either bail to another platform like the PC, where there are 2 million potential shareware buyers, or to start taking the amount of time he's spending seriously and really design a commercial program from start to finish, making sure beforehand that there's really a decent-sized market for it. (For games, this is generally true regardless of game type.)

Better yet, tell him to design a *portable* program, so that he can get it running on a Mac or PC without horrendous amounts of recoding. For C, at least, if you are careful about keeping the low-level stuff separate from the game logic, you can even do this with games. (HacMan II builds from the same source on both the ST and PC, against a library that's machine-dependent.)

>Seems a shame that good software is going to waste for lack of a
>shop window

The software business is full of personal highs and lows, and the market has no sympathy. Take the odds against shareware (and even commercial) success in today's market -- these days it's in many ways easier to write a complicated piece of software than it is to market it and get it on the shelves.

Look at Microsoft, for example. They're a marketing company first and a technology company second. Windows 3.1 still frustrates programmers with the same brain-damaged segement crap and 16-bit code that (non-extended) DOS is notorious for. But it's the most popular "GUI" in the world, and most people think Microsoft invented mice, icons, and windows because of it.

A lot of programmers -- especially the ones who write shareware -- miss the fact that there's a lot more to a successful program than just the coding. And that's even more true today in the ST market than it was 4 years ago.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4086. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 14:50:58 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748104656@amazon.cs.duke.edu>
Source record: 201139

From the Holy Book of <1993Sep14.232719.16644@cobra.uni.edu>
as spake by sinclap2954@cobra.uni.edu :

>No such thing as an ST notebook..Atari will never release one because it can't
>compete with the PowerBooks and Dos buckets.

That's interesting, Peter, considering that my Toad catalog lists ST
notebooks available and for sale.

If you're not going to contribute anything useful to the discussion,
Peter, consider staying out of it.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4087. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 14:52:17 UTC
From: saj@chinet.chinet.com
Message-ID: <CDEHB5.KB8@chinet.chinet.com>
Source record: 201141

While the ST Book remains an officially announced product (as far as I know), this has to be tempered by the qualifications that Atari has also officially announced that mass market Books must have both backlit displays and long battery life (difficult), and that any future ST-like computers they release will in fact be Falcon-like (which the Book, as developed, shown and announced wasn't). I seriously doubt that Atari has the resources to make the needed changes ->At he same time as they try to push lots of Jaguars out the door AND try to build a presence with the desktop Falcon<-. MAJOR bummer, but that's sure the way it looks. Maybe a Falcon book, but probably not soon enough to matter to anyone shopping right now.

Steve

4088. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 14:52:36 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93258.28356.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201140

```
------------------------ Original Article ------------------------
>I have an ST and I have a MIDI keyboard.
>Question: Is there any AI software out there
>that will teach me how to play better?
>
Well it did. I have some software that does this (Chord Magic, Note Wizard,
Scale Master, Rhythm something) from a company called Midimouse Music (I think).
But they have since disappeared. This software required a MIDI keyboard. It's
not bad software and I suspect there is something else out there like it but I
haven't looked to hard.

There was indeed an excellent series from the now DEFUNCT MIDIMouse Music as
described above. It can still be found, but it's getting scarce. I suggest
calling around. It's heavily copy protected, and requires a key disk. I
bought it, and can't even get backup copies. I have one key disk left, and
if that ever gets wiped out, I'm out of business. I find the series to be
excellent, and have learned a lot since using it.

I mentioned earlier another company that still supports the ST called ECS -
Electronics Courseware Systems, 1210 Lancaster Drive, Champaign, Illinois,
61821 telephone (217) 359-7099. They offer a lot of drill programs that
can be useful, although be prepared to shell out lots of $$$ if you want the
entire set. It seems to be geared towards music schools and such. Good luck.
I'd be interested in knowing of other software out there. I understand there
is an article in the latest Atari Explorer that talks about available music
education programs. I have GEnie, but I haven't yet figured out how to
download that kind of stuff :-(
```

4089. SLM804, LaTEX problems (SLM804 newbie)

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 15:43:21 UTC
From: apaul@kilo.engr.mun.ca
Message-ID: <apaul.748107801@femto.engr.mun.ca>
Source record: 201143

I just picked up an SLM804, and am having some trouble getting it to print LaTEX stuff. It prints fine with Calamus.

I previously had a HP DJ, and had no trouble. It seems to think everything
is OK, but it only prints out blank pages. It gives no errors about not finding fonts or anything; it just happily spits out blank pages.

I'm using the CS-Tex Package, and am using the enclosed DVI_SLM driver.

Thinking It might be something to do with an older version of the CS-Tex package, I just installed the newest version from atari.archive. The only thing
I suceeded in doing was making the program run everything twice. That is,
no if I select preview, I get to preview the file, then I hit UNDO to exit, and the previewer runs again showing me the file again. This isn't
too bad, but when you try and print a 10 page file, and it decides to print
it twice, that IS annoying.

One other thing, half the time I can't acces my hard drives unless I have the printer turned on (VERY annoying). What's the normal way of dealing with this?

Help with these problems (particularly the printer related one) would be greatly appreciated.

Thanks

apaul@kilo.engr.mun.ca

Anthony Paul
137 Rennies Mill Rd.
St. John's, NF
Canada

4090. Re: Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 15:58:06 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <277e2e$f7@bigboote.WPI.EDU>
Source record: 201142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
MATRIX Daten Systeme GmbH
Talstrasse 16
D-7155 Oppenweiler
Tel: 07191-4099
Fax: 07191/4089

Hope I could help...

Yat
```

4091. Mega STE 16 Mhz, how

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 16:24:50 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep15.162450.27623@ibr.cs.tu-bs.de>
Source record: 201145
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sometimes i have to start right into a shell (ksh) because
i need the extra memory to print some PS files using
GhostScript.

I have the feeling GS is much slower and i'm wondering
if the ST runs with 8 Mhz w/o cage instead of 16 Mhz w cage.

Is there a way to set the CPU Speed without GEM?

Thanks in advance

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4092. Mail

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 16:50:00 UTC
From: jsb@dswhq
Message-ID: <748111912.AA00299@dswhq.omahug.org>
Source record: 201023

In a msg of <Wednesday September 15 1993 - 01:07>,
Chris Richards wrote to All about "Mail":

Chris Richards' addresses are as follows:

1:286/712@fidonet.org
51:203/2@Atarinet.ftn
90:301/10@Nest.ftn
100:220/3@Turbonet.ftn

-and-
chris.richards@dswhq.omahug.org

-jb

4093. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 17:13:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1456@usdtsg.DaytonOH.NCR.COM>
Source record: 201052

In article <276ue1$qb@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>
>I had problems too... With TOS 2.05 on my Mega STE 4... (French ROMS)
>It worked well, but 3 bombed when I asked Destop config menu entry on the
>desktop...

Same thing happens on my MSTE4 with TOS 2.05, U.S. ROMS... (but other than that, it seems to work ok - I need to more comfortably integrate it into my system though (well, understand all it gives me, anyways). It is cool having a big supply of windows open at one time, though...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

4094. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 17:31:33 UTC
From: Steph <CT80@music.mus.polymtl.ca>
Message-ID: <15SEP93.13528031.0038@music.mus.polymtl.ca>
Source record: 201053
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>like all the other beat-em-ups to me ie very dull.
>
>+---------------+---+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+---+
>.
>.

I wish I knew. I have never been a fan of the Street Fighters,
Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
amazes me that those games are getting so big. Heck, isn't there
a Street Fighter movie in the making or something by now?

Then again, it's my opinion. *I* just don't find any interest in
those games, so I don't play them, or once in a blue moon, no more.

Steph.

4095. Re: new groop: falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 17:58:22 UTC
From: bill@main.morris.org
Message-ID: <277l3u$2v9@c3po.jvnc.net>
Source record: 201051

In article <747946342.AA00284@dswhq.omahug.org>, Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
>In a message of <09 Sep 93 01:59:28>, Rickard Troedsson (1:286/2) writes:
>
> RT> True Colour works just fine on VGA.
>
>But only in the 320 pixel mode, and I don't believe you can do overscan.
>However, after having purchased an NEC multisync I'd say that unless you are
>heavily into video work where you NEED the truecolor modes, you'd be better off
>with the VGA to get rid of the flicker.
>
>Later,
>Gizmo
>

You can do overscan with the ScreenBlaster. On my VGA monitor,
I can get up to almost 500*300. I forget the exact numbers, if you
wish, I can post them.

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

4096. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-15 23:05:35 UTC
From: garion@indirect.com
Message-ID: <1993Sep15.230535.28455@indirect.com>
Source record: 201057
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <15SEP93.13528031.0038@music.mus.polymtl.ca> Steph <CT80@music.mus.polymtl.ca> writes:
>In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>>like all the other beat-em-ups to me ie very dull.
>
>I wish I knew. I have never been a fan of the Street Fighters,
>Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
>amazes me that those games are getting so big. Heck, isn't there
>a Street Fighter movie in the making or something by now?
>
>Then again, it's my opinion. *I* just don't find any interest in
>those games, so I don't play them, or once in a blue moon, no more.

People who like the duel games don't necessarily like Streets of
Rage type games... personally I think that game sucks, same with the
Turtle and Final Fight whatever... too lame. But the one-on-one fighting
games have a depth technique of which many people are not aware. I did not
like them at all until I experienced Street Fighter II back in 1990.

- + -
Mike/garion@indirect.com/SD[MAX] Images & Words 1993/sydest2.com sysadmin
Samurai Shodown... the fighting game of the year. Galford/Hanzo/Tamtam/Ukyo/
Charlotte/Haohmaru/Nakoruru/Jubei/Kyoshiro/Gen-An/Wan-Fu/Earthquake/Amakuza
- + -

4097. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 01:14:05 UTC
From: cjohnson@tartarus.uwa.edu.au
Message-ID: <278ekt$461@uniwa.uwa.edu.au>
Source record: 201068

atlas@cbnewsd.cb.att.com (N. Scott Abderhalden) writes:

>I have an ST and I have a MIDI keyboard.
>Question: Is there any AI software out there
>that will teach me how to play better?

>The PC world has had a package for a few years
>which consists of a MIDI board, keyboard, and
>software that teaches the basics of the piano.
>It retails for about US$300 and is called
>"The Miracle". A similar package is available
>for the Nintendo systems.

>Does the ST have any software like this?

Although this isn't a very good answer to your question I'll post it anyway
for anyone who is interested.

The Miracle is also available for Mac and Amiga.

As I said, not realy an answer, but it may help some people.

Chances are there is an Atari version

I have a Miracle hooked up to my PC, and it is doing quite a good job of
teaching me to play the piano, it's only drawback is that it only has 8 midi
channels.

Hope this helps someone,

Chris.
--
Christopher A. Johnson ||| // _/
cjohnson@tartarus.uwa.edu.au / | \ \\ // ((sig under contruction
johnson@swanee.ee.uwa.edu.au - | - \X/ ~ >

4098. Connect (terminal software)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 01:15:35 UTC
From: awest@ub.d.umn.edu
Message-ID: <278enn$snc@ub.d.umn.edu>
Source record: 201065

Can anyone tell me how to get an English version of Connect? I D/L'd it and
it is in German, is there even an English version?

Just wondering...
--
^ ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

4099. 520STFM->1040 dip ram upgrade needs resistors???

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 01:27:17 UTC
From: ocia@tekig5.pen.tek.com
Message-ID: <11506@tekig7.PEN.TEK.COM>
Source record: 201066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was told by one source that if I found empty pads (to drop 256k x 1 dip ram into) in a 520STFM that I would also need to add some series resistors to make the ram upgrade work. Another person disagreed.

Has someone actually personally really done such an upgrade themselves and can state whether there are some resistors involved or not? I am assuming that these might be series resistors to reduce overshoot but I don't know.

While I am here, anyone have an old upgrade for a 520 they would part with?
How about a double sided floppy drive mechanism?
How about a scsi interface card? (had a deal settled but then no answer to mail)

thanks
please reply by email if at all possible
Don Taylor
posting from the group account but this is a personal question

4100. SCSI Controller Cards

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 01:42:50 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <278gaq$a7d@netline-fddi.jpl.nasa.gov>
Source record: 201067

Long ago, I constructed a disk subsystem for my ST by using an ACSI->SCSI adapter, and an Adaptec ACB-4000 to adapt SCSI to MFM. Now I need to adapt SCSI->ESDI. Adaptec claims not to make such interfaces any longer.

1. Does anybody know the part numbers for Adaptec SCSI->ESDI adapters, especially those that handle 4 or 8 LUNs?

2. Does anybody know where to get such adapters?

3. Does amybody know other kinds of SCSI->ESDI adapters?

E-mail please.

Thanks in advance
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

4101. Re: Packing ACC's

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 04:07:45 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <278oqh$pp@news.dmpe.CSIRO.AU>
Source record: 201078

Uhm, yep, it is possible. Use DCSquish, available everywhere. Bloody slow decompression, but it's the only thing that I've seen do .ACC's. BAPack works as well I think.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4102. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 04:22:30 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748159141.AA00301@dswhq.omahug.org>
Source record: 201020

In a message of <11 Sep 93 12:29:54>, Chris Herborth (1:286/2) writes:

CH> This should include "MB", since the mis-named "Processor-Direct
CH> Slot" is really a 68000 slot, the same as the "MegaBus" slots in the
CH> MegaSTs.

The PDS is NOT a MegaBus slot. It IS a 68000 expansion slot, as you say, but it also has the capability to support 68030 timing on the bus cycles, meaning that you can run 3 clock cycles instead of the normal 4 clock 68000 style cycles.

Later,
Gizmo

4103. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 04:24:54 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748159141.AA00302@dswhq.omahug.org>
Source record: 201021

In a message of <13 Sep 93 19:19:17>, Greg Bennett (1:286/2) writes:

GB> Sadly enough, that describes a large portion of the ST software
GB> available. Atari does have some of the best PD software for any
GB> platform, Unfortunately much of the PD stuff falls into the badly
GB> written category (ie. poor programming techniques)

This is true, however, 90% of the stuff I had that gave me problems I got rid of when I got 2.06 on my MegaE. Therefore, by the time I got the Falcon, I had already gotten rid of most of my problems.

Later,
Gizmo

4104. Re: Need new updated program to boot Supra from

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 04:27:30 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748159141.AA00303@dswhq.omahug.org>
Source record: 201022

In a message of <12 Sep 93 19:30:45>, Michael Winters (1:286/2) writes:

MW> to boot off a floppy. Does anybody know of a more updated program
MW> available? I am going to call Supra tommorow and see if they still
MW> have a program lying around that does this....

I believe the Supra software supported the AHDI partitioning scheme. If it did then you should be able to install AHDI without any problems. 'Course, if it formatted the drive in an AHDI compatible manner, you should also be able to us the ICD utils as well.

Later,
Gizmo

4105. Re: IDE Harddisk on ST???

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A4891@MS.maus.de>
Source record: 201025

In article <1993Sep13.175239.25999@ifi.uio.no>, Hallvard Tangerï¿½s (hallvart@ifi.uio.no) wrote:
>I've heard that 2.5" IDE (PC type) hard disks can now be installed INSIDE
>Atari STs!!!
>Does anybody have more info about this- what is needed to connect it inside
>the machine etc.

You'll need a IDE interface. There are several, most (all?) have an integrated TOS 2.06 extension card (which you'll need to be able to autoboot). Hard&Soft's card can be installed into a 1040 with enough room left for a 2.5" IDE drive.

4106. Re: communication between 2 ataris

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 05:47:46 UTC
From: Lexicor@world.std.com
Message-ID: <CDFMrn.CB3@world.std.com>
Source record: 201079

MidiCOM will work just fine with both TT, ST's and Falcon...however I must admit that a MIDI System is indeed quite slow, there are better and faster software which support LAN and MIDI mixed connections....

Yat

4107. Re: SLM804, LaTEX problems (SLM804 newbie)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 05:51:46 UTC
From: marc@targon.UUCP
Message-ID: <3634@targon.UUCP>
Source record: 201088

In article <apaul.748107801@femto.engr.mun.ca> apaul@kilo.engr.mun.ca (Anthony Paul) writes:
|
|I just picked up an SLM804, and am having some trouble getting it to
|print LaTEX stuff. It prints fine with Calamus.
|
|I previously had a HP DJ, and had no trouble. It seems to think
|everything
|is OK, but it only prints out blank pages. It gives no errors about not
|finding fonts or anything; it just happily spits out blank pages.

Maybe a silly question, but do you run the diablo emulator before
printing with TeX? The TeX SLM driver needs its bitmap printing
capabilities.

|I'm using the CS-Tex Package, and am using the enclosed DVI_SLM driver.
|
|Thinking It might be something to do with an older version of the CS-Tex
|package, I just installed the newest version from atari.archive. The
|only thing
|I suceeded in doing was making the program run everything twice. That
|is,
|no if I select preview, I get to preview the file, then I hit UNDO to
|exit, and the previewer runs again showing me the file again. This
|isn't
|too bad, but when you try and print a 10 page file, and it decides to
|print
|it twice, that IS annoying.
|
|One other thing, half the time I can't acces my hard drives unless
|I have the printer turned on (VERY annoying). What's the normal way
|of dealing with this?

For me, the normal way to deal with all the noise is to open the back
cover a little. The printer interface is powered from the printer alas,
so the printer still has to be on to have any dma going.
Here in the Netherlands, there used to be a dealer (Atin in Leiden)
that had a hardware solution to this annoying thing, but I don't
think they still exist.

|Help with these problems (particularly the printer related one) would
|be greatly appreciated.

Hope it helps.

marc(@targon.UUCP)

4108. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 06:41:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90704@cup.portal.com>
Source record: 201081

Ah, what a wonderful thing language is, eh..?

First it was "Idiot, learn to think", then it was "Erase yourself from the planet", now it's "lies" from me... (do you have ANY life outside your passion for ST accelerators..?)

Well, let's see what you DID say originally...

>In a message of 09 Sep 93 13:04:51, Bob_bobr_retelle wrote:

>B> Tacking a 16Mhz CPU onto an 8Mhz system only gives modest improvements,
>B> even with a sizable onboard RAM cache... 50% in an average environment
>B> seems to be about the max, unless you happen to have code that executes
>B> in very tight loops.
>B>
>B> This is exactly the same trick Intel plays with its "DX2 speed doublers".
>B>
>B> Fast if it doesn't have to go outside the cache, not much faster if it
>B> does.

>NOT TRUE

>Puttin a 16Mhz Adspeed/Cache in my old STE gave me almost 180-190% improvement,
>in real world application .. packers and such stuff gained 200% ..

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

Sure sounds to me like you said that puttin a 16Mhz Adspeed/Cache in your old STE gave you almost 180-190% improvement in real world applications, with packers and such stuff gaining 200%...

Now if you didn't mean 190% "improvement", why did you say it in the first place..?

Now that we know who said what, I agree, we can end this thread.

BobR

4109. Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 06:52:00 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <748207879.AA08949@tdkt.kksys.com>
Source record: 201031

as for having enough money to produce the Falcon 030, its hardly the point since it has already been created on paper. Its more the fact that at least in the US the serial #s are still around #1000. If they release an 040 they'll have to knock the 030 prices down to make room (I doubt Atari could sell a $2000 computer). And with all there free cash tied up in Jaguar stuff (the big advertising rollout) it sounds like the Falcon wont due much until '94.. (don't get me wrong, I love mine!) Curt Fluegel--- My house in Minnesota

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4110. Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 07:00:01 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <748207879.AA08950@tdkt.kksys.com>
Source record: 201030

yes your ST can teach you to play piano. I believe the software is called Pianistics. Off hand I dont remeber who makes it. If you would like to , call me at work 612-631-9424 (I work for a music store and we sell software for Atari) just ask for Curt in Software.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4111. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 07:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c95ef63@troedp4.ct.se>
Source record: 201076

> Currently I'm mainly using Superbase 2, Lattice C, Ghostscript, DevPac,
> TruePaint,
> Wordwriter, 1St WordPlus, That's Write, Timeworks DTP, Cixcomm and
> mounds of PD and
> utilities as well as hardware like BlowUp030. When I changed from MSTe
> to falcon,
> the only thing that would no longer run is VIP Professional.

Do you mean Timeworks DTP v1 or v2? I can't get v1 to work so please let me
know if you can!

```
*********************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*********************************************************************
```

4112. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 07:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c95ef98@troedp4.ct.se>
Source record: 201077

> If it helps, I have a Falcon. I also know of 4 other people who have
> one. Given a
> finite number of aquantencies, that's reasonable.
>
> The Falcon *is* selling. It *is* being supported. There *are* many 3rd
> parties producing stuff both hardware & software.

Indeed! I must say most of the news nowadays concern the Falcon, not the ST, I
don't understand how people can claim "Low software-support"...The software
there is is GREAT, and it will become even better when
programmers start squeezing the Falcon a bit!

> Additionally, there is much fine PD for the Falcon. Art packages,
> graphic & sample players/converters and all manner of nice things.

Once again: I agree!

```
*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

4113. Re: I'd like to place my GUI platform demo on the net, how?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 07:36:43 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <27952b$lfk@cismsun.univ-lyon1.fr>
Source record: 201082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDE8yL.56H@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
>
>How do I place a file on the net for public consupmtion these days?
>
>I have developed a Motif-like GUI platform, and an icon editor layered
>on top of it. It's an early version, but I'm curious to hear feedback,
>and determine if it runs on recent equipment (I have a 1040ST).
>
>Thanks,
>
>_John Miskinis_

In all anonymous FTP sites, there is generally a directory that can be accessed in write mode just for this purpose. You make an archive of your package, you FTP/put it on the "incoming" (or anything like this) folder of the site of your choice, and you generally send a mail to the FTP administrator... Read the README files in the sites for more appropriate information.

Patrice

4114. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 07:55:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <27965m$lqi@cismsun.univ-lyon1.fr>
Source record: 201083

In article <1456@usdtsg.daytonoh.ncr.com> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <276ue1$qb@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr
(Patrice.Lacouture) writes:
>>
>>I had problems too... With TOS 2.05 on my Mega STE 4... (French ROMS)
>>It worked well, but 3 bombed when I asked Destop config menu entry on the
>>desktop...
>
>
> Same thing happens on my MSTE4 with TOS 2.05, U.S. ROMS... (but other
>than that, it seems to work ok - I need to more comfortably integrate
>it into my system though (well, understand all it gives me, anyways).
>It is cool having a big supply of windows open at one time, though...
>

For me too it worked ok other than that... And tool 120 Kb over my 4 Megs...
I like it, and don't matter if I've not the Desktop Config (it is saved in
my different NEWDESK.INF files for a long time) but I don't feel secure enough.
I like the number of windows, and the real-time scrolling / moving,too (NOT
to use with Calamus SL though :-)

Patrice

4115. DESKCOPY - Beta

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 08:09:39 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <279703INNgug@rs18.hrz.th-darmstadt.de>
Source record: 201084

Hi!

For all those folks, who got the latest Beta-Version of DESKCOPY
(MiNT-filenames, ONLINE-registering):

Please don't give the BETA away, DON'T put it on any FTP-Server!

FTP-admins: Please check out, if there is an DESKCOPY-Upload on you FTP-Server,
if the date of the version is >=1.9.93 or if there is a "BETA" in the
DESKCOPY-Infobox - this version should be killed!

When DESKCOPY is ready to be no beta anymore, I will give it free again.

Thanx & Greets, Roland.
--
---------------==---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ HD (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
! Maus @ HD: Germany - (06201) 47 72 74, 18:00 - 19:00 Uhr Maustauschzeit !
---------------==---------------

4116. Re: Connect (terminal software)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 08:21:31 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CDFtvw.8L9@dscomsa.desy.de>
Source record: 201080

In article <278enn$snc@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>Can anyone tell me how to get an English version of Connect? I D/L'd it and
>it is in German, is there even an English version?
>
>Just wondering...

No need to wonder ;-) CoNnect in its version 2.10 and 2.20 can be found
in English on atari.archive.umich.edu /atari/Telecomm/conn210.lzh and
conn220.lzh (which only contains updates to conn210.lzh)

Wolfgang WAnder

4117. Re: Falcon & compatible programs argument (again)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 08:28:42 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <27983q$n60@sus.edu.eur.nl>
Source record: 201085

Hey atariers,

Here i am (again & again), i would like to adjust my opinion
about compatablity of the falcon. After my (angry) letter to this
nngroup, i got a lotta response, someone send me Backwards (Thanks Uwe !)

And now all the games i tested yet (i one day seemed to work)

In fact the only program that still didn't work was outline art. So i
will have to buy that update once. (Or i just keep using it on my 1040stfm)

But all other things seemed to work just fine!

So, to all atari-st(e)-ers Now there is NO reason not to update to a falcon.
(Except financial perhaps ;-))
--
M.A.Onstwedder
cspas050@sus.edu.eur.nl
"Let's see the end of the world as a new begin"

4118. where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 09:13:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.36970.4514.0N183CC3@canrem.com>
Source record: 201094

I wrote a Shareware utility some time ago -- it was a character editor and survival kit for the game Ishar: Legend of the Fortress by Silmarils. I wrote it in January of '93 and released it locally (to the Toronto, Ontario area) but didn't getmuch of a response, even though I know a few people had downloaded it. When it was sent up to an Internet site, however, I did recieve some response from someone in California just the other day -- the first bit of response I got, actually, and thus far, the only -- though it was only sent to the Internet a month or two ago. Admittedly there isn't a large response from shareware that is released, but if the program is good enough it will get some amount of response.
Utilities seem to get the most response if only because the people who collect good utilities are more likely to send donations or registration fees. Game players seem to be somewhat less likely to do so ... a strange truism.

So Internet is probably one of the good places to send good shareware. PD libraries appear to be few and far between around the world, and usually receive a little less response. Large multiline boards, particularily ones that net internationally, get a fairly decent response.

CYOTFS!
...D.L.
...Underground

4119. Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 09:17:32 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep16.091732.179269@zeus.aix.calpoly.edu>
Source record: 201086

Is there anyone else out there who has a TT and has problems with the sound.cpx in the distribution (besides the fact that when unarchived, the path names for the files that should be in the cpx/ directory are miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx" and put in the root directory)? Whenever I run the sound.cpx that comes with the distribution, I always get the message "computer doesn't have stereo sound" or something like that, when I try to access it in the control panel. It doesn't seem to matter whether it is TT/ST ram, or if any other software is loaded (did same thing with _nothing_ in the autofolder).

Thanks,

MikeB

4120. Marc archiver desktop for MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 09:26:01 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <279bfaE3ik@uni-erlangen.de>
Source record: 200796

Product information about a brand new programm...

MARC 4.0 - the Multitasking Archiver Desktop

MARC is an application that only runs with ATARI MultiTOS and AES 4.x which allows to handle files in archives just like normal unpacked files.

MultiTOS and MINT make it possible for MARC to start standard archivers like LZH, ZOO, ARC and ZIP in the background, while MARC itself builds the GEM interface.

MARC creates a window with a small desktop and 2 file windows. In these windows all files are shown like in the desktop's windows (even with the installed icons). All archives appear as folders. Double click on the archive-folder and it will be opened!
In the background the archiver is working and sends all information about the archive to MARC which will show the directory in the window then.

To unpack a file just drag it into the other window: It will be "copied" - in this case it will be unpacked, too. To read a packed README-file just drag it to MARC's window-icon and it will be shown in a textwindow or any other editor you want. It's also possible to print files (via GDOS or another program), to delete files and certainly to create new archives graphically. Needless to say that all this can be done with normal files, too.

All these functions are working in the background, too. So you don't have to wait until it is done to give the next command (via mouse or keyboard). All jobs are stored in a queue where they wait to be executed - even if MARC has already "ended".

Everyone working often with archives (like you when getting software via ftp) will find it very useful to know all details about archives without decompressing the whole thing. Just double click the compressed README file. And you can already work with a newly decompressed "archive" while MARC decompresses the next...

The archivers

MARC works with many different archivers. Configuration files (PIN-files) for LZH, ARC, ZOO and ZIP are included. Others can be used writing other configuration files, too.

Where to get MARC from?

A demo version is available for DM 20 ($15). If you purchase the full version later you will get it at DM 15 ($10) off the normal price then.

MARC is available for DM 79 ($ 55) including a detailed manual. Students
and educational establishments may get it at an reduction of 20%.

think! informationssysteme GmbH
Bahnhofstrasse 20
91126 Schwabach
Germany

Tel: Germany - (0)9122/5014
Fax: Germany - (0)9122/5016

For more information send email to:

Harald.Schoenfeld@rzmail.uni-erlangen.de
or
Andreas_Binner@mtk.maus.sub.org.de
or
think@hot.zer

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
Harald.Schoenfeld@rzmail.uni-erlangen.de | I'm afraid I can't do that.

4121. Re: Kandinsky 1.54: forget it!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 09:47:44 UTC
From: uereder@cip.informatik.uni-erlangen.de
Message-ID: <279co0E4h3@uni-erlangen.de>
Source record: 200797

rossgod@iwb.mw.tu-muenchen.de (Ulrich Rossgoderer) writes:

>Version 1.54 of Kandinsky contains a bug, which makes Kandinsky crash while
>redrawing windows under certain circumstances.

>That's why there's Version 1.55 (kand155d.zip, kand155e.zip) on the ftp-site
>ftp.e-technik.tu-muenchen.de.

Hi folks,
the boys in munich are a little slow... You have to download it from the
incoming or try:

ftp ftp.uni-erlangen.de /pub/atari/graphics/painter/kand155e.zip

Bye Uwe (atari-ftp uni-erlangen).

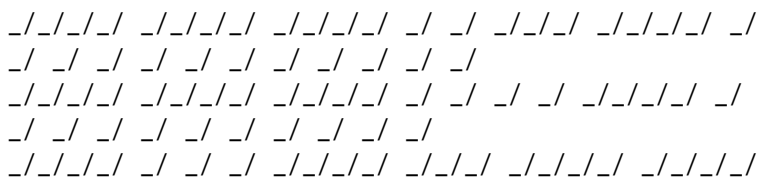
==
Uwe Reder - Kopernikusstr.7 - 85080 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@cip.informatik.uni-erlangen.de
==

4122. X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 09:56:39 UTC
From: sprudel@wembley.uni-paderborn.de
Message-ID: <279d8n$g5@wembley.uni-paderborn.de>
Source record: 201087

Why can't I use the Speedo-fonts which are in the X11R5
distribution with Speedo GDOS. The fontnames are recognized
and the fonts are installable, but they don't work.
Who cam give me informations ?

Andreas



Andreas Dangberg - Auf der Lieth 98 - 4790 Paderborn
Tel./Fax.: 05251/66874 - E-Mail: sprudel@cadlab.de

>> NEVA RELAX ON HARD TRAX <<

4123. a Tale of Fish and Ant

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 10:44:45 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <279g2t$q87@tuegate.tue.nl>
Source record: 201089

Fish? Ant?
Let me explain. I have a good idea. About Fish and Ant.
Fish stands for File Indexing Systhem (the h must go somewhere ;-)
Ant stands for Atari Network Treasury.
What are these concepts about?
Fish can index every shareware/pd/freeware program in existance, so people know what is around. Fish will be a document, perhaps with a viewer program, but basically a document. What needs to be done to get such a thing going? We need one or two persons that want to maintain this index. Just think about it. If you maintain the index, you will know about all software! (sortof)
But what also needs to be done is to create some discussion first about what should be in the index. I can think of things like: filename, author, status (free/pd/share) system requirements, incompatibilities, description etc. Then we will need a form that authors or others can fill in and send to the maintainers of the index. After that everybody can request the index from the maintainers and search the index for suitable software.
That woulb be GREAT wouldn't it? If you have a little time to spare, start this project!
Now about the Ant. Ant will be an electronic book. The book is sort of an FAQ but much much bigger. In it will be every piece of available information on the Atari 68xxx based computers, from programming to hardware info. What is needed again are one/two or even more people that integrate the information available. They will receive up to dat information and distribute the book on request. There should be some discussion first on what should be in the book of course.
I can think of Gdos info (information on GDOS is now available in about 15 different files, with a lot of duplication and disagreement.), file format info, gem programming info, how does XBRA work, how do I expand the memory etc. etc. The good thing is that most of the info is already available, but is very fragmented. We need some integration. At last there can be an alternative to the Profibuch. The maintainers of course needn't write the info, just integrate it.
Just two good ideas that really should be implemented, but are there people out there that would like to do these tings?

Erlend.

4124. Re: Connect (terminal software)

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:40:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1457@usdtsg.DaytonOH.NCR.COM>
Source record: 201099

In article <278enn$snc@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>Can anyone tell me how to get an English version of Connect? I D/L'd it and
>it is in German, is there even an English version?

If you downloaded Connect 2.20, then it is also the english version.
You simply need to rename a couple files (hope I get these names right):

-rename CONNECT.RSC to CONNGER.RSC
-rename CONNECT.HLP to CONNGER.HLP
-rename CONNENG.RSC to CONNECT.RSC
-rename CONNENG.HLP to CONNECT.HLP

After making these renamings, when you load up it should be in
english (this should also apply to some earlier versions of CoNnect as well)...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

...I was having a little fun with it last night - I was on GEnie during the
online conference (in one window) and messing with TCSHell/minix partitions
in another window (MiNT loaded) - multitasking is great...

4125. Re: Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:41:24 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <279mtk$qu2@cismsun.univ-lyon1.fr>
Source record: 201093

In article <1993Sep16.091732.179269@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
> Is there anyone else out there who has a TT and has problems with
>the sound.cpx in the distribution (besides the fact that when unarchived,
>the path names for the files that should be in the cpx/ directory are
>miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx" and put in the
>root directory)? Whenever I run the sound.cpx that comes with the
>distribution, I always get the message "computer doesn't have stereo
>sound" or something like that, when I try to access it in the control
>panel. It doesn't seem to matter whether it is TT/ST ram, or if any other
>software is loaded (did same thing with _nothing_ in the autofolder).
>
> Thanks,
>
> MikeB
>

I had the same problem on my Mega STE. The most funny is that I tried to have the new version of this CPX PLUS my old one, and both told me this strange thing ! The old one alone works well... ????

Patrice

4126. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:42:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.2a4g31QTeA_@semprini.tdkcs.waterloo.on.ca>
Source record: 200961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep13.155654.3865@btree.uucp>, George Crissman writes:
> We aren't discussing minimum installations. We're discussing
> complete installations. (That's like the difference between a merely
> "decent" '486 and a '486 that is able to give Falcon-like performance,
> a discussion that's already been discussed over in *.advocacy :-)

To get falcon-like performance, install Windoze on a '386/33; the Falcon
is a SLOW machine no matter how you look at it (unless you've been using
an ST all your life, and nothing else).

> >Windows does true pre-emptive multitasking... that dealer should read
> >a few magazine articles.
>
> My dealer _also_ sells MS-DOS machines, and invests the time to
> stay knowledgable on the technical details of both systems.

If Windows did pre-emptive multitasking, single applications wouldn't be
able to hog the system so easily. Also, when you install Windows, it
doesn't multitask DOS programs _at_all_, you have to change the default
settings to get that to work.

> True, there is a standard operating system that ships with *every*
> Atari. It's also true that you can get alternate operating systems
> (OS-9 springs to mind) that will run on the Atari. I see discussions
> of alternate file systems on other threads in this and other Atari
> groups, so I can assume there are a few more....

The alternate filesystem thread has almost nothing to do with operating
systems; it's about MiNT (which isn't a complete OS, since it relies on
the underlying TOS to get its work done).

> >Atari has been "rebuilding" its dealer network for the past seven years.
>
> Persistant, aren't they?

More like 'stupid', IMHO. The number of dealers just keeps shrinking.
You really can't call music shops 'dealers', since probably 99% of them
have no clue about computers, they just know that the Atari machines
have MIDI ports already, and a few good software packages.

> Based on this, Atari is:
> A) Actively marketing to the end user,

Hahahahahaha....

> B) Actively supporting their existing dealers, and

Hahahahahaha... That one's even better; have you forgotten what's
happened to Canadian dealers ever since Atari Canada was 'right-sized'
out of existance?

> C) Being actively supported by their existing dealers.

Atari's _needs_ to be held up by its dealers or it would've died
completely in the past four years.

> With this kind of support, there will be more dealers in the future.

But still no hardware for them to sell, and no one to sell it to because
the Falcon is not competitive with _anything_ else on the market.

> >The Jaguar was brought up because Atari has virtually abandoned the Falcon
> >already, putting (according to Bob Brodie, just to satisfy Warwick's
> >curiosity) all its resources ($35 million, down from the $50 million
> >they said they had to launch the Falcon) toward launching the Jaguar.
>
> It that were true, they wouldn't have been at the San Diego Computer
> Fair, actively demonstrating only the Falcon!

Yes it would, because they _can't_ demo the Jaguar yet, so the Falcon is
their only potential source of income right now. They certainly haven't
been demoing a more powerful Falcon anywhere, now have they?

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4127. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:42:04 UTC
From: zim@IBX.COM
Message-ID: <9309161242.AA18873@IBX.COM>
Source record: 201096

In a previous article, Spencer Davies wrote:
>What made me laugh was the spec sheet for the new wonder chip The Pentium,
>Dirty cache handling introduced..... Pipelining introduced.....
>These are all items the higher end Motorola's have had for ages!!
>In an ideal situation I would have an efficient operating system running on a
>well designed, efficient microprocessor.
>We live in the real world so I will stick with my ST for the moment (at least
>until the Power PC's make an appearance (efficient processors with inefficient
>operating systems?)

The IBM name and superior marketing is what made the PC and Clones so predominent in the marketplace. You know that compared to the ST or Falcon, the PC just doesn't cut it hardware wise. Same goes for the Amiga. Hardware wise, it beats the clones too. It's had pre-emptive multi-tasking since it was introduced in '85 or so. One of the best kept secrets in computers.

Neither Atari nor Commodore will ever win any marketing awards.

Bill Zimmer - zim@ibx.com

4128. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:47:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.RhbQ5apIDls@semprini.tdkcs.waterloo.on.ca>
Source record: 200960
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2c93824a4c74@discworld.oche.de>, Michael Schwingen writes:
> In <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>,
> Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>
> CH>What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
> CH>but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
> CH>probably bug the author in email... ;-)
>
> 4M Ram, german TOS 1.04 with the usual set of patches and WINX 2.0 in ROM.

The new version of BeforeDawn works very well on my system; if I load the SilkMouse mouse accelarator, it still locks up. I'll have to send a copy of this accelarator to the author to see if he can track down the problem.

I've also found that I can load more than one ACC (as long as I don't try to use XControl) under MiNT if I load The Chameleon as well. If I try to open Chameleon, GEM suffers an Address Error and dies, but the other ACCs work normally. This is _very_ weird.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4129. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:48:21 UTC
From: zim@IBX.COM
Message-ID: <9309161248.AA19355@IBX.COM>
Source record: 201095

In a previous article, Magnus Thylander wrote:
> > The Jaguar was brought up because Atari has virtually abandoned the
> > Falcon already, putting (according to Bob Brodie, just to satisfy
> > Warwick's curiosity) all its resources ($35 million, down from the $50
> > million they said they had to launch the Falcon) toward launching the
> > Jaguar.
>
>They haven't abandoned the Falcon, this is plain BS! Just because they're
>investing a lot of money in the console market does not mean they give up the
>computer-market... The money they make on the jaguar will probably be used to
>develope new Falcons...

One would think that if the Jaguar makes money that Atari will reinvest
most of the money in the Jaguar. (It'll maximize their return).

Bill Zimmer - zim@ibx.com

4130. Re: Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:49:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.vrWKzPASyfc@semprini.tdkcs.waterloo.on.ca>
Source record: 200957

In <CD5MLp.1Eq@mailer.cc.fsu.edu>, Mickey Boyd writes:
> Richard Czerwonka (rczerwon@cowan.edu.au) wrote:
>
> > I would like to connect a PS/2 mouse to my STe. Does anybody know how to
> > make an adaptor to allow me to do this? The plug on the PS/2 mouse is one of
> > those tiny five pin jobs.
>
> If it is a serial mouse (very likely), you cannot do it. If it is a bus
> mouse, you can make a special adaptor to do it. I am almost positive that
> that all PS/2 mice are serial, but you may wish to check this out.

FYI, _all_ PS/2 mice are bus mice; that's the machine that originated
that style of mouse... that's why they're also called "PS/2-style"!

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4131. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:50:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.ihSxY1Nud6Y@semprini.tdkcs.waterloo.on.ca>
Source record: 200956

In <2c90a396@troed.ct.se>, Rickard Troedsson writes:
> I surely hope that Atari WON'T release ANY Falcon model with less than 4 Meg
> RAM that is not specifically made for 3:rd party upgrading ...
>
> All programmers will use 4 Meg, since that's what all Falcons so far has had.
> If they released 2 Meg machines nothing (except OS programs ofcoz) would work.

4M is NOT enough for C++ programming; 8M would be ideal, and so much
cheaper than 16M (of which 2M is wasted).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4132. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:51:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDG6Du.CAu@barclays.co.uk>
Source record: 201017

In article <2c95ef63@troedp4.ct.se>, magnus.thylander@troedp4.ct.se (Magnus Thylander) writes:

|>
|> > Currently I'm mainly using Superbase 2, Lattice C, Ghostscript, DevPac,
|> > TruePaint,
|> > Wordwriter, 1St WordPlus, That's Write, Timeworks DTP, Cixcomm and
|> > mounds of PD and
|> > utilities as well as hardware like BlowUp030. When I changed from MSTe
|> > to falcon,
|> > the only thing that would no longer run is VIP Professional.
|>
|> Do you mean Timeworks DTP v1 or v2? I can't get v1 to work so please let me
|> know if you can!
|>

I'm using 2.0x. It is however a beta copy. GST have updated the program to be falcon compatible after some discussion on CIX as to what wasn't working. The version I have seems to work fine although I cannot yet print. :-(They are looking at this currently. The Falcon version will AFAIK have no extra functions apart from working and supporting Speedo.

--

+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4133. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:52:30 UTC
From: roy@eckerd.edu
Message-ID: <279nie$eu3@eckserver.eckerd.edu>
Source record: 201014

In article <1454@usdtsg.DaytonOH.NCR.COM>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <CDBLrn.n0r@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>>Hang on....correct me if I am wrong..but GENEVA is not a Multitasking System
>>on it's own is it? Alone it is a re-write of the AES and will run in NeoDesk
>>(DUH! I wonder why ;)) and also MultiTOS where it will then support
>>Multitasking.
>
>
> According to what I've read (and a *little* of what I saw at the
>MiST show), Geneva IS a re-write of the AES and WILL multitask GEM programs.
>However, it will NOT multitask TOS/TTP programs (unless MiNT is also
>installed)...
>

You can also use PowerDOS with Geneva. PowerDOS isn't in full release
yet, but it's authors (And the authors of Geneva) are working
to make tem work together seamlessly...

For those that don't know, PowerDOS is a preemptive multitasking
kernal, significantly better than MiNT. It only has a 1% overhead,
it multi-tasks during disk access without problem, supports shared
memory, networking between multiple systems, and so on...

Someone I know, who's been beta-testing PowerDOS, routinely runs
POV in the backgroun, without a noticeable slowdown to the system.
With PowerDOS being much quick than MiNT, and Geneva being FAR
quicker than MultiTOS (PowerDOS is 100% assembler, only uses
about 67K of RAM), using PowerDOS/Geneva will give you a _MUCH_
quick multitasking solution than MultiTOS, with far less memory
needed. Geneva only uses about 160K or so, I think, so you get
complete preemptive multitasking, wih almost no performance loss, for
under 250K. :) Useable even on a 1040!

Hope you found that interesting... Be watching for it!

(PowerDOS is shareware, Geneva is commercail, for those of
you just tuning in. :))

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

4134. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:53:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.hii&IhIK_bU@semprini.tdkcs.waterloo.on.ca>
Source record: 200959

In <90362@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Oops.. too late.. guess the gamma rays from RT's nuclear powered ADSpeed
> have affected his brain already...
>
> Double the clock speed and get 4 times the performance..?
>
> I don't think so.

Even the manufacturers of 16Mhz 68000 boards don't claim you'll get
200% performance (which is probably what he meant in the first place)...
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4135. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 12:59:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.KMhJ&fTP0_g@semprini.tdkcs.waterloo.on.ca>
Source record: 200958

In <747818214.AA00282@dswhq.omahug.org>, Chris Richards writes:
> In a message of <07 Sep 93 22:16:26>, Chris Herborth (1:286/2) writes:
>
> CH> Doesn't that suggest that maybe the 16-bit bus is more of a
> CH> liability than Atari would like us to think?
>
> Interesting question. I tested my Falcon using GemBench, NessBenchmark, and
> QuickIndex 2.2. They all reported the Falcon to be within %50 of the data
> tranfer speed of a TT (I.e. ram access was about half the speed of a TT) and
> this with with the TT running Fast Ram. Considering that the TT is running at
> twice the clock speed with twice the data bus, it sounds to me like Atari did
^^

The TT has a 32-bit bus at 16Mhz. (Annoying, but not crippled like the
Falcon design.)

> one hell of a job in designing the bus system to keep up with the 68030 cache.
> The machine didn't start taking a noticable performance hit until you started
> running 256 color VGA mode, or 640 pixel true color mode.

Obviously it did exactly what you'd expect; cut RAM access in half. :-(
--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4136. Re: Falcon Video Connector Hel

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 13:22:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A51713@SL.maus.de>
Source record: 201024

L>In VGA Mode "True Color" is only displayable at 320x480
Close but not all:
You can Display TC the normal way on 320*240 too ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4137. loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 13:37:21 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Sep16.133721.4829@news.cs.brandeis.edu>
Source record: 201100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

i have this function read_note() that
1. throws awa anything it read s from midi port
until it hits an note ON message
2. reads note number and velocity
3. sends that note on message to midi port (to hear
the note)
4. throws anything it reads from midi port until
it hits note OFF message corresponding to note and
channel from (1).
5. playes that note off

my problem is that it sometimes rather erraticall loses
the note off in step (4). i'm prett sure my keyboard
does send it always because my sequencer (probably
a better progtram than min :-) never loses note off.

this seems to happen especially often when i play on
and off very quickly (that is release key bery quickly)
so i don't think it's a question of buffer size

anyonw has any idea what's going on?

thanks
jacob

4138. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 13:42:31 UTC
From: Steph <CT80@music.mus.polymtl.ca>
Message-ID: <16SEP93.09405440.0040@music.mus.polymtl.ca>
Source record: 201097
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <1993Sep15.230535.28455@indirect.com> garion@indirect.com (Michael Bahr)
writes:
>In article <15SEP93.13528031.0038@music.mus.polymtl.ca> Steph <CT80@music.mus.polymtl.ca>
writes:
>>In article <CDCp67.1En@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>>Could some kind soul explain what the big deal with Mortal Kombat is? It seems
>>>like all the other beat-em-ups to me ie very dull.
>>
>>I wish I knew. I have never been a fan of the Street Fighters,
>>Streets of Rage, Mortal Kombat, Kick 'em Butts, etc etc games. It
>>amazes me that those games are getting so big. Heck, isn't there
>>a Street Fighter movie in the making or something by now?
>>
>>Then again, it's my opinion. *I* just don't find any interest in
>>those games, so I don't play them, or once in a blue moon, no more.
>
> People who like the duel games don't necessarily like Streets of
>Rage type games... personally I think that game sucks, same with the
>Turtle and Final Fight whatever... too lame. But the one-on-one fighting
>games have a depth technique of which many people are not aware. I did not
>like them at all until I experienced Street Fighter II back in 1990.
>
>- + -
>Mike/garion@indirect.com/SD[MAX] Images & Words 1993/sydest2.com sysadmin
>Samurai Shodown... the fighting game of the year. Galford/Hanzo/Tamtam/Ukyo/
>Charlotte/Haohmaru/Nakoruru/Jubei/Kyoshiro/Gen-An/Wan-Fu/Earthquake/Amakuza
>- + -
>.
>.

Well, I spoke to fast it seems. I thought Streets of Rage was another
version of Street Fighter. Goes to show how much I know.

Hey, my girlfriend went to South Korea last summer -- they have a TV
show on Street Fighter over there. I believe they're up to 50
episodes or something. Sheeesh

Steph.

4139. FSP sites

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 14:10:24 UTC
From: gp93rjo@t.hfb.se
Message-ID: <gp93rjo.748188624@txfs1.hfb.se>
Source record: 201098

Does anyone know of any good ST FSP sites?
I have tried to find a site with good software, but no luck yet..:(

The only sites I have found have the normal stuff to offer..no fun in that.
So, if you know of any sites, please email me :)

Thanks
/Roger

4140. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 14:39:50 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93259.27590.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201001

```
------------------------ Original Article ------------------------
>"The Miracle". A similar package is available
>for the Nintendo systems.

>Does the ST have any software like this?

The Miracle is also available for Mac and Amiga.

Chances are there is an Atari version

There is NOT an Atari version of "Miracle Music System." I called the company
a while back, and they do not have any plans to make one, either. They also
told me that the "Miracle" system does not use MIDI, but uses another way to
allow the keyboard to talk to the computer. I'm not a technical nerd, so I'm
not sure about what they are talking about. Maybe someone else can expand on
this. In a demo of the system, I found it to be too much like a video game, and
too elementary to be of much use.
```

4141. Aggressive Party - one month left!

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 17:01:14 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.748198874@vipunen.hut.fi>
Source record: 201002

```
Aggressive Party
----------------

Aggressive Party is an Atari (ST/TT/Falcon030) Party, but there are
also some Amiga- and PC-competitions. It is organized by Aggression
and Future Crew.
Falcon030 will be strongly visible at the party - Thanks to ION Finland.
They will also have some new exciting Atari hardware to demonstrate.

Note for Finns only: Suomalaisille on Falconista oma Party-tarjous.
Tarjous on hyvin edullinen, ja maksu voidaan hoitaa vaikkapa osamak-
sulla. Alle 18 vuotiaille tarvitaan vanhempien takaus. Tarjous on
voimassa vain ja ainoastaan partyilla. Soitelkaa meille juuri ennen
partyja ja kysykaa lisaa.

Where and When?
---------------

The Party will be held in Europes biggest indoor amusement park called
Planet FunFun. It is located in Kerava, Finland, approximately 30 km
north of Helsinki. It starts on Friday, 8th of October at 16:00 and ends
on Sunday, 10th of October at 18:00. We can let foreign visitors to
enter as early as 12:00 on Friday, because usually ships from Sweden and
Germany arrive in Helsinki in the morning.

Planet FunFun is an excellent place for demo-parties. We have rented a
big hall for you and your computers and a smaller separate hall for
sleeping. There are also showers next to the smaller hall. And lots of
free parking space.

We have also an "amphitheather", in which we can show competitions and
movies on big screen. There is a couple of hundred seats, so this time
you don't have to stand to see anything.

The best thing though is: The whole amusement park is at your use. The
gadgets in it are in use only 10:00-18:00 Saturdays and Sundays, when it
is open for normal audience also, but we have some special arrangements
with it's restaurants. (Which serve also alcohol...) There will be food
and soft drinks available 24h, and you can also buy proper meals at
19:00-21:00 from a restaurant called Harlin's Diner. Alcohol will also
be served at Harlin's diner at 21:00-24:00, but only for those who have
had their 18th birthday...

Also the arcade-games in it are at use 24h, as well as "Nintendo Land".

Restaurants are of course open also when the amusement park is open for
normal audience.
```

How to get there

It is very easy to get to Kerava. If you come by ferry to Helsinki and have a car with you, just follow the sings "Lahti" which leads you to the Lahti-highway (E75 or 4). Then turn off the highway at Kerava, and follow the signs "Planet FunFun". We will also put some Aggressive Party signs there.

If you come by ferry and don't have a car with you, you can come by train. Take train with label "K" and get off at Savio-station (the one before Kerava). You will stand right in front of Planet FunFun. We will arrange a free transport service from Helsinki to Kerava for computers, so you don't have to carry your monitor with teeth when you walk to the station. You can call our info-phone from the ship and ask when the next car will arrive.

For those who come by plane it is also easy to get to the Kerava, since there is bus from airport to Kerava. To make your travelling even more easier we can come and fetch you from the airport if you just inform us beforehand. It will cost you only 10 FIM.

Entrance fee

Entrance fee is 100 FIM.
Lockers are available for you without any extra cost.

Info-line

We will have a 24-h info line during the party. Its number is

+358-(9)0-294 4023

As you can see, it is Xenits home number. We will just transfer the calls coming to it to Planet FunFun. If you call it from Finland drop 358 and if from Finland near Helsinki drop 90.

Competitions

There are competitions for Atari, PC and Amiga, and a music (module) competition for all computers, since protracker mod-format is so widely used accross the platforms.

In all competitions we will have an initial jury consisting of us and our sponsors, which selects the best 20 productions in every competition. Then the final jury consists of the authors of these productions.

DEADLINE for all competitions is at 14:00 on Saturday, 9th October, 1993.

There may be some minor changes in prizes, if we will get some new sponsors. The promised value of the prize will not change, there may just be a bit more hardware.

Atari competitions

As our main interest is in Atari, the most of the competitions are for it.

Atari demo

Rules: Demo must work on an STe with 2 Mb of memory.

Autobooting is a must.

Demos must be previously unreleased. Released previews
do not bother us.

One group may attend with several demos.

We don't suggest you to attend with an unfinished demo, but:
The demo must be either released OR you have time to finish
it and you will get the possible prize after you have sent
us a finished version.

Prizes: 1. Falcon030 computer.
2. External disk drive + 2500 FIM
3. External disk drive + 500 FIM

Atari demo competition is sponsored by Oy ION Finland, the official
Atari-importer in Finland and Man&Man Co.

Atari intro

Rules: The computer is Atari STe with 1 Mb.
The maximum lenght of the file is 40960 bytes.
The program MUST be an executable file, no autobooting allowed.

Prizes: 1. External disk-drive + 500 FIM
2. 500 FIM
3. 200 FIM

Atari intro competition is sponsored by Man&Man Co.

Atari graphics

Rules: We will not accept copied pictures. A person who tries to
attend with a copied picture will be disqualified from this
and any other competition arranged by us or our allies.
Nobody plays with Aggression.

If a copied picture gets thru our inquisition and wins
something, the author of it is obliged to return the prize
to us when we will notice the cheat.

Pictures must be previously unreleased material.
Everyone should leave min. 3 different stages of his work to
the jury, so they can make sure the picture is not a copy.

Only the last one will take part in to the competition.
Picture must be IFF, PI1 or executable.
Pictures will be shown on an STe.
We will make a slideshow of all qualified pictures.

You don't have to be an Atarist to take part - just remember,
Atari STe can show 16 of 4096 colors at 320*200 resolution.

Prizes: 1. 1500 FIM
2. 1000 FIM
3. 500 FIM

Falcon competitions

Falcon competitions will be held if there is enough interest.
Please contact us beforehand.

PC-competitions

PC competitions are arranged by FC. If you want more information, call
Gore/FC +358-0-427477 (17-22, ask Sam).

Amiga competitions

There will be only one Amiga competition; after all, this is an Atari
Party... Amiga graphicians can try to make their pictures with a smaller
amount of colours this time...

Amiga demo/intro

Rules: You can attend with an intro or a demo. (Word demo means also
intro from now on in these rules.)

All demos will be run on an A500, KS1.3, 0.5Mb chip, 0.5Mb fast.

Demos must be previously unreleased.

One group may attend with several demos.

We don't suggest you to attend with an unfinished demo, but:
The demo must be either released OR you have time to finish
it and you will get the possible prize after you have sent
us a finished version.

Prizes: 1. Asta 2400 EMNP 5 modem + 1500 FIM
2. Midi-interface with cables + 1200 FIM
3. 1000 FIM

Amiga intro/demo competition is sponsored by Man&Man Co.

Music

As said before, music competition is for all computers.

Rules: Music must be in 4-channel protracker module format.
No executable files allowed.
Maximum length for the music is 3 minutes.

Prizes: 1. Midiman midi-to-tape recorder and synchronizer + 600 FIM
2. Midi-interface with cables + 600 FIM
3. 400 FIM

Music competition is sponsored by MS-Music Shop and Man&Man Co.

Happening at the party...

Rave! Friday 23:00-24:00, Teque-in-concert Friday 24:00->
Movies will be shown on big screen.
Various not-so-serious competitions, like hard-disk throwing etc.
We will sell party-socks and -shirts as usual.
Utopos competition. Utopos is a Thrust-like game by Aggression.

Other rules

To give everyone a wrist-strap which indetifies you as a visitor at
Aggressive Party and also indicates whether you can buy alcohol or not,
we have to check your identify certificate. If you don't have any ID
with you, you will get "red" strap and you can't buy alcohol from
restaurants.

You can buy alcohol at our Party, but this doesn't mean you are allowed
to make trouble, neither you are allowed to drink your own liqueurs.
We do not hesitate to contact police. A little note to those who have
had a contact with police during Assembly '93... we know your names and
will not let you enter.

Also selling food, disks or hardware is forbidden. This doesn't mean
we have very high prices for these, in fact, we will sell disks on
non-profit basis, and the food in restaurants is very affordable.

More information

Write to either of these addresses:

Xenit of Aggression Qwerty of Aggression
Jan Achrenius Jussi Haapiainen
Liesitie 1 E 13 Abraham Wetterintie 11 D 40
04200 Kerava 00820 Helsinki
Finland Finland

(If the question is not about Aggresive Party, then write only to Qwerty)

Or call Xenit: 358-0-2944023
Lancelot: 358-0-3423091
Qwerty: 358-0-784756

Teque: 358-0-386215
Or call our Necronomicon BBS: 358-0-3882710
Or send e-mail to Lancelot of Aggression: kkallio@vipunen.hut.fi

4142. Re: Before Dawn - Whats a Cookie Jar?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 17:03:41 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27a69d$afp@snlsu1.london.sinet.slb.com>
Source record: 201016

>In article <276i50$jdv@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:
> rincewind@discworld.oche.de (Michael Schwingen) writes:
>
> >Dawnauto needs an installed cookie-jar, but does not install one itself
> [stuff deleted]

>Pardon my stupidity but can somebody expain what a cookie jar is.
>I get the idea cookies are interrupt vectors? All I know is that
>with before dawn running, cookie.cpx tells me that I am all out
>of cookies and my machine crashes after trying to print from a
>GDOS application in TOS 1.62

The cookie jar is an area of memory that contains information about your ST. There's a pointer in low memory to this area, so that applications can find it.

Cookies themselves consist of two longwords (a longword is 4 bytes). The first is an ASCII cookie ID (four characters). All "official" Atari cookies start with an underscore. E.g. _VDO. The second longword contains the cookie data. It might be anything from a series of bits indicating what sound hardware is available, to a pointer to some shared memory used by a memory resident program.

The last cookie in the jar has a zero ID, and the second longword contains the number of cookies in the jar (including the last, zero, cookie). Thus you can tell how many spaces are left in the jar.

I'm not sure what the connection between a full cookie jar and GDOS crashing is on your machine!

> | Bradley King e-mail: king@smr.slb.com |
> | Schlumberger Industries/SMR |

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4143. CPP v1.04 released

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 17:19:13 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748199951@amazon.cs.duke.edu>
Source record: 201038
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Version 1.04 of my stand-alone C preprocessor should now be available
from atari.archive. The main bug fixes over 1.02 (and the short-lived
1.03) are:

- #undef is now handled properly.
- If cpp can't find the specified #include file, it will now properly
say so, instead of trying to open it in the last place it looked.
- The '\xhh' escape sequence was being handled completely and utterly
wrong; it now works properly.

Thanks to Andreas Schwab and Thorsten Roskowetz for pointing out most of
these bugs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4144. pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 17:47:41 UTC
From: Rasmin van Kessel <ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE>
Message-ID: <27a8rt$cpi@nz12.rz.uni-karlsruhe.de>
Source record: 201003

Hallo out there,

I'm searching for a program that converts pictures in the GIF-format
into a atari-st format.
I'm happy about any help.

Bye, Rasmin

4145. Re: Mortal Kombat for SNES vs. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 17:55:27 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDGKGG.32v@ecf.toronto.edu>
Source record: 201004
Cross-posted to: comp.sys.atari.st,rec.games.video.misc,comp.sys.atari.advocacy

In article <1993Sep15.125636.4708@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>Idea for the Jaguar: Make a descent space fighter game based upon the
>BattleStar Galatica universe. (or maybe just rip it off like wing commander
>series did and call it Star Radiers 3)

That's already been done on the Atari though...just look at Epic!
Even the old Star Raiders had some similarities (ie Zylons = Cylons ...)
Ah well, it would be great though...I happen to love Battlestar Galactica...
Except when they reached Earth...sorta got really lousy then...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4146. Re: Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 18:52:45 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDGn40.MM7@netcom.com>
Source record: 201005

In article <279mtk$qu2@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>In article <1993Sep16.091732.179269@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>> Is there anyone else out there who has a TT and has problems with
>>the sound.cpx in the distribution (besides the fact that when unarchived,
>>the path names for the files that should be in the cpx/ directory are
>>miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx" and put in the
>>root directory)? Whenever I run the sound.cpx that comes with the
>>distribution, I always get the message "computer doesn't have stereo
>>sound" or something like that, when I try to access it in the control
>>panel. It doesn't seem to matter whether it is TT/ST ram, or if any other
>>software is loaded (did same thing with _nothing_ in the autofolder).
>>
>I had the same problem on my Mega STE. The most funny is that I tried to
>have the new version of this CPX PLUS my old one, and both told me this
>strange thing ! The old one alone works well... ????

I think I read that this version of the Sound.cpx requires Multi-TOS to be installed. I saw the same problem on my TT (with Geneva installed).9i~
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4147. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 19:55:08 UTC
From: d93rkr@tex8.se
Message-ID: <1993Sep16.195508.5871@t.hfb.se>
Source record: 201006

In article cpi@nz12.rz.uni-karlsruhe.de, "Rasmin van Kessel"
<ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> () writes:
>Hallo out there,
>
>I'm searching for a program that converts pictures in the GIF-format
>into a atari-st format.
>I'm happy about any help.
>
>Bye, Rasmin

OK! Some help wanted....

Look for Gemview by Dieter Fiebelkorn, a very good viewer/converter for ATARI.

Gemview can cope with *Lots* of different picture formats.

Here is a list from GVIEW201.LZH, old!!!, uploaded from FTP :-)

Untersttzte Bildformate:
""""""""""""""""""""""""""

"GEM-View images [*.GVW]" (internes Format)
"GIF Images [*.GIF]"
"JPEG Images [*.JPG]"

"Imagelab Images [*.B&W]
"STAD Images [*.PAC]"
"IFF Imagefiles [*.IFF]"
"HAM Hold & Modify [*.IFF]"
"MS-Windows Bitmap (*.BMP, *.RLE)"
"OS/2 Bitmap (*.BMP)"
"GEM-(X)Image Files (*.IMG)"
"GEM-Metafiles (Vector) (*.GEM)"
"Neochrome Rasterfiles (*.NEO)"
"Art-Director Rasterfiles (*.ART)"
"Degas Images (*.P[IC][123])"
"Tiny-Compressed Images (*.TN[123Y])"
"Doodle Monochrome Rasters (*.DOO [640x...])"
"Spectrum 512 Images (*.SPU, *.SPC)"
"Portable Bit Map [*.P[BGP]M]"
"MacPaint Image [*.MAC]"
"PC Paintbrush (monochrom) (*.PCX)"
"X Bitmap-File [*.XBM]"
"1st Word Files [*.DOC]"
"Load as Text or Hexdump [*.*]"

/Robert Krenn

d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/

4148. Drawing/Painting packages

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 20:21:40 UTC
From: ehood@convex.com
Message-ID: <1993Sep16.202140.25247@news.eng.convex.com>
Source record: 201008

Hello there,

I'm looking into drawing/painting packages for the ST. There are quite
a few, so I'd thought I query the net for others knowledge about
drawing/painting packages for the ST. Here is list of functionality
that would be nice to have:

o Various graphical image support (e.g. JPEG, TIFF, GIF, Atari
formats, etc...).
o Vector graphics and formats (e.g. CGM).
o Full color support, regardless of the display. I.e. I can
put colors in a image even though the colors cannot be
represented by the current display.
o Unlimited (except by memory) image size.
o Drawing of smooth curves (e.g. Bezier, Splines).
o Other standard drawing tools like fills, airbrush, blending,
etc ...
o A decent price.

E-mail replies preferred, please.

Thanks ahead of time for anybody who responds. If there is enough
interest and response, I can post summary.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

4149. GCC compiling problems, etc.

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 20:22:11 UTC
From: dud@stein1.u.washington.edu
Message-ID: <27ahtj$hrl@news.u.washington.edu>
Source record: 201007

From a-jeffbe@microsoft.com Thu Sep 16 13:02:41 1993
Date: Wed, 15 Sep 93 22:00:05 PDT
From: Jeff Beeghly <a-jeffbe@microsoft.com>
To: dud@u.washington.edu
Subject: Request

Jeff Beeghly, a friend of mine, asked me to post this. Any help is appreciated. You can reply to me and I'll forward it to him, or (preferrably) you can send it directly to him at <a-jeffbe@microsoft.com>.

I'm currently using GNU C (not GNU C++) for my development. I have two problems and I'd appreciate some help.

1) The executable *.PRG files that are created by GNU are HUGE. I've compiled simple GEM applications under GNU and under the Mark Williams C compilers, and the program that was created by GNU is about 30k - 40k larger.

2) Some of the programs that I'm creating I'd like to market. I figured that I'd release a demo of it, and put some password protection techniques in it. I heard that there is a utility called STRIP. From what I understand, when I run STRIP, it will remove all of the variable names from the program.

I'd like to use the STRIP utility in order to reduce the size of my application, and make it more difficult to hack in to my program.

I'd like to know:
1) Is STRIP available? If so, then where? I tried looking for it but I couldn't find it.

2) How do I use it?

e.g. lets say I have 2 C files for my application. When I compile, it looks something like this:

```
gcc -c foo1.c
gcc -c foo2.c
gcc -o example.prg foo1.o foo2.o -lgem
```

In order to use STRIP, do I

a)
```
gcc -c -strip foo1.c
gcc -c -strip foo2.c
gcc -o example.prg foo1.o foo2.o -lgem
```

b)
```
gcc -c foo1.c
gcc -c foo2.c
gcc -strip -o example.prg foo1.o foo2.o -lgem
```

c)
```
gcc -c foo1.c
gcc -c foo2.c
gcc -o example.prg foo1.o foo2.o -lgem
strip example.prg.
```

Any help will be appreciated, but precise EXACT steps would be really, really helpful.

Thanks in advance,

Jeff

4150. Adaptec ACB4000A SCSI to ST506 drive controller

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 20:51:58 UTC
From: ronnie@xerox.com
Message-ID: <1993Sep16.205158.19659@spectrum.xerox.com>
Source record: 201010

If anyone is sick and tired of their slow small MFM drives on the Atari ST series (older) and wants to get rid of their hard disks (and controllers) I am looking for the Adaptec SCSI to ST506 controller card. I need several and may be willing to purchase your MFM drive as well. (you can then upgrade yourself to a larger SCSI drive without the intermediate electronics.)

Please respond if interested to gfl.xkeys@xerox.com

4151. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 21:01:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A14257@AC.maus.de>
Source record: 200981

R>SB>Hi... I've got v1.13 of Before dawn and an Atari ST 1Meg under
R>SB>normal
R>SB>Tos v1.02. I cannot get Before dawn working ie. the
R>SB>DAWNAUTO.PRG
R>SB>give 2 bombs when run... Any ideas?
R>
R>Dawnauto needs an installed cookie-jar, but does not install one itself
R>when there is none, so this might be your problem. Simply make sure that
R>there is any program *before* dawnauto that installs a cookie-jar.

This should be fixed in the version 1.25, i.e. DAWNAUTO not only installes a cookie-jar, if there is none, but it also extends the cookie-jar, if the cookie-jar is full.

Ciao,
Arne

4152. WINX 2.1: how to change max # of windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 21:27:25 UTC
From: cmedley@wam.umd.edu
Message-ID: <27alnu$4ff@cville-srv.wam.umd.edu>
Source record: 201009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got WINX 2.1 from ftp.cs.tu-berlin.de and in all of the docs, I couldn't find any reference to how to change the maximum window limit beyond 8 (the default).

Can anyone give me some help? Please? :)

4153. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 21:29:51 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748214991snz@falcon.demon.co.uk>
Source record: 200629

In article <279d8n$g5@wembley.uni-paderborn.de> sprudel@wembley.uni-paderborn.de writes:

>Why can't I use the Speedo-fonts which are in the X11R5
>distribution with Speedo GDOS. The fontnames are recognized
>and the fonts are installable, but they don't work.
>Who cam give me informations ?

The fonts have the wrong customer number; Bitstream assign font encodings
on a per-customer basis, the X11R5 public fonts use neither the retail
customer key nor the Atari key so are unusable by Speedo.

--
Alex Kiernan
alex@falcon.demon.co.uk

4154. Re: Atari TOS versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 22:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46227@M4.maus.de>
Source record: 200915

-A59636@K

>Funny, my TT has TOS on 2 chips. I'd love to see TOS 4.0x come out in a
>2 chip
>set so I could upgrade my own.

Sure you don't have a repainted Mega STE?

Seriously, all TTs I've seen have TOS in four ROMs, since they access their memory 32 bits wide.

Besides, TOS 4.0x won't run in non-Falcon machines, since it expects Falcon hardware.

bye, Peter

4155. Epson GT6500 Scanner query.

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 22:37:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46228@M4.maus.de>
Source record: 200916

-A61958@K

> I am thinking of buying an Epson GT6500 A4 Colour scanner, which I
>have seen reviewed very highly, to connect to my Falcon but I have a
>couple of queries about it -
>
>1/ Does it have single or dual SCSI ports? This is very important
>to me, since my SCSI hard drive (a Datapulse) has only one SCSI port,
>so I can't daisy chain them unless there is an additional port on the
>scanner. If it has only a single SCSI port, how much does the
>scanning performance suffer if it is connected in an alternative
>manner?

It has dual 50pin SCSI connectors, with Parity configurable by DIP switch.

>2/ What SCSI device numbers can it be configured to?

Any.

Software:
The Look software runs on TTs and meanwhile, I think, on Falcon030. It does NOT run on STs with SCSI adaptors.

4156. DA's Vektor

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 22:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46229@M4.maus.de>
Source record: 200917

-A62037@K

>ago, I've been thinking of getting DA's Vektor drawing package. However,
>it was demoed on a TT with Crazy Dots, I only have an STE with SM125.
>
>Does anyone have any experience of using Vektor with such a setup? I'd
>be

You need at least (!) 4 MB of RAM.

4157. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 22:44:14 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93259.56654.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 201015

The Miracle is also available for Mac and Amiga.

Chances are there is an Atari version

There is NOT an Atari version of "Miracle Music System." I called the company a while back, and they do not have any plans to make one, either. They also told me that the "Miracle" system does not use MIDI, but uses another way to allow the keyboard to talk to the computer. . . .

P. S. I might also add that the "Miracle Music System" requires the use of their 48 key keyboard. It will not work with a Yamaha, or Casio, or whatever. I believe the keyboard is MIDI compatible, and can be used with other applications, but it is not a really high quality keyboard. It would be nice if they had a version for the Atari - I'm sure the ST and Falcon could easily run the application. If there are enough people out there with Atari Computers (ha, ha) that would call the company to ask for an Atari version, they might consider it, since they do make Amiga, Apple, IBM, and even Nintendo versions.

4158. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 22:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46134@M4.maus.de>
Source record: 200987

>>I just bought a second hand Mega STe with a DD(720) internal floppy dr
>>Now I know the last Mega's had HD(1.44M) internal floppies. Anyone kno
>>anything (like how, where from(UK), how much ...) about upgrading the
>>internal drive ?
>
>You need the new Floppy-Disk-Controller (can't remember the name)
>for a start, BUT you also need a board-revision with a small strap
>next to the 68882-socket. I didn't have that strap, and then I
>couldn't enable 1.44 MB and had too change the whole board :-(

To make things clear:

Only VERY early Mega STEs need an additional strap. These can be recognized:
they don't have a jumper next to the empty 68881 socket. Later versions don't
need any fix to the board.

Others might need a modification in the power supply (Cxxxxxx-001 power supply
only, the -002 already has the modification). Remove the center one of the five
screws holding the power supply PCB and isolate the socket.

Then, there's a PAL C301901, also Rev. -001 has to be replaced by -002. Buy
this one from your Atari dealer.

The WD 1772 chip has to be replaced by an Atari AJAX controller chip.

These are the modifications for older Mega STEs.

And now, for all Mega STEs:
Flip DIP #7. Replace the Epson SMD-380 disk drive by an Epson SMD-340.

btw, the Atari High Density upgrade kit for Mega STEs includes all the chips
needed.

bye, Peter

4159. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 23:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46135@M4.maus.de>
Source record: 200985

>No such thing as an ST notebook..Atari will never release one because it
>can't
>compete with the PowerBooks and Dos buckets.

Wanna buy one? My Atari dealer just 'round the corner has one in stock, and has
been selling some of them...

4160. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 23:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46136@M4.maus.de>
Source record: 200984

>I don't know about harddisk sizes, but all ST Book models have had 4
>megs of ram, because it would have been difficult to upgrade later. The

No, they didn't. ALL ST Books have 1 MB.

>As far as I know ST Book has all ST interfaces, but for most ports it
>has not the real things. It has downsized ports, to save space. Nothing
>that can't be fixed with the proper cable though.

No, they don't. They have a System Expansion port, DMA, MIDI, serial and
parallel. Nothing else. No external monitor, no standard size cartridge port
(how should it - the cart port is higher than the entire ST-Book...).

>Nope, maybe the 2.5 inch IDE drive can be exchanged. I am pretty sure
>that it can be.

It could, but you'll have to format it OUTSIDE the ST-Book, using a Falcon or
an ST w/ IDE board. The BOOKFMT.PRG on the Book's ROM-Disk can only format the
40 meg Conner drive that's in there...

>P.S. ignore the childish sinclair post ...

I think there's one more post to be ignored...

bye, Peter

4161. Re: Info: Canon Bubblejet Printer,

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 23:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46137@M4.maus.de>
Source record: 200986

>1. Is it possible to get a driver for them for 1ST word plus?

Use an IBM Proprinter driver. (Or Proprinter X24, for better graphics).
>
>2. Does the Canon provide Epson LX/FX/RX... emulation or better?

It has two emulations: Canon Bubblejet (surprise), which is IBM Proprinter X24
with extensions for printing 64 bubble graphics in one go; and Epson LQ510,
which should do for stupid applications.
>
>3. Is there an ST screen/graphics dump utility for the Canon Bubblejet?
>
BJs set to its native mode prints hardcopies just fine, no need for an extra
driver.

bye, Peter

4162. Re: Starglider re-fueling

Newsgroup: comp.sys.atari.st
Date: 1993-09-16 23:26:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46138@M4.maus.de>
Source record: 200983

>Does anyone know of a consistant method of re-fueling in the original
>Starglider??? I can get it right some of the time, just trying to fly
>and stop between the two energy towers. Is there a trick to getting it
>right everytime to avoid having to fly away and come back to try again?

Fly at lowest possible speed and lowest possible altitude. Pass between the two
energy towers, heading towards the third one on the other side of the bouncing
energy lines (or whatever these lines are).

But be careful - you're extremely vulnerable as long as you're refuelling.
Better clean up the area before you do so.

4163. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 00:05:31 UTC
From: ken@isgtec.com
Message-ID: <5663@isgtec.isgtec.com>
Source record: 201028

In article <278ekt$461@uniwa.uwa.edu.au> cjohnson@tartarus.uwa.edu.au (Christopher Johnson) writes:
< I have a Miracle hooked up to my PC, and it is doing quite a good job of
< teaching me to play the piano, it's only drawback is that it only has 8 midi
< channels.

Not to mention it only has 49 keys... ugh. They should sell the software separately and make it work with a variety of real keyboards.

--
If computers get too powerful, we can organize them into a committee -- that will do them in.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4164. STalker 3.01 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 00:09:23 UTC
From: atilghma@netcom.com
Message-ID: <atilghmaCDH1ro.KDF@netcom.com>
Source record: 201019

I have a copy of STalker 3.01 (I think, it may be 3.02, or something close -- I sold my ST about a year ago, but just now found the manual yesterday) for sale - any/all reasonable offers will be taken.

-- adam

--
Adam G. Tilghman | email: | voice: | Rng FCNZ naq yvir.
Sarah J. Bruner | atilghma@netcom.com | +1 619 658 0743 | Cyhf PurrmJvm?

4165. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:19:24 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <27b3as$sn0@bigboote.WPI.EDU>
Source record: 201011

Well..there are a couple who have the capability to...the cheapest way is prolly to do it with GEM-View which is shareware for about 20U$D.

All good art packages can load GIF and save into a load of other formats aswell...

Yat

4166. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:31:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15500@uqcspe.cs.uq.oz.au>
Source record: 201013

farren@netcom.com (Mike Farren) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>>farren@netcom.com (Mike Farren) writes:

>>>2 Meg would be more than enough for all of the stuff you'd need for any
>>>given Mortal Kombat level. Even with the blood and guts.

>>And the screen RAM? And the program? Not a chance.

>So you do some other sort of decompression, that's all. One method
>which comes immediately to mind is a delta-type animation compression
>scheme, which works very well indeed for the kind of action you've
>got in MK.

You have too much faith, not enough practice. The more similar frames
are in an animation, the easier they are to delta-frame compress... but
also, the more frames you need. In MK, even in the arcade version,
the frames are quite different (it's really low-grade animation).

MK has been done on a small-memory machine, and as posters here have
said, the graphics is pitifully weeker than the arcade version.

>BTW - if you think that the images in MK are simply scanned
>photographs, with no "tweaking", you're a bit naive.

Of course they are tweaked! In fact, it is my suspicion that the
arcade graphics are colourized & touched-up black&white originals.
Have a look at them - very little hue variation within the image
elements. I don't blame them either - I'd do it that way too.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4167. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:32:26 UTC
From: B7NS <B7NS@MUSICB.MCGILL.CA>
Message-ID: <16SEP93.22183913.0073@VM1.MCGILL.CA>
Source record: 201018

In article <1456@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <276ue1$qb@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr
(Patrice.Lacouture) writes:
>>
>>I had problems too... With TOS 2.05 on my Mega STE 4... (French ROMS)
>>It worked well, but 3 bombed when I asked Destop config menu entry on the
>>desktop...
>
>
> Same thing happens on my MSTE4 with TOS 2.05, U.S. ROMS... (but other
>than that, it seems to work ok - I need to more comfortably integrate
>it into my system though (well, understand all it gives me, anyways).
>It is cool having a big supply of windows open at one time, though...
>
>
> Robert.Anisko@daytonoh.ncr.com
> R.ANISKO@genie.geis.com
>
>.
>.

It is the gemram program that hangs the system when you access the
configuration menu. It seems winx has nothing to do with it...

Pete.

****
* Peter Twarecki, graduate student * b7ns@musicb.mcgill.ca *
* McGill University, Montreal, Canada * petet@emf.lan.mcgill.ca *
****

4168. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:38:52 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748276614.AA00311@dswhq.omahug.org>
Source record: 200997

In a message of <13 Sep 93 19:13:07>, N. Scott Abderhalden (1:286/2) writes:

NS> I have an ST and I have a MIDI keyboard.
NS> Question: Is there any AI software out there
NS> that will teach me how to play better?

Check into a package called 'Pianistics' from chro_MAGIC Software Innovations.
I believe you can download the demo from Delphi (and possibly Genie).

For more info contact:

chro_MAGIC Software Innovations
516 N. Jackson
Joplin, Mo. 64801
417-623-7393

-or-

The Crawly Crypt BBS
(417)624-1887
1:286/730@fidonet.org
and leave a message for Jim Collins

Later,
Gizmo

4169. Budgie UK disks source in USA?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:46:23 UTC
From: ortega@cactus.org
Message-ID: <9309170146.AA08025@cactus.org>
Source record: 201012

Is there a USA source for Budgie UK disks?

4170. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 01:53:24 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748276614.AA00312@dswhq.omahug.org>
Source record: 200998

In a message of <14 Sep 93 01:59:55>, Yat W Siu (1:286/2) writes:

YW> Did you try 3rd Party Memory Board's? I know Z-RAM and GE-Soft offer
YW> them aswell, I think the Z-RAM board is 6-700 U$D populated with 14
YW> Megabyts already...

I was under the impression that Zubair was out of the business? Also, last time I checked, their board was selling for about $250 BY ITSELF. Has this changed?

I like to make sure that I have all my info right when people ask me questions, ya know. :-{)

Later,
Gizmo

4171. need serial to parallel pgm

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 05:07:43 UTC
From: glenn@lightning.nsc.com
Message-ID: <CDHFKw.Eyn@nsc.nsc.com>
Source record: 201027

O.K. this may sound kind of goofy but...

I need a program that will copy data from the serial port and send it out the parallel port WITHOUT CHANGING IT IN ANYWAY.

I've got a graphon X terminal, at home, that I use to log into my sun workstation at work. The graphon has a serial printer port but my (now very old) SG-10 printer is parallel.

Yes I know I can buy a serial to parallel converter, but I've got two of those at work that never did work well and now don't work at all. Besides, I've got this (now kinda old) atari st520fm with 1 meg 'o ram that just sits here doing nothing (not to mention the eight bit that doesn't even get used for games anymore).

I just spent all evening trying to get flash or uniterm to do this but they always seem to corrupt the data somehow. I tried ascii download, printer on etc.

I don't have any languages (well I guess there is a basic somewhere, oh yea and Alice pascal) so If someone could whip somthing up in gcc and send me a uuencoded binary that would be great. Ideally the serail port should recieve data at 19.2Kbaud (or faster it the st can do it) and use DSR handshaking.

I figure I can use ghostscript -sDEVICE=epson to print postscript files this way.

Rgds,
Glenn

Glenn Newell I am not an official spokesman for National
National Semiconductor Semiconductor. All the above are my own opinions
glenn@lightning.nsc.com (and probably wrong!). Use at your own risk.
voice (408)721-4291 --
fax (408)721-4785

4172. Re: where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 08:39:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.36989.4514.0N183DEE@canrem.com>
Source record: 201044

Dave,

I understand all about registered shareware and the pitfalls involved with it. But I find that games tend to get far less registrations than utilities and such do. I recently received a "registration" for my Ishar: LEgend of the Fortress Survival Kit. It wasn't crippled in any way, it was the whole kit and kaboodle; only those who wanted to be nice to send me a registration fee out of the kidness of their hearts did so... and I did receive a few. But what do you think about utilities? I'm currently writing an ANSI screen editor that does full 80 columns in 16 colours with all sorts of nice little fiddly bits to play with, and so far from the people I"ve talked to over the Internet and various other sources are generally positive about the whole thing, and if I had to make a forecast I'd say that I'll probably receive enough registrations to make the whole project worthwhile. Granted it is the first of its kind on the Atari platform, and firsts usually do steal much of the 'business', but even given that I feel that so far the response will be relatively positive. Certainly not what I would call lucrative, a nd I certainly don't plan to make big money on it, but with what the program does, and what it "restricts" in order to encourage registration appears to be fairly adequate, judging from what I've discussed with people about what kinds of things unregsitered programs do to annoy them or encourage them to register. Mainly I'm doing this program for me -- I wanted an ANSI editor, none existed, so I'm writing one. But I like to share such programs with everyone, and it would be nice to see some registrations to see what the response is like; to find out how many people truly do want a good ANSI editor for the ST. The preliminaries suggest such response will be quite positive.

CYOTFS!
...D.L.
...Underground

(diehl@io.org)

4173. Re: loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 09:13:38 UTC
From: djs@jet.uk
Message-ID: <1993Sep17.091338.17308@jet.uk>
Source record: 201036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Sep16.133721.4829@news.cs.brandeis.edu> jacob@max.cc.brandeis.edu ( ) writes:

>...
>my problem is that it sometimes rather erraticall loses
>the note off in step (4).
>...
>anyonw has any idea what's going on?
Either your code is losing bytes, or the ST is losing them for you. Taking
the first possibility first:

1) Your loop that is reading the bytes may be slowish, and, if the keyboard
is sending vast amounts of aftertouch data, you may lose data
due to a full input buffer (128 bytes by default, I think).

. Code your loop as tightly as possible.
. Increase the MIDI buffer size, see Iorec.
. Consider handling MIDI interrupts yourself, so
that you bypass the slow Bconstat/Bconin calls.

2) As I said above, it may also be possible that the ST is losing data
for you; the keyboard interrupt handler is so slow that it can block
out MIDI interrupts for long enough to lose bytes. This is especially
likely to happen if you wiggle the mouse when waiting for MIDI data
(the mouse is handled by the keyboard controller).

One workaround is to disable interrupts from the keyboard controller, but
this may not be ideal (not keys, mouse etc). This is the route I took
in a program that read and processed sysex dumps from a D50.

One reason that commercial MIDI software is so notoriously incompatible with
other things is that they end up having to rewrite the mouse/keyboard/MIDI
etc handlers in order to avoid the sort of problems that you are having.

It's all a real pain when you only want to write a 10-liner to do some
simple MIDI processing...
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4174. MATRIX COCO for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 10:10:21 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <27c2ed$fga@bigboote.WPI.EDU>
Source record: 201041

Hi!

I basically got three MATRIX COCO Graphic Cards basically new as they have hardly been used. I'm asking 369 U$D for each card, I guess they are negotiable too. They are basically 8 bit Card's.

I've also got a brandnew set of Didot and Retousche for Sale..offer's anyone? (I mean considerable ones *;)*).

Personally I would recommend the NOVA Graphics Card above all the Matrix anytime...which is why I am selling these Matrix Cards *grin* because for basically 200 U$D more you already get faster and more color's, but it's still a very good Card...(the Matrix that is) and it fit's nicely into the VME Bus of your TT/Mega STE.

Ps: all the documentation is in German too...

Think NOVA! :)

Yat

4175. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 10:26:44 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27c3d4$cir@snlsu1.london.sinet.slb.com>
Source record: 201045

>
>Why can't I use the Speedo-fonts which are in the X11R5
>distribution with Speedo GDOS. The fontnames are recognized
>and the fonts are installable, but they don't work.
>Who cam give me informations ?

Alex Kiernan explained this a while back -- I'll try to get it right :-)

Apparently, Speedo fonts are encrypted. The encryption matrix is compiled into the font engine, so you can't change it. Each licencee of the font engine gets an ID, and this is used to encrypt the fonts for that particular licencee. Therefore, there is an Atari Speedo font ID for the fonts supplied by Atari with Speedo.

The X11R5 Speedo fonts are encrypted with a different ID, so you cannot use them in the Atari licenced Speedo engine. End of story.

> Andreas Dangberg - Auf der Lieth 98 - 4790 Paderborn
> Tel./Fax.: 05251/66874 - E-Mail: sprudel@cadlab.de

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4176. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 11:00:47 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CDHvxC.490@cs.vu.nl>
Source record: 201029

lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

>In article <memo.651549@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>>In article <26fvs2$as8@c3po.jvnc.net>, bill@main.morris.org (Billy D'Augustine) writes:
>>>If CDs are cheap to produce, then why are the CDs you buy in
>>>record stores priced from $10-$16, where a cassette is about $5-$9?

Well, that's quite cheap! In the Netherlands, the price of a 'normal' (i.e. recently
introduced) [pop-]CD is more than 40 Guilders (say $22)

>>CDs are more expensive because that's the way record companies like it. In
That's clear!

>>the UK it has been under discussion in Parliament, but I don't know what the
>>outcome was.
In the Netherlands it hasn't (still?) be under discussion in the parliament,
although some consumer-organisations did protest,... in vain...

>The select committee concluded that CDs were overpriced. The record industry
Sure, the costs of a regular CD wont be more than a few dollars..

>(in the form of Maurice Oberstein, head of the British Phonographic
>Industry) said "No they're not". And everything carries on as before...
Sounds like a deja-vu to me.

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

4177. Re: Jaguar: is it *that* good?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 11:13:41 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CDHwIu.4q8@cs.vu.nl>
Source record: 201032

mcookson@flute.aix.calpoly.edu (Mark Cookson) writes:

> (So maybe OS2 is a bad example, but I cant think of any Atari program
>that takes more than 8 MB. Sorry!

What about TeX + Metafont +Fonts (+TeXDraw + ...)?

Hans Staalman
--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

4178. Comms package with ISO Latin 1 around?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 11:22:58 UTC
From: viljanen@kruuna.Helsinki.FI
Message-ID: <27c6mi$133@kruuna.Helsinki.FI>
Source record: 201033

Is there a terminal emulator with ISO 8859-1 character set available?
So far I've been very happy with Uniterm, but now I'm starting
to need ISO Latin 1. Or is there a way to get Uniterm do 8859-1?

P.S. Of course it needs to support VT220, high data rate etc etc...

--
Lea 'LadyBug' Viljanen I Science fiction is just fantasy
Lea.Viljanen@Helsinki.FI I with nuts and bolts on the outside
Computing Centre I - Terry Pratchett

4179. rs232 bug

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 11:35:02 UTC
From: jornand@sci.kun.nl
Message-ID: <CDHxIE.2DF@sci.kun.nl>
Source record: 201034

Hi,

I want to use a modem with a 19200 baud rate. I heard Tos 1.0 and 1.2 contain a bug that results in transmission failiures when such speeds are used on the serial port. I also heard there exists a patch to fix this bug. Does anyone know the name of this patch and where I can get it? (FTP, newsgroup, ...)

Thanx in advance.

Jornand

email: jornand@sci.kun.nl

4180. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 11:51:08 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CDHy99.5MH@cs.vu.nl>
Source record: 201035

e89dh@efd.lth.se (David Hultgren) writes:

>Most ST-owners just have to take the 16MHz signal from the
>SHIFTER-IC and connect it to the 8MHz in on the (standard)
>diskdrive controller (or use the HD-detected signal on the
>1.44MB DD to shift 8/16MHz). A short program to change the

Do you have any simple logic (no PALs/GALs please, I dont' have such prorammers!)
available?

>steprate of the drive is also needed. I did it on my megast

Where can you find this?

>and it works perfectly (a note, the dd controller is only
>specified to 10MHz an may not work at 16MHz, however, most
>do..)

Is this the case for all STs (for example a 1040?), or just STEs? In the first
case, I'll make a try. Any drive (../type) demanded/recommended?

Please (also) reply by email.
Thanx in advance.

Hans Staalman.

If Buthelezi is Integer,
then Mandela is Real,
De Klerk is Cardinal
and Terreblanche void

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

4181. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 12:22:02 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <27ca5a$q2u@titan.ucs.umass.edu>
Source record: 201037

In article <CDBLrn.n0r@world.std.com>, Yat W Siu <Lexicor@world.std.com> wrote:
>Hang on....correct me if I am wrong..but GENEVA is not a Multitasking System
>on it's own is it? Alone it is a re-write of the AES and will run in NeoDesk
>(DUH! I wonder why ;)) and also MultiTOS where it will then support
>Multitasking.

Geneva is a multitasking system all on its own. Geneva replaces the AES in such a way so as to allow event based multitasking for GEM programs.

Furthermore, Geneva does not in any way require NeoDesk. Because the built in desktop is incompatible with a multitasking environment (This is why MTOS also replaces the desktop), Geneva does not have a desktop or shell. Many people will find this to be inconvient, so we do recommend using another desktop or shell. (We just happen to think NeoDesk is the best one. :)
I have heard that Teradesk (sp?) works with it, although many shells will not work correctly with Geneva until they are made compatible with a multitasking environment. For instance, Hotwire works with Geneva, but because of the way it executes programs, it can only run one single tasking application at a time. The changes necessary to make most shells work correctly with Geneva are a subset of the changes necessary to work with MultiTOS, and in most cases somewhat easier.

It is also important to note here that you don't have to have a replacement desktop when running Geneva. You can run programs directly from Geneva's menu, and because Geneva's enhanced file selector has copy and move functions, you can also do that without a shell.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

4182. RE rs232 bug

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 12:38:02 UTC
From: asm@world.std.com
Message-ID: <CDI0FF.558@world.std.com>
Source record: 201039

I find that with my 1986 era ST (Tos 1.0) and flash (the original) I am able to run 19200 baud with my modem. Although the user manual does not mention the 19200 baud speed option, If I specify >BA 19 it accepts the command, and runs at 19200. It is quite odd to see the modem complete a data transfer faster than the computer can update the screen.

Andy

4183. Re: The Coming of GENEVA!

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 12:46:12 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <27cbik$s0r@titan.ucs.umass.edu>
Source record: 201040

In article <273vkb$cvm@tuegate.tue.nl>,
Erlend Nagel <error@stack.urc.tue.nl> wrote:
>
>I suppose Geneva is the thing to get if you have an ordinary ST, but a
>TT or Falcon can use the 68030's memory protection, which Geneva does
>not.
>

Although the current version of Geneva does not support MiNT, when it does,
it will also support memory protection. Since all MultiTOS does is terminate
a program which violates memory protection, Geneva already does a better job
in many cases. In most of the cases I've seen, Geneva is much better at
cleaning up after an application terminates abnormally.

One thing I forgot to mention in my last post on this subject...
Although it is true that Geneva cannot multitask TOS applications without MiNT,
Dan did write a TOS in a window program for Geneva that is really good.
It allows you to switch to other tasks when the TOS program is waiting for
input (in most cases). So, for instance, you could start up your favorite TOS
command line program, and just leave it sitting at a prompt in the window while
you do other things. If the window is in the way, you can put it to sleep
until you need it.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

4184. Re: SLM804, LaTEX problems (SLM804 newbie)

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 13:38:52 UTC
From: sanders@sci.kun.nl
Message-ID: <CDI38t.4rM@sci.kun.nl>
Source record: 201042

In <3634@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:

>In article <apaul.748107801@femto.engr.mun.ca> apaul@kilo.engr.mun.ca (Anthony Paul) writes:

>|One other thing, half the time I can't acces my hard drives unless
>|I have the printer turned on (VERY annoying). What's the normal way
>|of dealing with this?

>For me, the normal way to deal with all the noise is to open the back
>cover a little. The printer interface is powered from the printer alas,
>so the printer still has to be on to have any dma going.
>Here in the Netherlands, there used to be a dealer (Atin in Leiden)
>that had a hardware solution to this annoying thing, but I don't
>think they still exist.

They do.

Sander STOks
sanders@sci.kun.nl

4185. .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:00:54 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c99c370@p12.f202.n281.z2.fidonet>
Source record: 200903

Hi!

I FTPed some .gz files, but can't seem to find the right depacker for it. I have tried TAR, GNUzip and normal ZIP, but they don't seem to do the trick. Which depacker should I use?

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: How's Annie??? (2:281/202.12)

4186. Minix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:04:09 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <27cg4p$nff@loch2.cc.strath.ac.uk>
Source record: 201043
Cross-posted to: comp.os.minix,comp.sys.atari.st

Are there any Atari Minix users out there ? I would like some opinions
about Minix for the ST, and any info/opinions you might have about it.

I am interested in getting it for my ST in the house (money might be
a problem, but on the other hand, I only have one more year of
student poverty to go..), but I have an OLD ST !!

It has an upgraded ROM to TOS 1.4 (I think) and has 1 Meg of memory. I
also have a slow, noisy HD (Atari's own make, HD204, I think).

Has anyone had problems with Minix on the above equipement ??

Ta,
Dave.

#-=-=-=

4187. Re: SLM804, LaTEX problems (SLM804 newbie)

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:16:06 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Sep17.111606.16389@ac.dal.ca>
Source record: 200955

In article <apaul.748107801@femto.engr.mun.ca>, apaul@kilo.engr.mun.ca (Anthony Paul) writes:
>
> I just picked up an SLM804, and am having some trouble getting it to
> print LaTEX stuff. It prints fine with Calamus.
> I previously had a HP DJ, and had no trouble. It seems to think
> everything
> is OK, but it only prints out blank pages. It gives no errors about not
> finding fonts or anything; it just happily spits out blank pages.
> I'm using the CS-Tex Package, and am using the enclosed DVI_SLM driver.

Have you been running the Diablo emulator program first? I don't use the CSTeX SLM driver, but with the one I do use you only get blank pages unless the Diablo program is run first. You only need to have one (Diablo) font loaded - it's just a minimal installation (though it is annoying to have to do it).

> Thinking It might be something to do with an older version of the CS-Tex
> package, I just installed the newest version from atari.archive. The
> only thing
> I suceeded in doing was making the program run everything twice. That
> is,
> no if I select preview, I get to preview the file, then I hit UNDO to
> exit, and the previewer runs again showing me the file again. This
> isn't
> too bad, but when you try and print a 10 page file, and it decides to
> print it twice, that IS annoying.
> One other thing, half the time I can't acces my hard drives unless
> I have the printer turned on (VERY annoying). What's the normal way
> of dealing with this?

You have to keep the SLM on all the time (I keep the back cover of mine open, to keep the heater/fan/noise off), unless you get some hardware box (I've forgotten the name right now). You can run into serious problems with the HD's if you don't keep the SLM on _always_.

> Help with these problems (particularly the printer related one) would
> be greatly appreciated.
>
> Thanks
> apaul@kilo.engr.mun.ca
>
> Anthony Paul
> 137 Rennies Mill Rd.
> St. John's, NF

> Canada

Hope this helps. Good luck!

John

4188. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:40:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.&Z6h9tMhi1s@semprini.tdkcs.waterloo.on.ca>
Source record: 200968

In <747979804.0@mettav.royle>, Spencer Davies writes:
> Take a gander at what George did spout on 10 Sep 93 ....
>
> GC> True about the space requirements ... I saw the WindowsNT
> GC> distribution package at CompUSA the other day (I was buying generic
> GC> diskettes), and the minimum requirements were 70 Megabytes of disc
> GC> space and 12 Megabytes of RAM. That's just to get started.
> Terrible isn't it! All that Object Orientated programming....

I really don't think you can blame the hugeness of WindozeNT on OO
programming; it's the 999 million kludges required to run crummy hacked
programs and run on the kludged ISA architechture. Supposedly it's so
huge because it's portable; I've never heard of a unix kernel that
requires 12M of RAM just to boot.

> What made me laugh was the spec sheet for the new wonder chip The Pentium,
> Dirty cache handling introduced...... Pipelining introduced......
> These are all items the higher end Motorola's have had for ages!!
> In an ideal situation I would have an efficient operating system running on a
> well designed, efficient microprocessor.
> We live in the real world so I will stick with my ST for the moment (at least
> until the Power PC's make an appearance (efficient processors with inefficient
> operating systems?)

For all of my complaints, I'd buy a Falcon040 real quick... I like the
way I've got my ST set up, and the latest version of GCC/G++ for OS/2 is
2.3.3; no templates! :-(The more I look at things, the more
attractive a NeXT (a real, black one, not NeXTstep for Intel) or Sun is.
Then again, I'm always assuming that the Falcon040 wouldn't have the
same bozo design problems the TT030 and Falcon030 have (the TT's
essentially a 16Mhz machine with a 33Mhz CPU grafted on; the Falcon's
barely powerful enough to drive its own graphics modes, and crippled by
a 16-bit bus).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4189. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:44:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.eUpMaZn_09I@semprini.tdkcs.waterloo.on.ca>
Source record: 200971

In <90448@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> So far the only thing Atari has demonstrated is their ability to destroy
> a dealer network, not support one.
>
> With every new product, there have also been promises of a new effort to
> rebuild the dealers... it's never happened.

It's been over a YEAR since the Falcon announcement, and the (apparent)
efforts to rebuild the dealer network... Do they have a dealer network
yet? No way. I'll bet you can count the number of new dealers on your
fingers; you can't really count music stores carrying the machines,
since #1, people don't go to _music_ stores when they want to buy a
computer, and #2, music store employees generally know almost nothing
about computers.
--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4190. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:48:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.&lgTCxp4xwg@semprini.tdkcs.waterloo.on.ca>
Source record: 200967

In <CDCsrz.DMu@spcuna.spc.edu>, Chris Mauritz writes:
> Magnus Thylander (magnus.thylander@troedp4.ct.se) wrote:
>
> : You have a choice using an Atari as well... TOS, MultiTOS, Mag!X, Minix,
> : Unix, soon to come Linux...
>
> This is very misleading. Atari did release a unix System V port. However,
> it cost more than a falcon. Why would someone go out and buy a non-standard
> piece of hardware like a falcon to run unix? Hell, you can buy Sun 3 and
> Sun 4 units for the price of a falcon with a well developed and stable
> unix operating system and a decent sized disk. Or you can buy cheap
> PC clones and put BSD, Linux, Coherent, Unixware, etc on it...all cheaper
> than you can on a falcon.

Not to mention that:

a) Atari's unix was never released to the public, only a few developers
b) Atari's X was too slow to be used (or so Atari claimed when they were
explaining "a" above)
c) Atari's unix was priced up there with real unixes for workstations and
servers; they certainly don't have an appropriate image for selling
workstations or servers
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4191. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 14:55:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.u2qLDu2rM6s@semprini.tdkcs.waterloo.on.ca>
Source record: 200966

In <2c94c436@troed.ct.se>, Rickard Troedsson writes:
> In a message of 13 Sep 93 10:49:56, Bob_bobr_retelle wrote:
>
> B> Well, the original post said 100% faster, 200% better throughput...
> B>
> B> But even at double the clock speed, this has to be the ONLY ADSpeed
> B> on the entire planet that gets a 100% increase in performace.
> B>
> B> Even ICD doesn't advertise it that way.
>
> Sorry, you're wrong again ... Math = Increase 100%
> Overall = Increase 80%
>
> That's what I wrote in the original posting, if you don't know how to remember
> figures, erase yourself from this world ..

Whatever benchmark you're using is lying to you and using a test that
fits completely into your CPU's cache. By all accounts (from ICD, Bob
Allen, etc... all of the 16Mhz 68000 upgrade makers) the performance
boost you'll see is about 30% or so, _depending_on_the_application_.
Try running a few dhrystones and tell us what you got; try raytracing a
few images (us POV-Ray on the basicvue.pov at 320x200 and say how long
it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
takes a '486/33 with no cache 56 seconds).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4192. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 15:02:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.AvLSCmoJCMQ@semprini.tdkcs.waterloo.on.ca>
Source record: 200970

In <CDAI4C.5pM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> If it helps, I have a Falcon. I also know of 4 other people who have one. Given a
> finite number of aquantencies, that's reasonable.

I know several dozen Atari users; two have TTs, one has a Falcon, the rest
have ST/STe machines (one of which has a 68010 in it).

> The Falcon *is* selling. It *is* being supported. There *are* many 3rd parties
> producing stuff both hardware & software.

That's Atari's official chant. Behind closed doors, they're saying "The
Jaguar *will* sell. It *will* be supported. There *will* be many 3rd
party developers."

> When will all you US/Antipodean people realise that just because the Atari is
> dead in your neck of the woods, it isn't the case elsewhere.

Funny, given the location of Atari.

PD/SW software doesn't sell machines.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4193. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 15:16:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.OSRsW_gsD7c@semprini.tdkcs.waterloo.on.ca>
Source record: 200972

In <275s4c$nmb@c3po.jvnc.net>, Billy D'Augustine writes:
> Apple has got the resources to advertize, etc, all the good things
> that we wish Atari could do.

They also release new products which increase the price/performance
ratio and fix previous design boo-boos. Atari should try that some time.

> Some people have posted that the Falcon has been out for a year
> now, but thats quite unfair, also. Its only been in recent months that
> the Falcons have been getting to real users hands (at least in the USA,
> dunno about Europe, or elsewhere)

That's Atari's fault. If the company wasn't run by idiots, the machine
would've been available when they said it would be.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4194. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 15:29:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.693171@cix.compulink.co.uk>
Source record: 200627

In article <27a8rt$cpi@nz12.rz.uni-karlsruhe.de>, "Rasmin van Kessel"
<ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> writes:
>Hallo out there,
>
>I'm searching for a program that converts pictures in the GIF-format
>into a atari-st format.
>I'm happy about any help.
>

GEMView, TruePaint, ImageCopy 2

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4195. Re: WINX 2.1: how to change max # of windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 15:29:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.693173@cix.compulink.co.uk>
Source record: 200626

In article <27alnu$4ff@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip') writes:
>
>I just got WINX 2.1 from ftp.cs.tu-berlin.de and in all of the docs, I
>couldn't find any reference to how to change the maximum window limit
>beyond 8 (the default).
>

Winx changes the max number to 40 by default.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4196. HSC mailing list. Request for Opinions

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 15:48:01 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <27cm7h$505@tuegate.tue.nl>
Source record: 201046

Lots of people are probably using the Heat and Serve C compiler. Because it is cheap and reliable. But since Ian Lepore the writer of HSC is currently not active on the internet we can have no support from the author.
I have found that I can learn lots from other HSC users and expect that others can learn from me and others too. So why not start a mailing list. I could set up a mailing list, but there has to be a basis to do so, with only a few people interested it makes no sense to create a mailing list for asking question, giving examples, announcing utilities etc. etc. So if anyone is interested e-mail me (error@stack.urc.tue.nl) and I'll see if there is enough interest to create a mailinglist. Perhaps even a small ftp area specifically for HSC.

Erlend.

4197. Re: Falcon & compatible programs a

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 16:01:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A51825@SL.maus.de>
Source record: 200982

R>I have yet to find ANY program that doesn't work!
Just try Pirates or Populous or Typhoon Thompson or Lemmings - if You've got
them ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4198. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 16:25:10 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep17.162510.13960@solaris.rz.tu-clausthal.de>
Source record: 200951

In article cpi@nz12.rz.uni-karlsruhe.de, "Rasmin van Kessel"
<ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> () writes:
> Hallo out there,
>
> I'm searching for a program that converts pictures in the GIF-format
> into a atari-st format.
> I'm happy about any help.
>
> Bye, Rasmin
Hi Rasmin!
Try GEMView2.46 from ftp.tu-clausthal.de:/pub/atari/graphics/viewer/. It's the best
format converter for graphic images you can get for the Atari!

I hope U can FTP,
KrysTian

4199. GCC 2.4.5 pl 1 Illegal instruction

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 16:40:30 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep17.164030.8215@ibr.cs.tu-bs.de>
Source record: 201048

Hi there,

I tried to compile the VIM (Vi IMitator) on my ST using
GCC 2.4.5 pl 1 and MiNT 1.08.

The compiler runs into an illegal instruction short time
after start.

I have 2 MB of RAM free before starting GCC, is this a memory
problem or a know bug in GCC?

I will supply more information if you tell me how to tell
GCC to give me more information.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4200. Monitor switch -Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 16:41:17 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <27cpbd$6rp@telerama.pgh.pa.us>
Source record: 201047

Does anyone have a monitor switch (to switch between the color and mono monitors) for sale?
If you do or know where I can get one at a good price email:
raver909@telerama.pgh.pa.us
Joe

--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

4201. Re: where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 17:14:32 UTC
From: dmb@case.ai.mit.edu
Message-ID: <27cr9oINNer@life.ai.mit.edu>
Source record: 201049

In article <60.36989.4514.0N183DEE@canrem.com> richard.hecker@canrem.com (Richard Hecker) writes:
> I understand all about registered shareware and the pitfalls involved
>with it. But I find that games tend to get far less registrations than
>utilities and such do.

Absolutely! Games are more frivolous -- you don't *need* a game. By the same token, people often don't feel that's it's necessary to pay a game author. The game author's not really providing a "useful" service -- just a source of time-wastage. There's also the common belief that games are easy to write, so they don't require very much work compared to, say, a text editor. Anyone who's tried to write a game (especially on the ST) knows how wrong that is. But you can't change what the general population thinks so easily.

I've always wondered about piracy rates for commerical games vs. other kinds of commerical software.

>I recently received a "registration" for my Ishar: LEgend of the
>Fortress Survival Kit. It wasn't crippled in any way, it was the whole
>kit and kaboodle; only those who wanted to be nice to send me a
>registration fee out of the kidness of their hearts did so... and I did
>receive a few.

Yup, there will always be nice people who will register just ... well, to be nice! Maybe in a really huge market like the clones have, you could support yourself on these nice people. But I suspect that you can't in the ST market, because there just aren't that many potential registrants anymore, even if a higher percentage of them are "nice."

But I guess I don't see any *disadvantage* to releasing a partial product and then sending out the full version upon receipt of registration. The users will like it less, but then again they're getting *something* for free, so it's kind of hard to take grumbling about it seriously. For utilities there's usually an obvious way to "cripple" the shareware version (without making it totally useless) -- remove some of the more advanced features, compile it without any optimization so it's slower (grin) -- easy things like that.

The bottom line is that you should pick the method that will make you more money for your effort, because the more you're compensated for your time, the more you'll be inclined to continue doing it. In the long term it's a win for the users even if some may view it as "annoying" or "money-grubbing." The ST market desperately needs software authors now; so many people have bailed to other platforms.

>I'm currently writing an ANSI screen editor that does full 80 columns in
>16 colours with all sorts of nice little fiddly bits to play with ...
>
>Certainly not what I would call lucrative, a nd I certainly don't plan
>to make big money on it, but with what the program does, and what it
>"restricts" in order to encourage registration appears to be fairly
>adequate, judging from what I've discussed with people about what kinds
>of things unregsitered programs do to annoy them or encourage them to
>register.

The goal is to distribute your software and have people use it, while avoiding the common trap of leveraging yourself financially or emotionally to do it. I've found that shareware authors often write their wares for the wrong reasons:

1. expect to get rich
2. expect to become famous
3. think shareware is a path to commerical distribution

None of these things is likely to happen. There are counterexamples, but they're rare. If you write shareware for one of these reasons, you'll probably be disappointed when you get to the end of the road.

If you have other reaons, maybe you'll be quite happy with how it turns out -- it's obviously a personal matter.

>Mainly I'm doing this program for me -- I wanted an ANSI editor, none
>existed, so I'm writing one. But I like to share such programs with
>everyone, and it would be nice to see some registrations to see what
>the response is like; to find out how many people truly do want a good
>ANSI editor for the ST. The preliminaries suggest such response will
>be quite positive.

OK, but realize that what you're doing here is providing a service essentially free of charge, just because you're being nice. Nothing wrong with that at all, but it *will* take a lot of gratis time and effort. The main downside I found with shareware was that I ended spending a lot of time answering mail, hand-holding, fielding requests for special customizations, etc. Not bad in itself, but these things do take time away from other things (like hacking, which is presumably what you really want to be doing, right?)

There's no simple answer to the question of "should I spend time writing shareware?" But I'd have to say that my personal opinion is that the ST shareware market is really rough now -- not many users left, and most of those left tend to feel that everything should be free. (Not a flame, just an observation.)

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4202. Re: loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 17:20:53 UTC
From: dmb@case.ai.mit.edu
Message-ID: <27crlIINNjq@life.ai.mit.edu>
Source record: 201050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep17.091338.17308@jet.uk> djs@jet.uk (David Stevenson) writes:
>>my problem is that it sometimes rather erraticall loses
>>the note off in step (4).
>>...
>>anyonw has any idea what's going on?

>2) As I said above, it may also be possible that the ST is losing data
> for you; the keyboard interrupt handler is so slow that it can block
> out MIDI interrupts for long enough to lose bytes. This is especially
> likely to happen if you wiggle the mouse when waiting for MIDI data
> (the mouse is handled by the keyboard controller).
>
> One workaround is to disable interrupts from the keyboard controller, but
> this may not be ideal (not keys, mouse etc). This is the route I took
> in a program that read and processed sysex dumps from a D50.

One major caveat here: From what I recall, SOME ST's lose MIDI data
and SOME don't. The early ones tend to be the worst. This is a
hideous problem for software authors who want their programs to
actually work on ST's they don't own. (grin)

When I was writing a MIDI-networked game a couple years ago, I found
that the only thing I could do to deal with the problem on my ST was to
add code to resync the network when bytes got lost. I don't think I
ever tried totally disabling interrupts, since I needed joystick input.

In any case, BE VERY WARY of the ST in this regard. I wasted an
enormous amount of time because of this, and never really solved the
problem...

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4203. Re: SLM804, LaTEX problems (SLM804 newbie)

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 17:22:34 UTC
From: walra@moacs11
Message-ID: <H.ea.OVWqqSK8MIc@moacs11>
Source record: 200963

In <3634@targon.UUCP>, Marc Dierikx writes:

> In article <apaul.748107801@femto.engr.mun.ca> apaul@kilo.engr.mun.ca (Anthony Paul)
writes:
> |
> |I just picked up an SLM804, and am having some trouble getting it to
> |print LaTEX stuff. It prints fine with Calamus.
> |
> |I previously had a HP DJ, and had no trouble. It seems to think
> |everything
> |is OK, but it only prints out blank pages. It gives no errors about not
> |finding fonts or anything; it just happily spits out blank pages.
>
> Maybe a silly question, but do you run the diablo emulator before
> printing with TeX? The TeX SLM driver needs its bitmap printing
> capabilities.

I'm using CS-TeX too, and I don't run diablo because of its instabillity.
I never experienced any of the problems that apaul@kilo.engr.mun.ca describes.

> |I'm using the CS-Tex Package, and am using the enclosed DVI_SLM driver.
> |
> |Thinking It might be something to do with an older version of the CS-Tex
> |package, I just installed the newest version from atari.archive. The
> |only thing
> |I suceeded in doing was making the program run everything twice. That
> |is,
> |no if I select preview, I get to preview the file, then I hit UNDO to
> |exit, and the previewer runs again showing me the file again. This
> |isn't
> |too bad, but when you try and print a 10 page file, and it decides to
> |print
> |it twice, that IS annoying.
> |
> |One other thing, half the time I can't acces my hard drives unless
> |I have the printer turned on (VERY annoying). What's the normal way
> |of dealing with this?

An external power supply to the SLMC804 (the interface).

> For me, the normal way to deal with all the noise is to open the back
> cover a little. The printer interface is powered from the printer alas,
> so the printer still has to be on to have any dma going.
> Here in the Netherlands, there used to be a dealer (Atin in Leiden)
> that had a hardware solution to this annoying thing, but I don't
> think they still exist.

Atin Electronics Leiden still exists, their solution works fine.

Regards,
Waldi

4204. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 17:58:24 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep17.115825.1328@janus.arc.ab.ca>
Source record: 200974

In article <93259.27590.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>------------------------ Original Article ------------------------
>>"The Miracle". A similar package is available
>>for the Nintendo systems.
>
>>Does the ST have any software like this?
>
>The Miracle is also available for Mac and Amiga.
>
>Chances are there is an Atari version
>
>There is NOT an Atari version of "Miracle Music System." I called the company
>a while back, and they do not have any plans to make one, either. They also
>told me that the "Miracle" system does not use MIDI, but uses another way to
>allow the keyboard to talk to the computer. I'm not a technical nerd, so I'm
>not sure about what they are talking about. Maybe someone else can expand on
>this. In a demo of the system, I found it to be too much like a video game, and
>too elementary to be of much use.
>

The Miracle system uses RS-232 serial connections instead of MIDI. This means
you MUST use their keyboard. Where as with MIDI you can use any MIDI keyboard.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4205. Re: Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 19:19:25 UTC
From: kfason@csn.org
Message-ID: <CDIJ0F.2ox@csn.org>
Source record: 200953

```
: Is there anyone else out there who has a TT and has problems with
: the sound.cpx in the distribution (besides the fact that when unarchived,
: the path names for the files that should be in the cpx/ directory are
: miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx" and put in the
: root directory)? Whenever I run the sound.cpx that comes with the
: distribution, I always get the message "computer doesn't have stereo
: sound" or something like that, when I try to access it in the control
: panel. It doesn't seem to matter whether it is TT/ST ram, or if any other
: software is loaded (did same thing with _nothing_ in the autofolder).

Its looking for the FAlcon030 stereo, not the DMA in the TT and Mega/STe..
I just put the old one back in.

-Kevin Fason

-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

4206. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 19:20:51 UTC
From: micro@imada.ou.dk
Message-ID: <1993Sep17.192051.11761@imada.ou.dk>
Source record: 200964

lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
>Apparently, Speedo fonts are encrypted. The encryption matrix is compiled
>into the font engine, so you can't change it. Each licencee of the font
>engine gets an ID, and this is used to encrypt the fonts for that particular
>licencee. Therefore, there is an Atari Speedo font ID for the fonts supplied
>by Atari with Speedo.

True - Atari have ID 435, and speedo-gdos will only recognize fonts with
this ID.

>The X11R5 Speedo fonts are encrypted with a different ID, so you cannot use
>them in the Atari licenced Speedo engine. End of story.

NO - The X11R5 speedo fonts are _not_ encrypted! All keys 0 and so is the
ID of the fonts and engine.

The real strange thing about X11R5 Speedo engine is that it only uses 2 of
the 8 keys, and it is only a simple XOR encryptionation.

[It was a simple task to write a program that could deduce these 2 keys for
a given font, unfourtunary Atari don't use the same encrypt algorithm,
that is probaly a smart move!]

-Klaus

4207. PowerDos

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 19:21:22 UTC
From: lancer@bigwpi.WPI.EDU
Message-ID: <27d2ni$jtp@bigboote.WPI.EDU>
Source record: 200954

After reading about PowerDos and Geneva on this group, I decided to
give PowerDos a try. I found a copy of version 1.02 as powerdos.zoo
in the Cli directory on atari.archive.umich.edu, but there seems to ba
a lack of documentation with it. Is this the newest version? (Until
the geneva-compatible one is released, that is...) And is the
author/authors on the net?

If anyone has any documentation for this program, please tell me...
There are text files included for all the utilities, but not for the
program itself...

thanks!

.s.

(waiting for the new version...and for Geneva...)
--

4208. Re: where to sell shareware?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 19:22:18 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDIJJL.8o@news2.cis.umn.edu>
Source record: 200952

In article <27cr9oINNer@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>But I guess I don't see any *disadvantage* to releasing a partial
>product and then sending out the full version upon receipt of
>registration. The users will like it less, but then again they're
>getting *something* for free, so it's kind of hard to take grumbling
>about it seriously. For utilities there's usually an obvious way to
>"cripple" the shareware version (without making it totally useless) --
>remove some of the more advanced features, compile it without any
>optimization so it's slower (grin) -- easy things like that.

I would like those who take Dave's suggestion here to make it clear in
the documentation (and in any upload descriptions to on-line/FTP archives),
that such software is a 'demo' of the full program. Taking such precautions
(for games, a 'playable demo' of one or two levels, for example) will leave
the prospective user feeling a lot better about spending time and/or money
in order to receive the download.

>The bottom line is that you should pick the method that will make you
>more money for your effort, because the more you're compensated for
>your time, the more you'll be inclined to continue doing it. In the
>long term it's a win for the users even if some may view it as
>"annoying" or "money-grubbing." The ST market desperately needs
>software authors now; so many people have bailed to other platforms.

You also might want to consider 'advertising' your shareware programs by
sending copies to ST-oriented magazines for review (make sure you don't send
a crippled 'demo' for magazine reviews, but clearly mark that this is a
'full' program that SHOULDN'T be distributed), and also to as many PD
libraries as you can find for the ST. Also upload it (and solicit reviews)
to the on-line services and/or Internet FTP sites. One of the things that a
PC-oriented shareware author must do is sent out copies to as many sites as
possible --- one shareware-oriented text suggests that as many as 300 copies of
a disk need to get out to various distributors of shareware in order for any
money to be made.

Don't just put it on an FTP site and expect people to come calling. You have
to hustle a bit in the shareware business.

At the same time, we really don't need "Yet Another Text Editor" as a shareware
product. Nor do we need another Shell program, or DeskTop replacement program,
etc ... (UNLESS you've done something spectacularly different!). Look at areas
which haven't been filled yet -- here are ideas I've been kicking around for a
while, feel free to use them:

An outline program that will create text importable by the major word
processors. While there are programs that do some of the things an outline

program does, none match the utility of such programs on the Macintosh, for example.

"How-to" programs that teach or instruct. My favorite idea is putting together an aquarium program that allows you to put in different species of fish (LOTS of species), and see how the tank looks after a while. You can add things like fish diseases, over-feeding/under-feeding, competitiveness (try putting some angelfish with the more competive species and see how long they keep their beautiful tails...), things of that sort. As a shareware idea you could offer guppies and goldfish, and charge fees for information and graphics for other fish ...

>>I'm currently writing an ANSI screen editor that does full 80 columns in
>>16 colours with all sorts of nice little fiddly bits to play with ...

(The bit above wasn't written by Dave, it was in the original message to which he is responding.) Just an aside here -- while you may think that an ANSI screen editor would be neat as a shareware idea, be sure you look around to find out how many people would actually be interested in it first. I suppose it might be useful for a telecommunications package, or for a BBS operator, but I wouldn't be interested in such a program, and I'm not too sure that many others would be either.

It's similar to the Ishar editor someone put up on atari.archive --- I don't own Ishar, don't want to purchase the game, so I wouldn't be interested in the program. You don't get paid by people who cannot use your program, even if the 'potential' number of ST owners were huge.

>>Mainly I'm doing this program for me -- I wanted an ANSI editor, none
>>existed, so I'm writing one. But I like to share such programs with
>>everyone, and it would be nice to see some registrations to see what
>>the response is like; to find out how many people truly do want a good
>>ANSI editor for the ST. The preliminaries suggest such response will
>>be quite positive.

(Again, the above isn't Dave, but the person he's responding to...)

Consider making it PostCardWare (like ST Zip). Then, when you update the program, you can offer it to those who respond for a small fee.

Where are you getting your preliminary information from? The Internet isn't exactly the place the majority of your potential customers hang out.

-- David Paschall-Zimbel

4209. HELP WITH UN-ARC/LHARC/ZOO

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 19:56:17 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep17.195617.109325@zeus.aix.calpoly.edu>
Source record: 200962

Hello,

I'm having a terrible time here, and it's probably the same problem that
many people have experienced who don't have hard drives. The Problem:
I cannot unarc any archive that is larger than 300K, on my 720K disk
drive. Can I specify a different DEST to the unarc program, say to
drive B, with an empty disk in it, and have the archive prog, and
archive on drive A?? Does anyone know of a shell that will allow you
to extract only certain files, that is compatibel with ARC602, and
LHARC2?? Not unlzh125!

Thanks in advance!

Chris.

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4210. followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 21:06:58 UTC
From: michael@tapestry
Message-ID: <27d8tiINNa1q@ymir.cs.umass.edu>
Source record: 200965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A few days ago, I posted a message describing a problem I had while trying to install MultiTOS. A couple of people sent mail to me saying that the install program in MultiTOS doesn't work with TOS 1.2 (maybe other lower TOS's as well). Quality software, eh?

Anyway, I think I managed to get the thing installed. First, I created a "multitos" folder on my c drive, then copied the files from the folders on the distribution disk to it (I think I skipped the accessories.). I copied mint.prg to the auto folder and rebooted without any other programs or accessories, and it came up with MultiTOS. Double-clicking on a TOS program didn't work when I did that, so with the semi-working MultiTOS up, I deleted the c:\multitos folder and ran the install program again. Then I rebooted, and MultiTOS seemed ok.

At this point, I'm having new problems. First, the documentation that came with MultiTOS is abysmal. I'd like to find documentation about how to customize the installation and what the possibilities for customization are. Does anything like this exist on the network, or do I have to buy the developer's docs to get the information?

Specifically, I'm looking for: gem.cnf file options, any mint.cnf options that aren't listed in mint.doc, and how to autostart GEM programs under MultiTOS.

I've been trying to get NeoDesk 3.03 to autoboot, but the best I've been able to get is to be able to start it manually after MultiTOS is booted, and then I can't launch any programs from NeoDesk. I've tried all of the following together: neoload.prg in auto folder (I tried putting it before and then after mint.prg.), added c:\neodesk3 to the path variable in gem.cnf, and added exe to the gemext variable in gem.cnf.

I'm really at the end of my rope with this thing, and I'm just about ready to wipe it off my hard disk and ship it back.

I'll appreciate any help.

Thanks,

Michael Kieras
michael@cs.umass.edu

4211. Re:pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 22:22:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A10671@KI.maus.de>
Source record: 200913

Hello Rasmin,

there is a programm called GemView, which is a file viewer. but it can also save pictures. With this program it should be no problem to convert your GIFs into (for example) XIMGs. The current version of it is 2.48 as far as I know. It should be available at many mailboxes in Germany. (The Resources and on-screen-texts are in english.)

Some information on the program:

Status: Shareware
Hardware: Atari ST/MST/STe/MSTe/TT/Falcon030 (all resolutions)

Bezugsquelle: MausNet Maus HH
ftp.Germany.Eu.net, atari.archive.umich.edu

You can also get it here::
"""""""""""""""""""""""""""""

Dieter Fiebelkorn
Grï¿½ner Weg 29a
4370 Marl 1 (Germany)
BLZ: 426 610 08
Ktn: 607 984 800
e-mail fiebelko@bonny.informatik.uni-dortmund.de

Sorry, but I lost the information about the shareware-fee.

Ciao,
/---- -------
| ARSTEN | OLKMIT
\---- |

4212. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-17 23:27:32 UTC
From: urnash@sterbbs.nl
Message-ID: <gate.VRT30B1w164w@sterbbs.nl>
Source record: 200976

hi!

ogal@cix.compulink.co.uk said that he thought that the internal x y and z modem used in connect were the best. I used conNect and i can tell that with my version of ConNect (2.20) and with my TOS it didn't work at all, I just got time-out.
I've heard that it is a problem with the internal xyz-modem on all ST's and that it only works when there is computer running conNect on the other side of the line.

uri shimron

+---+
| All good things in live are either unhealty, expensive or immoral |
| Uri N. Shimron -- urnash@sterbbs.nl -- fido 2:283/705.? |
+---+

4213. Re: Internet Address - CodeHead

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 00:34:16 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748423634.0@mettav.royle>
Source record: 200919

On 15 Sep 93 at 11:35:02 (Bradley King) wrote the following:

> Does anyone out there know an internet mail address for
> CodeHead & Working Title in California? I read that updates
> could be ordered via e-mail and info obtained but I have
> never seen their address. Any Ideas?

I don't know their addresses but you can mail them if you have their Compuserve
or GEnie addresses I would have
thought...

xxxx.xxx@compuserve.com (Note that is '.' not a ',')

name@genie.geis.com

-Paul-

--
~=~=~=

4214. how to install a new hd in a Supra shoebox?

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 03:49:37 UTC
From: rge@helix.nih.gov
Message-ID: <1993Sep18.034937.13348@alw.nih.gov>
Source record: 200932

HELP NEEDED WITH A SUPRA HD! I got a used 20MB Supra HD. The controller seems to work ok since I was able to format the disk, but it was so full of bad blocks as to be unuseable. So I took out the drive and put in a 213MB maxtor drive (213SY). Now, however, I can't format the disk. The SUPFMT.prg utility (for formating hard drives) says

"DMA device is not responding" Current DMA numbers are:
SCSI: 0 LUN: 0

The Maxtor drive has a jumper to set the SCSI device #, and I checked to make sure this was set to device 0. There is another jumper to select single ended vs differential SCSI signals. It is currently set for single ended. Can anyone tell me how to use this drive with the Supra controller? Is there an email address for Supra tech support?

4215. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 04:06:58 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <27e1h2$t69@terminator.rs.itd.umich.edu>
Source record: 200969
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7857 Sep 12 14:44 ./Demos/0index
-rw-r--r-- molin 99191 Sep 7 21:06 ./Utilities/xcont131.lzh
-rw-rw-r-- entropy 21216 Sep 12 14:48 ./Utilities/0index
-rw-rw-r-- weiner 465 Sep 12 14:44 ./Magazines/0index
-rw------- dpz 12027 Sep 14 12:26 ./Archivers/flxar31a.lzh
-rw-rw-r-- entropy 3277 Sep 14 13:02 ./Archivers/0index
-rw-rw-r-- entropy 7359 Sep 14 13:56 ./Diskutils/0index
-rw-r----- dpz 274567 Sep 12 18:13 ./Languages/p2cbin.zip
-rw-r----- dpz 488444 Sep 12 18:13 ./Languages/p2csrc.zip
-rw-r--r-- weiner 4914 Sep 14 13:06 ./Languages/0index
-rw-rw-r-- entropy 6204 Sep 14 14:03 ./Mint/0index
-rw-r--r-- weiner 10529 Sep 9 09:40 ./Mint/Devices/ps0.tar.gz
-rw-r--r-- dpz 16711 Sep 10 04:33 ./Utilities/gemram15.lzh
-rw-r--r-- dpz 74663 Sep 8 20:15 ./Utilities/mb28abin.zoo
-rw-r----- dpz 2102 Sep 13 11:54 ./Utilities/pgp23ast.zip
-rw-r--r-- dpz 78800 Sep 10 04:33 ./Utilities/winx21.lzh
-rw-rw-r-- entropy 21424 Sep 14 13:11 ./Utilities/0index
-rw-r--r-- dpz 441039 Sep 1 15:09 ./Utilities/Screensavers/Beforedawn/dawnimg1.zip
-rw-r--r-- dpz 22036 Sep 14 06:42 ./Utilities/bootxs.zip
-rw-r--r-- lenn 9810 Sep 14 10:32 ./Utilities/sebra133.lzh
-rw-r--r-- weiner 4234 Sep 14 13:04 ./Programming/0index
-rw-r--r-- dpz 4051 Sep 14 12:24 ./Programming/degaspic.lzh
-rw-r--r-- weiner 70191 Sep 14 14:18 ./0ls-lR.Z
-rw-r--r-- dpz 684533 Aug 30 18:47 ./Falcon/birdy.zip
-rw-r--r-- dpz 7159 Sep 12 19:21 ./Falcon/falcadap.zip
-rw-r--r-- dpz 38452 Aug 30 18:48 ./Falcon/hardchor.lzh
-rw-r--r-- dpz 12162 Aug 30 18:47 ./Falcon/qad3dvga.tos
-rw-r--r-- dpz 2476 Sep 14 13:01 ./Falcon/0index
-rw-r--r-- weiner 70231 Sep 14 14:23 ./0ls-lRc.Z
-rw-r--r-- weiner 93823 Sep 14 14:13 ./0compind.Z
-rw-r--r-- weiner 199900 Sep 14 14:13 ./0index
-rw-rw-r-- entropy 6428 Sep 15 09:22 ./Mint/0index
-rw-r--r-- entropy 37885 Sep 15 06:44 ./Mint/Lib/mlib35d.zoo
-rw-r--r-- entropy 111966 Sep 15 08:02 ./Mint/Lib/mntinc35.zoo
-rw-r--r-- entropy 400950 Sep 15 08:09 ./Mint/Lib/mntlib35.zoo
-rw-rw-r-- entropy 21438 Sep 15 18:42 ./Utilities/0index
-rw-r--r-- weiner 4234 Sep 15 11:20 ./Programming/0index
-rw-r--r-- weiner 63337 Sep 15 11:11 ./Programming/cpp104.zoo
-rw-r--r-- dpz 743282 Sep 15 12:45 ./Demos/anomoly1.lzh
-rw-r--r-- dpz 723560 Sep 15 12:46 ./Demos/anomoly2.lzh
-rw-rw-r-- weiner 7981 Sep 17 14:46 ./Demos/0index
-rw-r----- dpz 1179917 Sep 16 20:05 ./Languages/clisp-c.zoo
-rw-r--r-- weiner 5014 Sep 17 14:48 ./Languages/0index
```

```
-rw-rw-r-- entropy 21495 Sep 17 14:47 ./Utilities/0index
-rwxr-xr-x dpz 53687 Sep 17 08:10 ./Utilities/Desktop/icon.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4216. Re: Connecting a PS/2 mouse

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 06:39:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDJEHC.45p@mailer.cc.fsu.edu>
Source record: 200975

Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
> In <CD5MLp.1Eq@mailer.cc.fsu.edu>, Mickey Boyd writes:
> > Richard Czerwonka (rczerwon@cowan.edu.au) wrote:
> >
> > > I would like to connect a PS/2 mouse to my STe. Does anybody know how to
> > > make an adaptor to allow me to do this? The plug on the PS/2 mouse is one of
> > > those tiny five pin jobs.
> >
> > If it is a serial mouse (very likely), you cannot do it. If it is a bus
> > mouse, you can make a special adaptor to do it. I am almost positive that
> > that all PS/2 mice are serial, but you may wish to check this out.

> FYI, _all_ PS/2 mice are bus mice; that's the machine that originated
> that style of mouse... that's why they're also called "PS/2-style"!

Well then, without further ado, here are the instructions for hooking up a
PC style bus mouse to an ST. The PS/2 style DIN connector is different from
that described below, but perhaps you can still use the information.

---begin included text---
Subject: Here's how to hook a MicroSoft Mouse to a ST
To: info-atari16@score.stanford.edu

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now with no problems at all. It does take some soldering
skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari. :-)

Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

---end included text---

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4217. Re: Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 07:00:07 UTC
From: pontus.sk|ld@stacken.ct.se
Message-ID: <2c995b10@stacken.ct.se>
Source record: 200973

> Is there anyone else out there who has a TT and has problems with
> the sound.cpx in the distribution (besides the fact that when
> unarchived, the path names for the files that should be in the cpx/
> directory are miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx"
> and put in the root directory)? Whenever I run the sound.cpx that
> comes with the distribution, I always get the message "computer doesn't
> have stereo sound" or something like that, when I try to access it in
> the control panel. It doesn't seem to matter whether it is TT/ST ram,
> or if any other software is loaded (did same thing with _nothing_ in
> the autofolder).

I think (I'm quite sure) it's something with Falcon sound...

>MikeB

/Pontus (pontus@stacken.ct.se)

4218. Civilization Fix NEEDED!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 07:56:18 UTC
From: petryv@meena.cc.uregina.ca
Message-ID: <18SEP93.01561872@meena.cc.uregina.ca>
Source record: 200988

Could someone please repost that old sector editor Civilization fix?
I'm getting the infamous and annoying "Bombs when you have a revolution" bug.

Please help - I'm near to being able to build a spaceship!

Thanks,

Brook
petryv@meena.cc.uregina.ca

4219. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 10:26:15 UTC
From: hesche@peso.cs.tu-berlin.de
Message-ID: <27ek80$opq@news.cs.tu-berlin.de>
Source record: 200977

In article <1993Sep17.162510.13960@solaris.rz.tu-clausthal.de> incp@rz.tu-clausthal.de (Christian Perle) writes:

> Try GEMView2.46 from ftp.tu-clausthal.de:/pub/atari/graphics/viewer/. It's
> the best format converter for graphic images you can get for the Atari!

Or try the newest version: ftp.cs.tu-berlin.de (130.149.17.7,
mail-server@cs.tu-berlin.de), pub/atari/graphic/Gemview/: gvw_v248.pax
For extracting you need gvw_inst.app, too.

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4220. Re: Mint 1.09 and XFSes

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 10:34:24 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9ae439@p12.f202.n281.z2.fidonet>
Source record: 200904

In a message of <Wed 15 Sep 93 12:21>, Werner Fleck (2:281/202.0) writes:

WF> Hi!
WF>
WF> Is there a ftp-site where I can get MiNT 1.09 from? I looked at
WF> atari.archive.umich.edu but there is only 1.08.

No, as far as I know not. The diffs for 1.07/1.08 to 1.09 were
distributed through the MiNT mailing list.

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: How's Annie??? (2:281/202.12)

4221. MiNT & XFSes problem: fixed!

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 10:35:02 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9ae4f2@p12.f202.n281.z2.fidonet>
Source record: 200905

Hi!

A while ago I posted a problem concerning the fact that MiNT 1.08/1.09 wouldn't load XFSes (placed in the root of drive C) anymore, where MiNT 1.05 didn't have any problem with them.

I now have created a folder named MULTITOS and have put the XFS files into it, instead of the root of drive C. And it all works well!

Thanks to everyone who helped!

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: How's Annie??? (2:281/202.12)

4222. Copying large files from a Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 10:37:42 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9aee83@p12.f202.n281.z2.fidonet>
Source record: 200906

Hi!

I have a problem with copying large files from a Minix filesystem partition
to a TOS partition or to a folder on the same Minix partition:

I compiled the new MiNTLibs and then wanted to copy the OLB files into my
GNU C LIB folder. The small iio16.olb file (+- 5Kb) could be copied, but
the larger gnu16.olb (+- 109Kb) could not. After is had been read, the
system (read MiNT) crashed. Using cp.ttp there was a memory violation. (of
type private if I'm not mistaken) Using the desktop the system crashed
after the file has been read. The same with kobold. This all under
MultiTos. I also tried it with MiNT alone, but got the same results.

What am I doing wrong?

My config: TT030 4/4, MFS 0.60 pl6, ICD 6.20 HD driver, MiNT 1.09, AES 4.0
(MultiTos).

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: How's Annie??? (2:281/202.12)

4223. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 11:26:16 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <27er8o$ar6@sol.ctr.columbia.edu>
Source record: 200980

In article <H.eg.u2qLDu2rM6s@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

[stuff deleted]
} Try running a few dhrystones and tell us what you got; try raytracing a
} few images (us POV-Ray on the basicvue.pov at 320x200 and say how long
} it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
} takes a '486/33 with no cache 56 seconds).

Wow - POVray for the 486 must be incredibly fast!
My DS5000-33 gave the following...

basicvue.pov statistics

Resolution 320 x 200
Rays: 77757 # Pixels: 64320 # Pixels supersampled: 1493
Ray->Shape Intersection Tests:
Type Tests Succeeded Percentage

Sphere 305943 174507 57.04
Plane 150658 66430 44.09
Calls to DNoise: 10
Shadow Ray Tests: 296002 Blocking Objects Found: 5085
Time For Trace: 0 hours 0 minutes 46.00 seconds

... and flops20.c gave the following...

System OS, Compiler CPU/FPU FPU MFLOPS(1)
==========
DEC DS5000-133 Ultrix V4.2, cc -O4 R3000/ 33. 9.9875
Gateway DX2-66 NOTE 041, LINUX 0.99 80486DX2-66 66.7 3.7000
ETEQ i486/33 NOTE 054,Linux0.99.pl2-47 80486DX 33. 1.8096

You can see the difference in MFlops. Maybe POVray doesn't use
floating point - it's a little closer then. By my calculations though
(he says - nitpicking) it ought to take about 69 sec :-) The results
below are from Dhrystone...

CPU MIPS MIPS
System OS CPU (MHz) V1.1 V2.

==========

028 DECstation 5000/133 Ultrix R3000 33 29.2 26.0
029 AMI 80486DX2/66, EISA MS DOS 5.0 80486DX2 66.7 28.0 25.2
042 CLUB Falcon 433, ISA MS DOS 5.0 80486DX 33.3 20.4 18.6
070 Amiga 2000/CSA-MMR AmigaOS 1.3 68030 33.3 3.4 3.6

I put the amiga in for comparison. This is presumably about 2x the mips the Falcon would do, based on its 68030 at 16MHz. Food for thought, perhaps, for those who are upgrading to the "Fast" Falcon 030 ...

Now if Atari ever did bring out a 040 version (lets be generous, and say we'd be happy with a 25MHz model) we get (a) Dhrystone, and (b) the MFlops figures below...

System OS CPU (MHz) V1.1 V2.
Amiga 4000/25 AmigaOS 68040 25.0 22.2 18.7

System OS, Compiler CPU/FPU FPU MFLOPS(1)
Amiga/CSA Magnum Aztec C 5.2a/m8.lib ROPT 68040 25.0 2.6952

Which might not grind the 486/33 into the ground, but it does do significantly better.

Simon.
(who's going to buy a Falcon anyway :-)
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4224. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 12:50:17 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CDJvnu.8B9@dscomsa.desy.de>
Source record: 200979

In article <gate.VRT30B1w164w@sterbbs.nl> urnash@sterbbs.nl (URI SHIMRON) writes:
>hi!
>
>I've heard that it is a problem with the internal xyz-modem on all ST's
>and that it only works when there is computer running conNect on the
>other side of the line.

This is definately not true. The internal Z-Modem works fine with nearly
any zmodem on the other side. Under some circumstances you have to set
certain options (like force acknowlegd and escapes) to get a good transmission,
but this applies for certain mainframe z-modem installations only.

The internal Z-Modem works fine with at least the following z-modems on
the other line:

GEMSZRZ (by M. Ziegler / ATARI)
RZ/SZ (port of J.Bammi/ ATARI)
XYZ (ATARI)
Stalker-internal (ATARI)
DSZ (DOS)
GSZ (DOS)
Termitate-internal (DOS)
ZMODEM90 (unix)

For instance with GSZ and DSZ on a fast IBM and the Connect Internal Z-Modem
on a TT or Falcon you get transmission rates of 11000 cps (Bytes per Second!)
which is quite fast and not reached by many other implementations.

Wolfgang

4225. MIDI files played on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 13:58:58 UTC
From: anderss@edb.tih.no
Message-ID: <CDJyuA.FMC@edb.tih.no>
Source record: 200990

Is'nt it possible for the F030 to play *.MID files.
Does anyone know of such program ??

4226. Toad Software fax#?

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 14:05:25 UTC
From: pkor@phoenix.oulu.fi
Message-ID: <1993Sep18.140525.5838@ousrvr.oulu.fi>
Source record: 200989

My friends need the fax/phone number/address of Toad Software in Maryland.
Are they by any change online ? Can you help ? Thanks in advance !

Pasi
--
p a s i k o r h o n e n p k o r @ p h o e n i x . o u l u . f i

saaristonkatu 3 A 6 90100 oulu finland,europe tel:358-81-377 811

4227. Falcon News group, any chance of a vote

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 14:05:57 UTC
From: sys1@exnet.co.uk
Message-ID: <CDJz5y.Gry@exnet.co.uk>
Source record: 200994

I would like to take a vote to get a new group fro the falcon.

I would also suggest the creation of a couple of FAQs. One about software/
hardware released for the falcon and another detailing backwards compatability.

Xavier

4228. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 14:32:39 UTC
From: zap@eskimo.com
Message-ID: <CDK04s.5E2@eskimo.com>
Source record: 200920
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am having a hard time getting a good copy of dawn125.lzh I believe that is the latest version with the english docs. I think it may be the lzh is not fully implemented on this system or there is simply a lot of corrupted files with the lzh compression method. I have tried wuarchive.wustl.edu and src.doc.ic.ac.uk with no success. Can someone point me to another archive that carries dawn? Maybe in a zoo or arc compression? I haven't had even 1 lost file with zoo or arc. Thanks for your help!

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

4229. Serial Mice and Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 14:37:44 UTC
From: andrew@minster.york.ac.uk
Message-ID: <748363063.13175@minster.york.ac.uk>
Source record: 201000

Has anyone had any success with sticking a serial mouse or PS/2 mouse onto a Falcon. I need a trackball and these are not like the Atari standard mice are they? I suppose I'll need a driver too!

Any help with mice, connectors, and driver software would be greatly appreciated.

-Andrew

4230. Where to find X-OR profiles?

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 15:02:35 UTC
From: selick@csa.bu.edu
Message-ID: <27f7ub$7uj@news.bu.edu>
Source record: 200993

Are X-Or Profiles pd? If so, where could I find profiles for newer
machines?
-Steve
selick@csa.bu.edu

4231. terminalprog for mgr

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 15:25:53 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CDK2v6.K54@cs.vu.nl>
Source record: 200995

I am looking for a terminal programm that runs under MGR/MiNT
It would be great if it had vt100/zmodem but if it works fine
I am aready happy :-)

BTW: Does anyone know how to make a desktop like .Xsession and stuff
in mgr.rc? That is, Place icons and so on?

Thank

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

4232. ACN PD Library Adress

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 15:45:17 UTC
From: ohb@dutsh7.tudelft.nl
Message-ID: <ohb.748367117@dutsh7.tudelft.nl>
Source record: 200978

Hi there,

In this group I read a lot of questions about where to post shareware programs.
You can send everything to the following adress:

- ACN PD Library
- PO BOX 5011
- 2000 CA Haarlem
- The Netherlands
- attn. M. Drost
- (+23)-35 11 00

If you add a little note and a README-file that tells something about the
program, we are more than happy to distribute your games, utils, demos and
everything else through the magazine Atari ST Nieuws.
We have the largest PD Library in Holland (over 1800 titles) and are in close
contact with other mayor PD Libs all over the world.
If you send your programs to us, I'm sure that in a short time it will be
available on different places.

If you also add a short ONNO.DOC with an E-mail adress, I will tell you when
we start distributing it, translate the description I made and also give you
a honest opinion about the quality of your work.

By the way, it will be good for my position if you mention my name.......

Good Luck,

Onno Hardebol

--
When the going gets weird, the weird turn pro!

Onno Hardebol (ohb@dutsh7.tudelft.nl)

4233. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 16:12:35 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c9a3e81@troedp4.ct.se>
Source record: 200991

```
>> The Jaguar was brought up because Atari has virtually abandoned the
>> Falcon already, putting (according to Bob Brodie, just to satisfy
>> Warwick's curiosity) all its resources ($35 million, down from the
>> $50 million they said they had to launch the Falcon) toward launching
>> the Jaguar.
>>
>> They haven't abandoned the Falcon, this is plain BS! Just because
>> they're investing a lot of money in the console market does not mean
>> they give up the computer-market... The money they make on the jaguar
>> will probably be used to develope new Falcons...
>
> One would think that if the Jaguar makes money that Atari will
> reinvest most of the money in the Jaguar. (It'll maximize their
> return).

Oh yes, and simply let all the money they have already invested in the
Falcon-line go to waste? Probably not! Why do you think they have continued
making computers thus far?

*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

4234. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 16:12:36 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c9a3ff2@troedp4.ct.se>
Source record: 200992

```
|>> Currently I'm mainly using Superbase 2, Lattice C, Ghostscript,
|>> DevPac, TruePaint,
|>> Wordwriter, 1St WordPlus, That's Write, Timeworks DTP, Cixcomm and
|>> mounds of PD and
|>> utilities as well as hardware like BlowUp030. When I changed from
|>> MSTe to falcon,
|>> the only thing that would no longer run is VIP Professional.
|>>
|>> Do you mean Timeworks DTP v1 or v2? I can't get v1 to work so please
|>> let me know if you can!
|>>
> I'm using 2.0x. It is however a beta copy. GST have updated the program
> to be falcon compatible after some discussion on CIX as to what
> wasn't working. The version I have seems to work fine although I cannot
> yet print. :-( They are looking at this currently. The Falcon version
> will AFAIK have no extra functions apart from working and supporting
> Speedo.

Do you know how much an upgrade from version 1.05 to the Falcon-
compatible 2.0x will be? Who do I contact to make such an upgrade??

*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

4235. Screen Update

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 16:50:24 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CDK6s0.DJ5@darkside.osrhe.edu>
Source record: 200999

Message on Sep 17, from <asm@world.std.com> (Andreas S Meyer)
Talking about 19200bps connection to his modem using Flash:

>It is quite odd to see the modem complete a data transfer
>faster than the computer can update the screen.

It is not the computer, that cannot update the screen at this
speed, but Flash which cannot keep up. The fastest speed Flash is able
to handle is 9600bps.
Bill Hallman <bh@okcforum.osrhe.edu>

4236. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 17:25:38 UTC
From: B7NS <B7NS@MUSICB.MCGILL.CA>
Message-ID: <18SEP93.13421561.0057@VM1.MCGILL.CA>
Source record: 200996

Hi,

In article <H.eg.u2qLDu2rM6s@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <2c94c436@troed.ct.se>, Rickard Troedsson writes:
>> In a message of 13 Sep 93 10:49:56, Bob_bobr_retelle wrote:
>>
>> B> Well, the original post said 100% faster, 200% better throughput...
>> B>
>> B> But even at double the clock speed, this has to be the ONLY ADSpeed
>> B> on the entire planet that gets a 100% increase in performace.
>> B>
>> B> Even ICD doesn't advertise it that way.
>>
>> Sorry, you're wrong again ... Math = Increase 100%
>> Overall = Increase 80%
>>
>> That's what I wrote in the original posting, if you don't know how to remember
>> figures, erase yourself from this world ..
>
>Whatever benchmark you're using is lying to you and using a test that
>fits completely into your CPU's cache. By all accounts (from ICD, Bob
>Allen, etc... all of the 16Mhz 68000 upgrade makers) the performance
>boost you'll see is about 30% or so, _depending_on_the_application_.
^^^^^^^^
I get 80% speed increase on average with my AdSPeed. Only programs
that have very large loops will suffer and have a worse performance.

>Try running a few dhrystones and tell us what you got; try raytracing a
>few images (us POV-Ray on the basicvue.pov at 320x200 and say how long
>it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
>takes a '486/33 with no cache 56 seconds).
^^^^^^^^^^^^^^^^^^^^
Don't forget that a 486 has an integrated FPU, which your ST does not
have. This makes for a VERY big difference.

>
>--
>------------------==------------------
> cherborth@semprini.tdkcs.waterloo.on.ca
> Chris Herborth
>.
>.

Peter.

****
* Peter Twarecki, graduate student * b7ns@musicb.mcgill.ca *
* McGill University, Montreal, Canada * petet@emf.lan.mcgill.ca *
****

4237. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 20:11:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5088@MS.maus.de>
Source record: 200914

In article <279d8n$g5@wembley.uni-paderborn.de>, Andreas Dangberg
(sprudel@wembley.uni-paderborn.de) wrote:
>Why can't I use the Speedo-fonts which are in the X11R5
>distribution with Speedo GDOS. The fontnames are recognized
>and the fonts are installable, but they don't work.
>Who cam give me informations ?

Speedo doesn't understand their encryption. This will be changed in future
releases (don't ask when).

4238. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 20:21:34 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Sep18.202134.13694@oucsace.cs.ohiou.edu>
Source record: 200902

While we're on this subject, can someone tell me how to get into
Death Row? That is, aside from using a dungeon editor. One set of
maps I have shows a pit (in the Ros zoooom section) that should drop
you there, but this pit is never there when I come by. Any ideas?

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4239. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 20:22:40 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <748498204.0@mettav.royle>
Source record: 200940

On 14 Sep 93, Michael Schwingen sprayed on a
wall...

> Dawnauto needs an installed cookie-jar, but does not install
one
> itself when there is none, so this might be your problem. Simply
make
> sure that there is any program *before* dawnauto that installs a
cookie-
> jar. The position of dawnauto in the auto-folder should not be
critical
> since dawnauto itself does not hook into any vectors.

Ok thanks for taht... i'll check it out... although i think i've
seen
a later version somewhere....

Cheers,

+---+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:440/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
90% of everything is
crude.

* Origin: STeve's Cyber-Island
(100:1011/0.10)

4240. Re: Magazine troubles, Help!

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 20:24:38 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <748498204.1@mettav.royle>
Source record: 200941

On 14 Sep 93, -Unknown- sprayed on a
wall...

> ST User had a problem duplicating this month. They had a batch of
disks
> copied
> as 9 sector when they were 10 sector hence the inability to read
> anything from
> them. I subscribe and received a new disk without asking 3 days
later.
> The magazines were pulled from the shops (apparantly) and appeared
a
> few days later
> presumably with fixed disks. You can send the disk back for a new
copy.
> Details
> are in the magazine.

Thanks for that info... I picked up a copy from Smiths and it
didn't
work... said it was a corrupted disk :-O

Cheers,

+---+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:440/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
90% of everything is
crude.

* Origin: STeve's Cyber-Island
(100:1011/0.10)

4241. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 20:35:35 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDKH7C.MFq@ecf.toronto.edu>
Source record: 200901

In article <H.eg.eUpMaZn_09I@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <90448@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>> So far the only thing Atari has demonstrated is their ability to destroy
>> a dealer network, not support one.
>>
>> With every new product, there have also been promises of a new effort to
>> rebuild the dealers... it's never happened.
>
>It's been over a YEAR since the Falcon announcement, and the (apparent)
>efforts to rebuild the dealer network... Do they have a dealer network
>yet? No way. I'll bet you can count the number of new dealers on your
>fingers; you can't really count music stores carrying the machines,
>since #1, people don't go to _music_ stores when they want to buy a
>computer, and #2, music store employees generally know almost nothing
>about computers.

What are you talking about?! Of course you can count music stores as dealers!
After all the Atari is billed as a _music_ machine in so much of it's
advertising (however much there is). And musicians ARE people after all...
Besides, would you rather have music stores selling rather than _nobody_
selling them?? For your second point, what makes you so sure that music
store employees don't know anything about computers? What kind of a stupid
stereotype is that?? What did you base that theory on? Steve's Music or
what?? If you base *anything* on Steve's, you'd come out of it thinking that
all employees are boneheads!! :)

BTW, (Chris probably knows, but Steve's is a music store in downtown Toronto...
and a very expensive one to boot! :)

AcEzE
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4242. Re: Falcon News group, any chance of a vote

Newsgroup: comp.sys.atari.st
Date: 1993-09-18 23:48:56 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Sep18.194856.15801@umiami.ir.miami.edu>
Source record: 200907

In article <CDJz5y.Gry@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>
>
> I would like to take a vote to get a new group fro the falcon.
>
> I would also suggest the creation of a couple of FAQs. One about software/
> hardware released for the falcon and another detailing backwards compatability.
>
> Xavier

I second this suggestion. So how do we do it? If a vote is needed, I will
be more than happy to take it.

Mark Santora

4243. BASE TWO files incompatible with TOS 2.xx?

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 01:45:37 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Sep18.224537.16415@ac.dal.ca>
Source record: 200909

A member of my local user group (NSACUG) asked me tonight about the following problem, and I said I would ask here about it, so here goes ...

He has just upgraded a Mega to TOS 2.06 and now finds he can't load data (.TWO) files into the data base program BASE TWO. I recall that the old DBMaster wouldn't run on my MSTE either, and I gather BASE TWO is an update on DBMaster, so perhaps it's the same problem arising in both cases. Anyway, the question is, is there anyway of overcoming this problem? How about translating the .TWO files for some other database program?

Posting here or responses by email would be very welcome. If useful info comes in by email I'll summarize to the net.

Thanks very much for any help on this.

John

4244. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 02:01:00 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993Sep19.020100.26639@liberty.uc.wlu.edu>
Source record: 200908

Jan_Willekens@p12.f202.n281.z2.fidonet wrote:
> Hi!

> I FTPed some .gz files, but can't seem to find the right depacker for it. I
> have tried TAR, GNUzip and normal ZIP, but they don't seem to do the trick.
> Which depacker should I use?

Hmmm. *.gz is a Gnuzip'd file. gunzip or gzip -d should decompress
it.

CJW

>>
=== Colin J. Wynne E-Mail: cwynne@liberty.uc.wlu.edu ===
=== Washington & Lee Univ. NeXT-Mail: cwynne@sage.wlu.edu ===
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

4245. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 02:09:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <90967@cup.portal.com>
Source record: 200910

Re: question about getting into "Death Row" in Chaos Strikes Back.

There's only one way to get in, and that's as "punishment" for using a particular set of thieves' tools on a level above.

Other than a lot of grief, there's nothing in there of real interest...

BobR

4246. I NEED A PD DISASSEMBLER

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 03:24:07 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep19.032407.101979@zeus.aix.calpoly.edu>
Source record: 200911

Can some-one reccommend a P.D. disassembler. I looked around on the net, an cannot find one. i.e. (Compiled Code >>> Assembly).

Thanks in advance.

Chris.

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4247. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 03:37:14 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <112615@hydra.gatech.EDU>
Source record: 200912

A newly announced product is available from chroMAGIC called Pianistics.
Contact chroMAGIC at:

chroMAGIC Software Innovations
516 North Jackson
Joplin, MO 64801 USA

Phone: 417-623-7393

Delphi: JIMCOLLINS (Internet: JIMCOLLINS@delphi.com)
GEnie: J.COLLINS22 (Internet: J.COLLINS22@genie.geis.com)

--
Opinions expressed are my own.

4248. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 04:15:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1jTAil6oPg6@semprini.waterloo-rdp.on.ca>
Source record: 200899

In <279d8n$g5@wembley.uni-paderborn.de>, Andreas Dangberg writes:
>
> Why can't I use the Speedo-fonts which are in the X11R5
> distribution with Speedo GDOS. The fontnames are recognized
> and the fonts are installable, but they don't work.
> Who cam give me informations ?

The only BitStream fonts I've been able to track down from any of the X
distributions were BitStream Charter and BitStream Courier 10-Pitch, in
Adobe Type-1 format.

Being Type-1, which is about 3,000,000 times more common than Speedo,
they won't work with SpeedoGDOS; they work fine with PageStream though.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4249. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 06:19:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.698308@cix.compulink.co.uk>
Source record: 200631

In article <gate.VRT30B1w164w@sterbbs.nl>, urnash@sterbbs.nl (URI SHIMRON) writes:
>hi!
>
>ogal@cix.compulink.co.uk said that he thought that the internal x y and
>z modem used in connect were the best. I used conNect and i can tell
>that with my version of ConNect (2.20) and with my TOS it didn't work at
>all, I just got time-out.
>I've heard that it is a problem with the internal xyz-modem on all ST's
>and that it only works when there is computer running conNect on the
>other side of the line.
>
>uri shimron
>

There were some problems in v2.10, but as far as I know, v2.20 works 100%.
Which TOS version do you use?

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4250. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 06:19:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.698307@cix.compulink.co.uk>
Source record: 200632

In article <H.eg.u2qLDu2rM6s@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>Whatever benchmark you're using is lying to you and using a test that
>fits completely into your CPU's cache. By all accounts (from ICD, Bob
>Allen, etc... all of the 16Mhz 68000 upgrade makers) the performance
>boost you'll see is about 30% or so, _depending_on_the_application_.
>Try running a few dhrystones and tell us what you got; try raytracing a
>few images (us POV-Ray on the basicvue.pov at 320x200 and say how long
>it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
>takes a '486/33 with no cache 56 seconds).
>

I disagree. I have tried compiling the same program on my ST. At 8 MHz it
took 62 sec, at 16 MHz it took 40 sec (both include hard disk access for
include files). That's much more than 30%.

Some accelerators use video RAM caching (not sure how), so that an ST is
about 30% faster than a MegaSTE in display.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4251. Re: Screen Update

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 07:43:23 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CDLC4B.7Jw@cunews.carleton.ca>
Source record: 200918

In article <CDK6s0.DJ5@darkside.osrhe.edu>,
Bill Hallman <bh@okcforum.osrhe.edu> wrote:
>Message on Sep 17, from <asm@world.std.com> (Andreas S Meyer)
>Talking about 19200bps connection to his modem using Flash:
> It is not the computer, that cannot update the screen at this
>speed, but Flash which cannot keep up. The fastest speed Flash is able
>to handle is 9600bps.

I use flash 1.6 with a UsRobotics 14.4 faxmodem. I set the Flash
program for 19200 (which is a menu option) and it connects to any high
speed system at 14,400, which is the most my modem can take. If the
19.2 is a menu option, I have the feeling that flash can do it.
It is true that characters sometimes look garbled on the buffer
screen because of inability of the screen to keep up. But I have
found that the data that got to the disk is intact when re-loaded
later.
Maybe there are different versions of Flash.

4252. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 08:31:40 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9c1977@p1.f503.n285.z2.fidonet>
Source record: 200844

In a message of <Thu 16 Sep 93 20:06>, "Rasmin van Kessel" (2:281/202.0) writes:

"v> I'm searching for a program that converts pictures in the GIF-
"v> format into a atari-st format.
"v> I'm happy about any help.

There are SEVERAL programs which can do that for you! PChrome 3, ViewGif 1.2, PicSwitch 1.01 and GemView are but a few to name!

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4253. Re: HELP WITH UN-ARC/LHARC/ZOO

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 08:39:58 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9c1c3c@p1.f503.n285.z2.fidonet>
Source record: 200842

In a message of <Fri 17 Sep 93 20:56>, Chris L. Willison (2:281/202.0)
writes:

CL> The Problem: I cannot unarc any archive that is larger than 300K, on
CL> my 720K disk drive. Can I specify a different DEST to the unarc
CL> program, say to drive B, with an empty disk in it, and have the
CL> archive prog, and archive on drive A??

If you have enough memory (1 meg or more), you can try unarchiving from
RAMdisk to drive A: (it's a lot faster!) If you think that is too much
trouble, yes, you can enter a destination path in most archive/de-archive
program's. Just read the manuals for the parameters you have to enter! ;-)

CL> Does anyone know of a shell that will allow you to extract only
CL> certain files, that is compatibel with ARC602, and LHARC2?? Not
CL> unlzh125!

Try XShell... Works really nice! If you don't like that, try one of those
shells where you can enter the parameters yourself! A little work at first,
but it's well worth the trouble!

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4254. Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 08:48:08 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9c1e23@p1.f503.n285.z2.fidonet>
Source record: 200843

Hi to everyone!

Due to the messages here, I grabbed a copy of Warhead too. Great game!
But I keep getting myself killed by the Berserker (first time you meet him)
He scans all my stuff, sends some message like "Heellllooo" and "Fie fo fum,
I smell an organics blood" then he fires a missile which I cannot outrun.
And logically, next thing I do is explode! :-(

I tried leaving with the escape pod, tried to Quadspace away (in both cases
my mission FAILED!) and just to outrun the missile... Nothing seems to
work! Please help!

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4255. Modem 2

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 10:38:20 UTC
From: brusch@eslapion.sh.sub.org
Message-ID: <U26293LTCSBAA@eslapion.sh.sub.org>
Source record: 200929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How con I switch DTR on Modem 2 ???

Stefan

-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** email (UseNet / Subnet) : brusch@eslapion.sh.sub.org **
-- --

4256. Re: Aggressive Party - one month left!

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 10:42:59 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.748435379@vipunen.hut.fi>
Source record: 200921

I have just uploaded Invitation demo to Aggressive Party to ftp.uni-kl.de and to atari.archive.umich.edu. Filename is aggparty.zip. It should appear into proper directory (=demos) in a few days.

Kiia Kallio
Lancelot of Aggression
kkallio@vipunen.hut.fi

4257. Re: WINX 2.1: how to change max

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 11:16:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A46360@M4.maus.de>
Source record: 200937

C>I just got WINX 2.1 from ftp.cs.tu-berlin.de and in all of the docs, I
C>couldn't find any reference to how to change the maximum window limit
C>beyond 8 (the default).

When GEM starts, WiNX switches *all* switches to *ON*. Therefore switch G1 is
set to ON. G1 ON means 40 windows. G1 OFF means 8 windows. So, if you don't
change G1 in your WINX.INF, 40 windows are on. Check, wether the .GLOBAl = -
line contents a 1-. If so, remove the 1-.

BTW, do you use GEMRAM or ROMRAM? If not, WINX can't patch your system.

regards, Jimmy

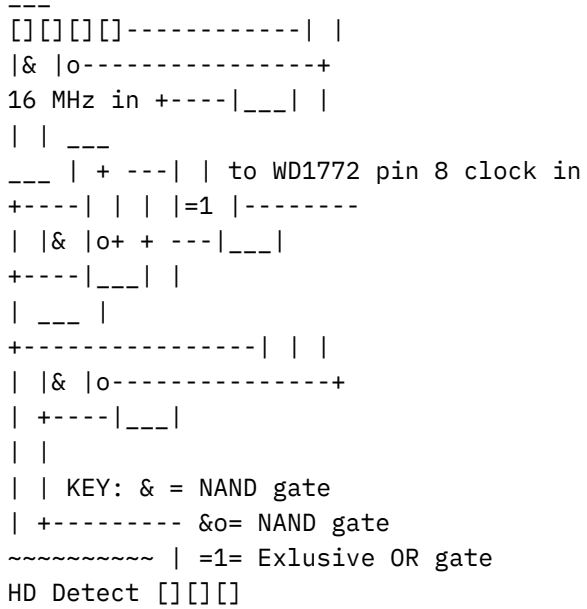
4258. Re: 1.44Mb drives on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 11:34:13 UTC
From: e89dh@efd.lth.se
Message-ID: <27hg3l$dnf@nic.lth.se>
Source record: 200922

This is an old article i used to rebuild my megast
(it worked perfecly, but dont use any of the slow 74-family
to build this).
Path: lth.se!sunic!seunet!mcsun!uknet!strath-cs!baird!ssammy
From: ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE)
Newsgroups: comp.sys.atari.st.tech
Subject: HD modification
Message-ID: <SSAMMY.92Mar31145903@hunter-02.cs.strath.ac.uk>
Date: 31 Mar 92 13:59:03 GMT
Sender: news@cs.strath.ac.uk
Distribution: comp
Organization: Information Engineering
Lines: 96
Nntp-Posting-Host: hunter-02

ok, heres the details of the hardware modification to make to your
ST to get it to work with HD drives.
The following information is from the March 1992 #32 edition of ST FORMAT.
I *might* be able to mail foreign netters postscript or sun raster images
of the actual magazine page. Sorry UK netters- you'll need to buy the mag!

DISCLAIMER: I WILL NOT BE HELD RESPONSIBLE FOR ANY DAMAGE DONE TO YOUR
ST OR DATA AS A RESULT OR SIDE-EFFECT OF THIS MODIFICATION.



8 MHz in

HD detect on Pin 2 on the 34-way IDC cable from the drive.
16 MHz on Pin 39 on Shifter chip
8 MHz on pin 8 of WD1772 (read instructions first)

The standard ST disk controller, the WD1772 chip is clocked at 8 MHz on pin 8, providing the correct pulses for a normal 720K diskdrive. For a 1.44 MByte drive to work at full capacity you need to double this clock speed when reading and writing to high density disks. You also need to buy special high density disks. These are identified by their extra hole. When a high density disk is inserted, the 1.44 MByte drive looks for the second hole in the disk, when it sees this hole it tries to read 80 track 18 sector format, which is way it requires the 16MHz clock. If it detects only one hole, then it requires the 8 MHz clock and tries to read the 80 track 9 sector format.

You have to add the circuit which uses the detection signal from the drive to select the appropriate clock. Pin 2 on the 34-way IDC cable from the drive carries this high density trigger signal. This is a logic 0 for high density and logic 1 for normal density.

[circuit walk-through deleted-- if you can't follow the circuit, don't continue!
-Paul]

Okay, so you've got your clocks, the next problem is what to do with them, you need to open up your ST, locate and cut (eek!-Paul) the circuit board track that feeds pin 8 of the WD1772 (clock in). Use that as the 8 MHz input to the circuit.
Pin 39 on the Shifter chip produces a 16 MHz signal that can be used.
Connect the output of your board to to pin 8 of the WD1772. The existing track has to be cut or else you get a constant 8 MHz signal still coming into the WD1772.
Wires from the Shifter should be as short as possible and, if you can, you should use screened cable to stop any RF interference from the inside of your ST affecting the 16 MHz signal.

IMPORTANT NOTE:

o Not all WD1772 chips are compatible to run at 16 MHz. Due to manufacturing tolerances some are, and some aren't.
You can buy the new STE Ajax chip from Atari (UK phone number 0753 533344) if yours doesn't play ball. Sadly there is no way to detect this before you start.

o Also, when you have two drives, upgrade them both to HD drives, or you'll have problems using the 729K drive when the clock rate is 16 MHz.

Ok, thats all- Paul.

--

"Well spin my nipple nuts | Internet: ssammy@cs.strath.ac.uk
and send me to Alaska !" | JANET : ssammy@uk.ac.strath.cs
Copy this line into your .sig to protect against flames! [beta version .2]

//
//
As I said this may not work on all 1772:s (they are not
speced above 10MHz) but i hasnt heard about anybody whose
1772 failed to work... Anyway DONT DO THIS if you are
unexperienced in electronics a.s.o.
If it fails, go and buy a new 1772 for a couple of bucks
or get a pin compatible 1.44MB disk drive controller.
(IBM have some IC:s i think (Doesnt know the number) You
doesnt have to buy a AJAX chip).

steprate prg and formatter prg is avalible from
atari terminator.

Good luck with your project.

4259. Re: URGENT : CDK -> (E)PS

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 11:45:11 UTC
From: boucard@lmt.ens-cachan.fr
Message-ID: <1993Sep19.114511.13191@nenuphar.saclay.cea.fr>
Source record: 200923

```
|> Please HELP me, it's URGENT :
|>
|> I use Calamus / Calamus SL at home and I have .CDK documents that I want to
|> print at work on a HP Laserjet 4 SI-MX. Is there a way getting Postscript
|> files from my document, or at least something printable on this printer ?
|>
|> Please reply via mail at placou@biomodel.avignon.inra.fr.
|> I'll post the results if I get something interesting, or you can ALSO post it
|> if you want...
|>
|>
|> Losta thanks to the people who will help me !
|>
|> Patrice
|>
```

Patrice,

There are some new modules in the last version of CALAMUS SL.

One of them, call BRIDGE, allow you to export what you want in Postscript
Format, and you can do many other exports in raster or vector formats.

But if you want to print your CDK on a LaserJet 4 in 600 dpi, you can find
a specific driver for your Printer (contact for example SCAP in France).

Hopping you can do some tests on this extaordinary 600 dpi Printer...

Pierre-Alain

4260. Re: WINX 2.1: how to change max

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 11:51:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A51991@SL.maus.de>
Source record: 200936

In article 27alnu$4ff@cville-srv.wam.umd.edu 'Flip' wites:
C>to change the maximum window limit beyond 8 (the default).

Quite easy:

In WINX.INF (located in the AUTO-folder) Your favourite changes must be
defined. You can change GLOBAL and LOCAL switches.
The switch for more than eight windows is a GLOBAL one:

[WINX21.ENG On]
[G1] Increase number of available windows to 40 (instead of 8)
[WINX21.ENG Off

In WINX.INF You have to do this:

.GLOBAL = [...] 1+ [...]

THEN You will get more than eight windows ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4261. Re: I NEED A PD DISASSEMBLER

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 13:27:28 UTC
From: hesche@krone.cs.tu-berlin.de
Message-ID: <27hj7o$mbo@news.cs.tu-berlin.de>
Source record: 200924

In article <1993Sep19.032407.101979@zeus.aix.calpoly.edu> cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:

> Can some-one reccommend a P.D. disassembler. I looked around on the
> net, an cannot find one. i.e. (Compiled Code >>> Assembly).

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/programming:
krone hesche (~): fgrep -i assem ../programming/00INDEX
ddrain13.lzh Desert Drain Disassembler V1.3 05-Oct-92/hesche
disas311.lzh Disassembler V3.11 08-Jun-92/hesche
pbug1_12.tos PeaceBug V1.12, good MC680x0 dis-/assembler 02-Jun-93/hesche

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4262. Re: 520STFM->1040 dip ram upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 13:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46566@M4.maus.de>
Source record: 200890

>I was told by one source that if I found empty pads (to drop 256k x 1
>dip ram
>into) in a 520STFM that I would also need to add some series resistors to
>make the ram upgrade work. Another person disagreed.
>
>Has someone actually personally really done such an upgrade themselves
>and
>can state whether there are some resistors involved or not? I am
>assuming
>that these might be series resistors to reduce overshoot but I don't
>know.

I did several times, all you need is the RAM chips: 4x 414256-120 SOJ. (And don't drink too much coffee before soldering, you'll need FULL control of your hands and fingers - it's a very delicate soldering job...

4263. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 13:39:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46567@M4.maus.de>
Source record: 200894

```
>a 2.5" mechanism. I wasn't aware that you could get the 2.5" mech in a
>300meg
>size. Has this changed?

Toshiba makes a 340 MB drive, Saeagate is up to 240 MB.
```

4264. Re: Problems with xcont1.31

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 13:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46568@M4.maus.de>
Source record: 200891

> Is there anyone else out there who has a TT and has problems with
>the sound.cpx in the distribution (besides the fact that when unarchived,
>the path names for the files that should be in the cpx/ directory are
>miss-named to "cpx-sound.cpx" instead of "cpx/sound.cpx" and put in the
>root directory)? Whenever I run the sound.cpx that comes with the
>distribution, I always get the message "computer doesn't have stereo
>sound" or something like that, when I try to access it in the control
>panel. It doesn't seem to matter whether it is TT/ST ram, or if any
>other
>software is loaded (did same thing with _nothing_ in the autofolder).

Might be an early version of the Falcon's sound CPX. Later versions were called FSOUND.CPX.

Use the SOUND.CPX from your Language Disk - it certainly is the right one for your hardware.

4265. Re: Atari vs the EXPENSIVE world o

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 13:50:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46569@M4.maus.de>
Source record: 200892

> as for having enough money to produce the Falcon 030, its hardly the
>point
>since it has already been created on paper. Its more the fact that at
>least in
>the US the serial #s are still around #1000. If they release an 040
>they'll

Don't go for the serial numbers - every time Atari makes a minor change to the machine, they restart at #0 with a different prefix #.

They did so several times already.

4266. Atari SC1224 or compatible color monitor and hard drive wanted

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 14:26:23 UTC
From: winters@access.digex.net
Message-ID: <27hq6f$e6m@access.digex.net>
Source record: 200925

[No readable article body recovered]

4267. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 15:10:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep19.101035.16802@cobra.uni.edu>
Source record: 200926

In article <A46135@M4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>No such thing as an ST notebook..Atari will never release one because it
>>can't
>>compete with the PowerBooks and Dos buckets.
>
> Wanna buy one? My Atari dealer just 'round the corner has one in stock, and has
> been selling some of them...

No thanks. I want a laptop that has at least an 030, not a 68000.

Peter

4268. USRobotics

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 15:19:41 UTC
From: ad533@yfn.ysu.edu
Message-ID: <27htad$erk@news.ysu.edu>
Source record: 200927

Does anyone know a phone number to reach USRobotics? I am
interested in their line of modems. Thanks in advance. Kevin

4269. Re: I NEED A PD DISASSEMBLER

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 16:44:48 UTC
From: sourada@iastate.edu
Message-ID: <sourada.748457088@vincent2.iastate.edu>
Source record: 200928

In <27hj7o$mbo@news.cs.tu-berlin.de> hesche@krone.cs.tu-berlin.de (Herwig Schelauske) writes:
>krone hesche (~): fgrep -i assem ../programming/00INDEX
>pbug1_12.tos PeaceBug V1.12, good MC680x0 dis-/assembler 02-Jun-93/hesche

Small note: this is Shareware, not PD/Freeware.

--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

4270. Problem with ZOO.TTP (second posting)

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 17:14:53 UTC
From: swhatley@blkbox.COM
Message-ID: <CDM2Ku.B13@NeoSoft.com>
Source record: 200930

A couple of months ago I download ZOO21.TTP from a.a. Whenever I try
to unzoo a file, it bombs (2 bombs). Could the be a problem with
my setup which is as follows:

Mega 4 ST (TOS 1.2)
Megafile 20 (5M and 15M partitions)
50M ICD Fast Drive (15M and 35M BGM partions)
ICDBOOT 6.0.X

I do not think configuration is a problem because I copied ZOO21.TTP
and a small zoo-ed file to a blank floppy and rebooted my system from the
floppy with my hard drives off. It still bombed.

Any help will be appreciated. BTW, I tried downloading ZOO21.TTP from
other sources like wuarchive and ftp.ue.net with the same result.

Thanks,
Steven Whatley
e-mail: swhatley@blkbox.COM

4271. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 19:38:23 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDM97z.Mo9@netcom.com>
Source record: 200931
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CDK04s.5E2@eskimo.com> zap@eskimo.com (Randell Spreadborogh) writes:
>I am having a hard time getting a good copy of dawn125.lzh I believe that is
>the latest version with the english docs. I think it may be the lzh is not
>fully implemented on this system or there is simply a lot of corrupted files
>with the lzh compression method. I have tried wuarchive.wustl.edu and
>src.doc.ic.ac.uk with no success. Can someone point me to another archive
>that carries dawn? Maybe in a zoo or arc compression? I haven't had even 1

For what it's worth, I had no trouble extracting dawn125.lzh.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4272. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 22:13:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A15903@AC.maus.de>
Source record: 200888

C>The new version of BeforeDawn works very well on my system; if I load
C>the SilkMouse mouse accelarator, it still locks up. I'll have to send
C>a copy of this accelarator to the author to see if he can track down
C>the problem.

I don't mind, if you do so ;-) You can also tell me, where to get SilkMouse
(ftp preferably) and I'll download it myself!

C>I've also found that I can load more than one ACC (as long as I don't
C>try to use XControl) under MiNT if I load The Chameleon as well.

Don't use Chameleon under MiNT/MultiTOS or Mag!X. I just doen't work or
is giving you weird problems like you described. You don't need it with
MultiTOS, too!

Ciao,
Arne

4273. ADSpeed STe << WANTED! >>

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 22:55:46 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CDMICy.JzF@mentor.cc.purdue.edu>
Source record: 200933

I am looking for an AdSpeed STe with included software and manuals for
my trusty 1040STe.

Please respond with price, etc.

Thanks,
Jody Lenn

--

____
Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

4274. Re: Why is Falcon memory so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 23:12:39 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <27ip17$lc3@bigboote.WPI.EDU>
Source record: 200934

Zubair Interfaces are NOT out of business..they make a lot of stuff for
PC I think too...prices have changed though...why don't you try to contact them? If you're in the U.S., in th U.K. they are distributed by 16/32 and in
Germany by Richter...ask what theri latest price was...but I think my
pricing wasn't too far off.

Yat

4275. Re: Screen Update

Newsgroup: comp.sys.atari.st
Date: 1993-09-19 23:23:45 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.08l0@outb.wimsey.bc.ca>
Source record: 200866

> It is not the computer, that cannot update the screen at
> this speed, but Flash which cannot keep up. The fastest speed
> Flash is able to handle is 9600bps.

Are you talking about Flash 1.6 or Flash 2? Using Flash 1.6, I have NEVER had 9600 as a limit... everything works fine at 14.4K. Am I missing something in your remarks?

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

4276. E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 00:20:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <27it08$2tg@cville-srv.wam.umd.edu>
Source record: 200935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
There seem to be some problems, even when using the headers from tccompat.zoo
available on a.a.u.e.

The main problem is in porting the assembler code in vars.s and rc_ob.s. GAS
doesn't use Motorola syntax and so far, I'm having some problems getting
GST2GNU to recognize object files created with DevPac ST 2.08...

4277. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 04:46:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDMyKp.BvJ@jonh.wimsey.bc.ca>
Source record: 200946

zim@IBX.COM (Bill Zimmer) writes:
>>They haven't abandoned the Falcon, this is plain BS! Just because they're
>>investing a lot of money in the console market does not mean they give up the
>>computer-market... The money they make on the jaguar will probably be used to
>>develope new Falcons...

>One would think that if the Jaguar makes money that Atari will reinvest
>most of the money in the Jaguar. (It'll maximize their return).

I agree. And what's more, think about this. Say Atari manages to
actually become a success at marketing video games with th Jaguar. What
do you think the likelyhoood is of them returning to the computer
market, where so far they've done a good imitation of a complete failure.
Knowing Atari's history of dropping product on the spur of the
moment, I would not be surprised at all if they abandonded completely
the computer market if the Jaguar was a success.
Of course, this is assuming that Atari can make a success of the
Jaguar. They've proved many times their ability to snatch defeat from
the jaws of victory. Just look at the lynx.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4278. wanted - ST gear

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 05:20:23 UTC
From: winters@access.digex.net
Message-ID: <27jein$heq@access.digex.net>
Source record: 200938

Sorry to have to post this again - a fellow Atari enthusiast is looking
for color monitor & hard drive for 1040 ST. If anyone in Washington D.C./
Baltimore/Annapolis/Northern Virginia areas has these items for sale,
please contact me....

---- Mike

4279. Re: Connect (terminal software)

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 05:38:32 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep20.053832.178703@zeus.aix.calpoly.edu>
Source record: 200939

In article <1457@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <278enn$snc@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>>Can anyone tell me how to get an English version of Connect? I D/L'd it and
>>it is in German, is there even an English version?
>
>
> If you downloaded Connect 2.20, then it is also the english version.
>You simply need to rename a couple files (hope I get these names right):
>
> -rename CONNECT.RSC to CONNGER.RSC
> -rename CONNECT.HLP to CONNGER.HLP
> -rename CONNENG.RSC to CONNECT.RSC
> -rename CONNENG.HLP to CONNECT.HLP
>
> After making these renamings, when you load up it should be in
>english (this should also apply to some earlier versions of CoNnect as well)...

Just to make a clarification:

CoNnect2.20 is not a _complete_ distribution of CoNnect. It is
just the files that were updated between 2.10 and 2.20. You should
download _both_ 2.10i and 2.20i, then perform the tasks described above,
to get the current version of CoNnect in English.

> Robert.Anisko@daytonoh.ncr.com
> R.ANISKO@genie.geis.com

-MikeB
Wolfgang's American Representative,
and long-time CoNnect user.

4280. I need ST -> PC cable pinout

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 07:23:17 UTC
From: paulr@mario.inmos.co.uk
Message-ID: <1993Sep20.072317.18181@inmos.co.uk>
Source record: 200943

Can anyone tell what pins I need to connect to make a cable to plug into the modem port of the ST and a serial port on a PC. The PC has a 9 pin D type connector. I want to be able to transfer files back and forth between the machines, using comms software. I'd appreciate email responses as I don't regularly read this group.

Thanks

Paul Robins (paulr@inmos.co.uk)
Inmos Ltd, Bristol, UK.

4281. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 07:34:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDn6DB.D03@cs.ruu.nl>
Source record: 200942

In <H.eg.ihSxY1Nud6Y@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>4M is NOT enough for C++ programming; 8M would be ideal, and so much
>cheaper than 16M (of which 2M is wasted).

You mean: as long as the only C++ compiler available is GCC!
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4282. HackFAX problems

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 08:19:54 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Sep20.081954.11600@rzu-news.unizh.ch>
Source record: 200944

[Article crossposted from comp.sys.atari.st.tech]
[Author was Beat Meier]
[Posted on Mon, 20 Sep 1993 07:59:45 GMT]

Hello all

I've just installed Hackfax 1.00 from the nic.switch.ch which is
a mirror site of wuarchive.wustl.edu and I've a problem.
The SENDFAX.TTP works fine but if I want to start the FAXVIEW.PRG
the program starts and returns imeadeatly (with 4 bombs). I tried
to debug but then the debugger bombs.
The file FAXVIEW.SYS who is listet in the readme.txt isn't there instead
there is the file FAXVIEW.INI.

I've an 1040ST with 1M Ram and TOS 1.4.

How can help ?

Thanks a lot

Beat

--

Beat Meier
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University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

--

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CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

4283. Re: Mint 1.09 and XFSes

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 08:45:18 UTC
From: ft1wf@ft1sparc.ft1.tu-harburg.de
Message-ID: <4768@rztsun.rz.tu-harburg.de>
Source record: 200945

In article <2c9ae439@p12.f202.n281.z2.fidonet> 18 Sep 93 10:34:24 GMT
Jan_Willekens@p12.f202.n281.z2.fidonet wrote:
: In a message of <Wed 15 Sep 93 12:21>, Werner Fleck (2:281/202.0) writes:

: WF> Is there a ftp-site where I can get MiNT 1.09 from? I looked at
: WF> atari.archive.umich.edu but there is only 1.08.

: No, as far as I know not. The diffs for 1.07/1.08 to 1.09 were
: distributed through the MiNT mailing list.

Well, and where can I subscribe to this mailing list? I looked through the
MiNT docs and a news.answers mailing-lists list and found nothing :-(

Werner

--
* Werner Fleck * email: Fleck@tu-harburg.d400.de *
* Arbeitsbereich Fertigungstechnik I * pgp public key on request *
* Technische Universitaet Hamburg-Harburg *---------------------------------*
* Denickestrasse 17 * Tel.: +49 40 7718-3286 *
* 21071 Hamburg * Fax: +49 40 7718-2500 *

4284. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 09:04:55 UTC
From: error@stack.urc.tue.nl
Message-ID: <27jrnn$jvc@tuegate.tue.nl>
Source record: 200948

lodge@ferndown.ate.slb.com (Mathew Lodge) writes:

>The X11R5 Speedo fonts are encrypted with a different ID, so you cannot use
>them in the Atari licenced Speedo engine. End of story.

Hmmm, does this mean that I also wouldn't be able to use the fonts I got
with SpeedoGDOS with say WP 6.0 if I ever get rich enough to buy a copy
of the program?

Erlend.

4285. Bstat

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 09:15:08 UTC
From: ALN42@CIUC2.UC.PT
Message-ID: <1993Sep20.091508.2525@matuc2.mat.uc.pt>
Source record: 200853

Got Bstat from a.a but it doesn't work, can anyone tell me about other places where I can get it?

Thank you!

4286. Re: HSC mailing list. Request for Opinions

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 09:15:15 UTC
From: error@stack.urc.tue.nl
Message-ID: <27jsb3$k1a@tuegate.tue.nl>
Source record: 200949

error@blade.stack.urc.tue.nl (Erlend Nagel) writes:

>and I'll see if there is enough interest to create a mailinglist.

So I know it is in bad taste to reply to your own messages ;-)
Well I have got a few replies. Enough for a start so I will start the
creation of the mailinglist. This may take some time, because I have to
get the necessary programs, permission from system administration and
such. I'll post when it is done. Meanwhile, I am would still like to
hear from more people interested in a Heat 'n Serve C mailing list.

Erlend.

4287. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 09:43:38 UTC
From: error@stack.urc.tue.nl
Message-ID: <27ju0a$k4i@tuegate.tue.nl>
Source record: 200950
Cross-posted to: comp.sys.atari.st,umich.archives

atari-archivists@atari.archive.umich.edu (Atari Archive Robot) writes:

> -rw-r--r-- entropy 37885 Sep 15 06:44 ./Mint/Lib/mlib35d.zoo
> -rw-r--r-- entropy 111966 Sep 15 08:02 ./Mint/Lib/mntinc35.zoo
> -rw-r--r-- entropy 400950 Sep 15 08:09 ./Mint/Lib/mntlib35.zoo

So a new mintlibs patchlevel. What has changed? And is a Heat 'n Serve
version in the making ;-) ?

Erlend.

4288. questions about MGR

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 10:55:02 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CDnFnr.AE2@cs.vu.nl>
Source record: 200851

I am trying to build a system with MGR, but I have a few questions:

- I downloaded VDImgr, but it was no improvement, although the docs sugested that it was. Which one should I use (I now use mgr.zoo from the MiNT distr. Kit)

- Are there any programs that make use of icons or any other graphical interphase?

- When MGR is started, keeps my Mega STe running at 16MHz with blitter on?

- Can you make a desktop like X-windows that, when you startup, automaticly some programs are started and icons displayed and so-on.

- Does anyone have a good comm-pack for mgr? I now use mgrterm, but I need (as a minimum) a vt52 emulation. But if you set TERM to VT52 the program does not understand taht it is running in mgr. (because the only way to check, is to check the TERM var)

- Why are more and elvis so buggy. More does not delete it's line saying how many bytes it has printed. So if there is an empty line in te text, the more status bar scrolls up.
The atari gives hard-returns so Elvis has all sorts of ^M in the text. And when I modify the text, the status line scrolls out of the window. Is there a modification to the TERMCAP wich solves this problem?

- Does anyone has some general hints and tips...

Thanx, if I get any responses I will post a summary to the net...

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

4289. God bless MSA !

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 11:23:01 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <27k3ql$ok2@wsinis01.info.win.tue.nl>
Source record: 200854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The program converting disks to imagefiles, the MSA program,
has an ugly interface, yells clumsy error messages, and
has a 2 to 3 bomb attitude whenever it feels like it.

I hate working with it, I hate floppydrives, I hate everything about MSA
and the author should be hung high and married to a donkey;
in either order.

I'm sure he ment well,
but there's no arguing with boiling blood.

Glad to bother an audience of potentially 20 million people with this,
on to the next article.

RowdyB (close to crime.)

4290. Problems with compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 12:17:42 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9d9f7a@p12.f202.n281.z2.fidonet>
Source record: 200863

Hi!

Yesterday I decided to upgrade my GNU setup from GCC 2.3.3 to 2.4.5 and
MiNTLib pl34 to pl35. Compiling the MiNTLibs went (after a lot of troube)
fine, but then I decided to recompile MiNT 1.08 with this new setup. And
then the real trouble began:

I encountered some errors which I hadn't seen before. (I managed to compile
MiNT 0.9something up through 1.09 without any difficulty using my old
setup) All went fine up to this point:

```
gcc -O -o asmtrans.ttp asmtab.o trutil.o trans.o \
-llio

trutil.o: Undefined symbol -yyerror referenced from text
trutil.o: Undefined symbol -yyerror referenced from text
trutil.o: Undefined symbol -yyerror referenced from text
trutil.o: Undefined symbol -yyerror referenced from text
trutil.p: Undefined symbol -yylval referenced from text
trutil.p: Undefined symbol -yylval referenced from text
trutil.p: Undefined symbol -yylval referenced from text
trutil.p: Undefined symbol -yylval referenced from text
trutil.p: Undefined symbol -yylval referenced from text
trutil.p: Undefined symbol -yylval referenced from text
main.o: Indefined symbol -main referenced from text
```

And that was that. I switched back from GNU 2.4.5 to 2.3.3 and from
MiNTLibs pl35 to 34, but this didn't help. I used Gnumake 3.63 and GCC-LD
pl33 and pl36.

Anyone any ideas?

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: The black dog runs at night... (2:281/202.12)

4291. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 12:33:48 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9da3bc@p12.f202.n281.z2.fidonet>
Source record: 200881

>> I FTPed some .gz files, but can't seem to find the right depacker for
>>it.
>>I
>>> have tried TAR, GNUzip and normal ZIP, but they don't seem to do the
>>trick.
>> Which depacker should I use?

>Hmmm. *.gz is a Gnuzip'd file. gunzip or gzip -d should decompress
>it.

I thought so myself, but it didn't work. But after reading your message, I
tried renaming the .gz file into .z. This worked. So gzip -d
wilson_o.gz didn't work, but gzip -d wilson_o.z did. Strange...

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: 27-6-1993... Fish swimming at Parkpop in The Hague :-) (2:281/202.12)

4292. Re: HELP WITH UN-ARC/LHARC/ZOO

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 12:59:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52062@SL.maus.de>
Source record: 200889

```
C>I cannot unarc any archive that is larger than 300K, on my 720K disk
C>drive.
Did You think of installing a RAMDisk?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
```

4293. email to Compuserve?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 13:12:46 UTC
From: jferris@cwa.com
Message-ID: <CDnM1A.1HL@cwa.com>
Source record: 200849

Is it possible to send email to a Compuserve account via internet?
If so, how is the address made up?

Jim Ferris
jferris@cwa.com

4294. Re: E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 13:28:38 UTC
From: hesche@lira.cs.tu-berlin.de
Message-ID: <27k7lu$h93@news.cs.tu-berlin.de>
Source record: 200947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27it08$2tg@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:

> Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
> There seem to be some problems, even when using the headers from tccompat.zoo
> available on a.a.u.e.

The next Release v1.20 (or something like that) should work with gcc :-)

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4295. GEMAR SCSI tape software.

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 13:46:02 UTC
From: scott@telle.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Sep20094602@telle.dmi.stevens-tech.edu>
Source record: 200852

Hello,

I got the shareware version of GEMAR, that steamer software for SCSI tapes and not being fluent in german, was looking for the ENGLISH\ subdirectory mentioned in the readme file. I could not find it anywhere. Does anyone know of a ftp site that has GEMAR with the ENGLISH\ subdir included? Also does the author of GEMAR read news? if so can he mail me as I would like to register for this product, but these overseas transactions are always quite a hassle.

cheers,
scott.

PS. I am using a 1.2 Gig 4mm DAT drive on the SCSI buss of a TT, if someone knows of some english software that will read/write such a device connected to the TT SCSI bus then please let me know.

cheers,
scott@telle.dmi.stevens-tech.edu
scott@dmi.stevens-tech.edu
scott@menger.eecs.stevens-tech.edu

4296. Re: Civilization, STOS & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 14:08:09 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CDnoLM.KLD@news.chalmers.se>
Source record: 200856

In article <276vk1$fp@hunter-09.cs.strath.ac.uk> bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:
>Civilization runs fine apart from the buggy colours,but it is relatively easy
>to get used to them. I have had no luck with Backward or Magi in solving this
>one problem.

It has been quite a while since I looked into this, but the information below
is at least almost correct.

The colour problem should be easy to fix with a program such as Backward, since
it's a feature of the Vsetscreen and Blitmode (or something like that) calls.
Civilization sets the colours before it sets the screen mode and even later it
turns on (or was it off?) the blitter.
On the Falcon those calls seem to copy the palette from the Falcon specific
256 entry one to the ST compatible one. This causes the colours to reset to
the ones used on the desktop (or perhaps it was some Falcon defaults).

What I did was to simply disable those calls and start the program from ST low!

Another problem was that Microprose had mixed up GEMDOS and BIOS keyboard input
calls, which caused the program to repeatedly detect a pressed '\0'.

Finally, I disabled the sound.

After these fixes Civilization ran from harddisk with the correct colours,
even without using Backward.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4297. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 14:43:48 UTC
From: eye@cs.hut.fi
Message-ID: <EYE.93Sep20174347@cardhu.cs.hut.fi>
Source record: 200729

In article <1993Sep19.020100.26639@liberty.uc.wlu.edu> cwynne@liberty.uc.wlu.edu (Colin J. Wynne) writes:

>> I FTPed some .gz files, but can't seem to find the right depacker for it. I
>> have tried TAR, GNUzip and normal ZIP, but they don't seem to do the trick.
>> Which depacker should I use?

>Hmmm. *.gz is a Gnuzip'd file. gunzip or gzip -d should decompress
>it.

Old gzip versions (<=1.07 something) use the extension .z and these
version don't recognize the .gz extension. If you rename the file .z
extension or feed the input file via stdin the old gzip should be able
to uncompress it. Anyway the latest gzip is available from
garbo.uwasa.fi: unix/arcers/gzip124.tar.Z.

/eye

--
<(O)> Petri Kuittinen, alias The Eye of Brainwash Company <(O)>
<(O)> ADDRESS: Timpurinkuja 1 C 39, SF-02600 Espoo, Finland <(O)>
<(O)> EMAIL: eye@niksula.cs.hut.fi, PHONE: 90-5102228 <(O)>
~What we cannot speak about we must pass over in silence. -L. Wittgenstein

4298. Disk Drive for 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 14:51:02 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep20.145102.13345@ee.eng.ohio-state.edu>
Source record: 200855

I need a disk drive for a 1040 stfm. I'm new in the Atari world and I have no idea where to look for one. I can't seem to find any computer store that still works with Atari ST's. So you guys are my last resort. I live in the Columbus OH area. A used drive would be fine. I'm willing to travell to Pitt, Cleveland, Cinci or Indianapolis to find one.

Thanx, Xan.

4299. Re: WINX 2.1: how to change max

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 14:56:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A46584@M4.maus.de>
Source record: 200895

```
SD>In WINX.INF You have to do this:
SD>
SD>.GLOBAL = [...] 1+ [...]
SD>
SD>THEN You will get more than eight windows ...
```

False!

A short extract of my WINX.INF:

```
# WINX.INF
[stuff deleted]
# Globale Schalter
# ================

# Beim Start des GEM werden zunaechst alle globalen Schalter einge-
# schaltet. Dann werden die unter .GLOBAL angegeben Schalter veraendert.
# Syntax: '.GLOBAL' '=' <SCHALTERLISTE>.
```

This means:

```
Global switches
===============

When starting GEM, all global switches are switched on. Then the switches of
.GLOBAL are changed.

Therefore he has to check, wether there is a .GLOBAL = 1- statemant in his
WINX.INF. If so, he has to remove the 1-.
```

regards, Jimmy

4300. Re: Problem with ZOO.TTP (second posting)

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 15:40:54 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748539652@amazon.cs.duke.edu>
Source record: 200857

From the Holy Book of <CDM2Ku.B13@NeoSoft.com>
as spake by swhatley@blkbox.COM (Steven Whatley) :
>A couple of months ago I download ZOO21.TTP from a.a. Whenever I try
>to unzoo a file, it bombs (2 bombs).

Hmm. Could be the executable is bad. Try Mint/Utilities/bmintzoo.tos
from a.a; I've been using this with no problems.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4301. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:04:51 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep20.160451.22160@btree.uucp>
Source record: 200858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

There was great fun and frolic in the article from
<H.eg.2a4g31QTeA_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca in which is written:
>If Windows did pre-emptive multitasking, single applications wouldn't be
>able to hog the system so easily. Also, when you install Windows, it
>doesn't multitask DOS programs _at_all_, you have to change the default
>settings to get that to work.

I believe he's agreeing with my comment that Microsoft Windows
doesn't perform pre-emptive multitasking. Or maybe not.

>> True, there is a standard operating system that ships with *every*
>> Atari. It's also true that you can get alternate operating systems
>> (OS-9 springs to mind) that will run on the Atari. I see discussions
>> of alternate file systems on other threads in this and other Atari
>> groups, so I can assume there are a few more....
>
>The alternate filesystem thread has almost nothing to do with operating
>systems; it's about MiNT (which isn't a complete OS, since it relies on
>the underlying TOS to get its work done).

I believe he's agreeing with me again, both on the subject of
alternate file systems (minix is the topic of discussion, I
believe) and alternate operating systems such as OS-9. Is
there some technical wizard that can provide an authoritative
posting on alternate file systems and alternate operating
systems available on the Atari?

And his comment about MiNT seems correct (from what I've seen
of MiNT, anyway): it's a shell over the operating system,
in much the same way that Windows is a shell over MS-DOS.

>> >Atari has been "rebuilding" its dealer network for the past seven years.
>>
>> Persistant, aren't they?
>
>More like 'stupid', IMHO. The number of dealers just keeps shrinking.
>You really can't call music shops 'dealers', since probably 99% of them
>have no clue about computers, they just know that the Atari machines
>have MIDI ports already, and a few good software packages.

Having quizzed the sales people at the local Computer City and CompUSA
regarding their product on display, I can state without fear of rebuttal
that the music store dealers adhere to the same high standards of
knowledge and performance as the computer merchants. :-)

[My Comments Relating To Atari's Marketing Effort Deleted]
>Hahahahahaha....
>Hahahahahaha...

>Atari's _needs_ to be held up by its dealers or it would've died
>completely in the past four years.

If you're saying that the dealers need to sell the product,
you're right! (We seem to be agreeing a lot these days!)

>But still no hardware for them to sell, and no one to sell it to because
>the Falcon is not competitive with _anything_ else on the market.

Not in massive quantities ... yet ... and Atari is being cautious
because the overall market for computers is depressed, for now.
Apple's had to slash prices, IBM's had to lay off workers and
experienced an embarrasing decline in stock price from $120/share
to $40/share, and Commodore ... well they're still in there trying!
This is not the sort of market that encourages a "giant leap forward".

Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
competitive???? <incredulous look> One needs to spend a thousand
dollars _more_ just to get the same performance as a Falcon, yet
the *other* machine is 'competitive'? <even more incredulous look>
And knowing that the rate of change will make the 'other' machine
obsolete in about three years is more competitive than a machine that
remained usable and productive for eight years? <thoroughly
incredulous look>

I don't think so. The MS-DOS machines appear to be the ones that
are 'not competitive'.

>> >The Jaguar was brought up because Atari has virtually abandoned the Falcon
>> >already, putting (according to Bob Brodie, just to satisfy Warwick's
>> >curiosity) all its resources ($35 million, down from the $50 million
>> >they said they had to launch the Falcon) toward launching the Jaguar.
>>
>> It that were true, they wouldn't have been at the San Diego Computer
>> Fair, actively demonstrating only the Falcon!
>
>Yes it would, because they _can't_ demo the Jaguar yet, so the Falcon is
>their only potential source of income right now. They certainly haven't
>been demoing a more powerful Falcon anywhere, now have they?

You're right, they _can't_ demo the Jaguar yet. But if Atari was
using "all its resources ($35 million, down from the $50 million they
said they had to launch the Falcon) toward launching the Jaguar",
then they would *not* have been at the show at all. My point: Atari
is still actively marketing the Falcon.

In another response, I've copied a question posed to Bob Brodie of
Atari and his answer relating to future Falcons. In short, Bob says
there will be more of them coming down the road.

-- George Crissman

```
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*************************************************************************
--
```

4302. ATARI/MAC substitute

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:09:08 UTC
From: dpl@dfv.rwth-aachen.de
Message-ID: <1993Sep20.160908.28746@dfv.rwth-aachen.de>
Source record: 200861

Dear Netter's,
I was wondering if there is sombody out there, who ever thought about
using atari peripherie (Monitor, Keyboard, Mouse) in combination with
a mac computer.
There a still many people using atati maschines (under the mac-emulator
spectre), but since computers are getting faster and faster some
of them might want to upgrade there maschine to a real mac, without
spending much money.
I think, there must at least be a way to take the Atari Monitor and connect it
to the MAC.
Is it possible to use the Atari keyboard at the ADB-bus?? (and the mouse?)
Maybe someone has experiense.
Thanks in advance.
Dieter

--
Dipl.-Ing. Dieter Plassmann | C O M
Communication Networks, Technical University of Aachen | --v-^-v-^-v-^-v--
Phone: +49-241-807925 Fax: +49-241-84964 | N E T S
Email: dpl@dfv.rwth-aachen.de | RWTH Aachen, Germany

4303. Re: Internet Address - CodeHead

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:21:44 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Sep20.162144.18580@sofkin.ca>
Source record: 200865

In article <748423634.0@mettav.royle> Paul.Civati@mettav.royle.org (Paul Civati) writes:
>On 15 Sep 93 at 11:35:02 (Bradley King) wrote the following:
>
> > Does anyone out there know an internet mail address for
> > CodeHead & Working Title in California? I read that updates
> > could be ordered via e-mail and info obtained but I have
> > never seen their address. Any Ideas?
>
>I don't know their addresses but you can mail them if you have their Compuserve
>or GEnie addresses I would have
>thought...
>
>xxxx.xxx@compuserve.com (Note that is '.' not a ',')
>
>name@genie.geis.com
>
>-Paul-
>

CodeHead's GEnie address is CODEHEAD, so you can reach them at
CODEHEAD@genie.geis.com.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

4304. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:25:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDnv1o.G0z@news.cis.umn.edu>
Source record: 200859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27d8tiINNa1q@ymir.cs.umass.edu>, michael@tapestry (Michael Kieras) writes:
>A few days ago, I posted a message describing a problem I had while
>trying to install MultiTOS. A couple of people sent mail to me saying
>that the install program in MultiTOS doesn't work with TOS 1.2 (maybe
>other lower TOS's as well). Quality software, eh?

TOS 1.4 (which works quite nicely with MultiTOS and/or MiNT) has been available for the ST computer line for, oh, at least 4 years now. Your 'quality software' comment is out of order. It is on the same level as a Macintosh owner complaining that a program doesn't run under system 4.1, or that a PC program no longer runs under DOS 2.2.

I know that Atari-bashing has become the 'in thing', but if you insist on using an outdated version of TOS, you'll have to realize that SOME programs aren't going to work correctly. If you own, or wish to own, a hard drive, you had better seriously consider getting a more recent version of TOS than 1.2.

- David Paschall-Zimbel

4305. Serial Mice for ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:26:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.37170.4514.0N184153@canrem.com>
Source record: 200869

Hi Andrew,

-> Has anyone had any success with sticking a serial mouse or PS/2 mouse
-> onto a Falcon. I need a trackball and these are not like the Atari
-> standard mice are they? I suppose I'll need a driver too!
->
-> Any help with mice, connectors, and driver software would be
-> greatly appreciated.

We wrote a program called CyReL Serial Mouse Manager for the
ST/TT/Falcon computers.

It let's you use serial IBM PC/AT mice compatible with the Microsoft or
PC Systems mouse standard.

Additionally you can use the Summagraphics tablets as well.

The whole thing works without any adapters or soldering. You just need
to install a small file in the AUTO folder and a tiny *.ACC program.

You can find a demo version of this program on many systems or simply
leave me a note.
The full version costs just US $13 or Cdn $15. S&H for international
customers is US$2.

If you need more infos, please send e-mail to:
cybercube.research@canrem.com

Best Regards,

Ralf.

4306. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:42:59 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDnvvE.GMw@news.cis.umn.edu>
Source record: 200860

In article <27jrnn$jvc@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>Hmmm, does this mean that I also wouldn't be able to use the fonts I got
>with SpeedoGDOS with say WP 6.0 if I ever get rich enough to buy a copy
>of the program?

Actually, you can use the font package for Word Perfect 6.0 for DOS under SpeedoGDOS. They were selling it at a local EggHead for about $20 a while back, and one of our user group members bought the package for his TT -- the fonts work quite nicely under Atari's SpeedoGDOS. If it works one way (i.e. DOS --> Atari SpeedoGDOS), it might work the other way as well.

Note that this was the font package for the DOS version of Word Perfect 6.0. The Windows version doesn't use Bitstream fonts (at least as far as I can tell...)

-- David Paschall-Zimbel

4307. Re: Disk Drive for 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 16:52:48 UTC
From: greg@walrus.encore.com
Message-ID: <greg.748543968@walrus>
Source record: 200864

>I need a disk drive for a 1040 stfm. I'm new in the Atari world and I have no
>idea where to look for one. I can't seem to find any computer store that still
>works with Atari ST's. So you guys are my last resort. I live in the Columbus OH
>area. A used drive would be fine. I'm willing to travell to Pitt, Cleveland,
>Cinci or Indianapolis to find one.

I just got a TEAK internal floppy for my 1040ST (the old one died) by
mail order from TOAD computer for $79.
You have to cut out a bit on the plastic base, because the eject button
is in a different place (and the disk slot is lower down).
Also the orientation is different, and it is very tough to make the
ribbon cable flip over to reach the drive. (Maybe ask if they'll include
a longer ribbon cable) Anyway I eventually got it to reach alright.
(No idea whether you can find the same drive cheaper elsewhere...
These days 1.44M drives are cheaper than 720K, but I decided against trying
to upgrade to that... TOAD also sells hard-drives, or you might
try ICD (where I got my host adaptor).

TOAD Computer..... 1-800 448-8623
TOAD Computer..... 410-544-6943 Info
TOAD Computer..... 410-544-1329 Fax
TOAD Computer..... 410-544-6999 BBS
ICD.....815 968 6888 (fax)
ICD.....815 968 2228

Good luck,
-greg

4308. MegaST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 17:04:44 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <27knrc$t2d@apakabar.cc.columbia.edu>
Source record: 200862

What I'm selling is a Mega ST2, purchased in 12/88. Let me give you an idea of what's going on with mine:

- Still has the Original TOS 1.02
- Atari Mouse replaced by a Golden Image mouse
- Original CPU replaced by a JRI JATO 16MHz accelerator in a socket. This accelerator clocks at 186% of raw ST speed on pure computation, and it yields a true speed increase of about 20% (it, unlike the Adspeed, isn't cached, to the best of my knowledge). It is hardware switchable (by a toggle on the side of the case) and it has a CPU busy light.
- Original RF shielding removed (when the JATO was plugged in).
- Space on motherboard for an additional 2MB of RAM (supposedly, some MEGA ST2's didn't have the space).
- Original FD replaced in 6/92 with a new Atari drive. It has been VERY lightly used--(I do everything off of my harddisk, or off of a RAMdisk, when possible).
- You may want to get a new keyboard cable for it (some of the wires are a little raw, but it still works okay).
- I still have original box and packaging (although I can't find the FD protector or the Language disk, but I'll try).

I'm asking $350+shipping, but I'm flexible, as I really need some $$$.

Sol Poretsky
hsp4@columbia.edu
S.PORETSKY (GEnie)

4309. Re: Internet Address - CodeHead

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 17:22:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep20.172212.14020@newshost.lanl.gov>
Source record: 200867

In article 93Sep15133502@tintin.mountrouge.smr.slb.com, king@tintin.mountrouge.smr.slb.com (Bradley King) writes:
>
>
>Does anyone out there know an internet mail address for
>CodeHead & Working Title in California? I read that updates
>could be ordered via e-mail and info obtained but I have
>never seen their address. Any Ideas?
>

I don't know about Working Title but you can send email to the CodeHeads by using the GEnie address, j.eidsvoog@genie.geis.com .

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4310. Re: ATARI/MAC substitute

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 17:50:06 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep20.175006.12883@ibr.cs.tu-bs.de>
Source record: 200868

In article <1993Sep20.160908.28746@dfv.rwth-aachen.de>, dpl@dfv.rwth-aachen.de (Dieter Plassmann) writes:
|> Dear Netter's,
|> I was wondering if there is sombody out there, who ever thought about
|> using atari peripherie (Monitor, Keyboard, Mouse) in combination with
|> a mac computer.
|> There a still many people using atati maschines (under the mac-emulator
|> spectre), but since computers are getting faster and faster some
|> of them might want to upgrade there maschine to a real mac, without
|> spending much money.
|> I think, there must at least be a way to take the Atari Monitor and connect it
|> to the MAC.

I don't believe there is a way to connect a 4 to 8 year old
fixed frequency 12 in monochrome monitor to a new (colour?) mac,
it really is cheaper to by a new 14 in *grayscale* monitor

|> Is it possible to use the Atari keyboard at the ADB-bus?? (and the mouse?)

This would be very difficult and my question is, why? I haven't seen
a mac which came without keyboard and mouse.

|> Maybe someone has experiense.
There still is one thing you can use:

The Operating System!

There is a MACMiNT available which alows you to use TOS (not GEM)
PRGs on a MacIntosh.

Here is a quote of a mail i got in response to an
comp.os.linux.development article

Return-Path: <menes@statistik.tu-muenchen.de>
From: "Rainer Menes" <menes@statistik.tu-muenchen.de>

Ja MacMiNT kann fast alle TOS und alle MiNT Programme laufen lassen.

MACMiNT is able to run almost every TOS and MiNT programm.

Bei GEM siehts sehr schlecht aus. Ich habe keine Idee wie man das machen soll.

But GEM seems to be really hard \dots

Wenn ich mich recht errinnere war die Basis die LINE-A Routinen und genau
auf diesem Trap liegen beim Mac die Toolbox Routinen. Ich glaube das wuerde
sehr schwer. Aber ich haette auch nicht geglaubt das einer MacMiNT und
ein fast vollstaendiges TOS auf dem Mac zu laufen gebracht hat wenn ich es

nicht selbst benutzen wuerde. Abwarten bis Atari Freaks auf Mac wechseln
und so ein Ding schreiben.

Habe eigentlich das wesentlich in meinem Artikel in maus...mint gesagt.

I've explained everything in maus...mint (A german mailbox-network)

MacMiNT geht auf jedem Mac, aber es macht erst richtig Spass auf einem
68040. Also ein Centris ist nicht schlecht, ob wohl ich mit dem 660 AV

... i really enjoy it on an 68040 ...

zur Zeiten als den besten Rechner von Apple zu einem guten Preis ansehe.
Der Centris 610 hat halt keine FPU was fuer einige Programme sehr schade
ist, aber mit MacMiNT nicht zu tun hat.

Also MacMiNT gibts auf

MACMiNT is available at:

suniams1.statistik.tu-muenchen.de(131.159.64.1):/pub/mac/MacMiNT.

Ich hoffe es hilft dir weiter, bis demnaechst auf dieser Welle,

Rainer Menes menes@statistik.tu-muenchen.de

Transputer Development Group IAMS - Technical University of Munich

Tel: 49 89 2105 8226
Fax: 49 89 2105 8228

Translation done by me

Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4311. Geneva

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 17:54:44 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993Sep20.175444.148698@zeus.aix.calpoly.edu>
Source record: 200870

I just bought Geneva yesterday. I am so far impressed with it...

#1 the look and feel of the interface is wonderful
#2 the abiltity to task switch is very nice, but I have run into limitations on my 4 meg TT in terms of memory.
#3 the abiltity to 'tear off' menu bar menus in whole is going to be very useful.
#4 the floating task manager is reminisent of my UNIX box I am typing on now.
#5 so far I have not run into too many problems, although there have been

as I work on it more I will post more... probably each day.

also I just bought Photo Studio, an image retouching program for 69 U$D and it is very powerful... although you cannot have a convultion going and do something else at the same time using Geneva... hopefully this will be solved with PowerDos or MiNT implementation, or am I incorrect in my thinking...?

*steve (I have been lurking here all summer and now it is time to jump back into the fracus)

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

4312. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 18:01:53 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep20.180153.27084@iplmail.orl.mmc.com>
Source record: 200876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDnv1o.G0z@news.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
|>
|> I know that Atari-bashing has become the 'in thing', but if you insist on using
|> an outdated version of TOS, you'll have to realize that SOME programs aren't
|> going to work correctly. If you own, or wish to own, a hard drive, you had
|> better seriously consider getting a more recent version of TOS than 1.2.
|>
|> - David Paschall-Zimbel

What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
I have a hard-drive and am running TOS 1.2 with no problems. Are there some
bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
enhancements things that most users could live without???

Larry Richardson
richards@foghorn.orl.mmc.com

4313. Glendale '93

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 18:04:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep20.180422.20406@newshost.lanl.gov>
Source record: 200872

Just wanted to post a public 'Thank You' to John King Tarpinian, the H.A.C.K.S. group, and all the myriad others who worked hard to make the Glendale '93 Atari Fair a success. Although the numbers of show attendees appeared to be down from past years (as expected), those that attended came to buy. And buy they did from a number of dealers and vendors who were offering some truly amazing specials on both hardware and software. A large number of new Falcons went out the door over the weekend, as well.

Although the Jaguar was not demonstrated publicly, a few developers did manage to get a sneak peak at the unit and some beta games for it on Saturday night. Can you say "Wowsa?" I knew you could. :)

Thanks also to those who stopped by the Fair Dinkum Tech booth. It's always great to associate a face with an email address you've known for a long time.

Cheers,

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4314. Re: ATARI/MAC substitute

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 18:12:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <27krpkINNpug@rs1.rrz.Uni-Koeln.DE>
Source record: 200871

In <1993Sep20.160908.28746@dfv.rwth-aachen.de> dpl@dfv.rwth-aachen.de (Dieter Plassmann) writes:

>Dear Netter's,
>I was wondering if there is sombody out there, who ever thought about
>using atari peripherie (Monitor, Keyboard, Mouse) in combination with
>a mac computer.
>There a still many people using atati maschines (under the mac-emulator
>spectre), but since computers are getting faster and faster some
>of them might want to upgrade there maschine to a real mac, without
>spending much money.

People in our institute have tried to get info on this issue,
too, as far as I know they found no way of using Atari equipment
with macs. Apple is pretty careful to keep their stuff
incompatible with other computers.
If you want more speed, though, I've been told it's possible to
make Spectre GCR 3.0 work with a TT. The mac emulator runs
approx. 4 times faster, plus you have a very good computer on its
own, e.g. if you want to do DTP or someting one day...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4315. Re: Toad Software fax#?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 18:36:59 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep20.183659.25636@newshost.lanl.gov>
Source record: 200874

In article 5838@ousrvr.oulu.fi, pkor@phoenix.oulu.fi (Pasi Korhonen) writes:
>My friends need the fax/phone number/address of Toad Software in Maryland.
>Are they by any change online ? Can you help ? Thanks in advance !
>

Toad Computers' fax number is 410-544-1329.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4316. TT rom dump, please?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 19:12:09 UTC
From: karlo@ifi.uio.no
Message-ID: <1993Sep20.191209.3994@ifi.uio.no>
Source record: 200873

Someone is probably going to flame me for this, but what's life without
a little heat?

I need a rom image dump of a TT - 3.06 german, preferably (I'm into S&M :-).
My roms have somehow gotten corrupted, so things aren't too hot right now.
I managed to boot a patched TOS 2.06 off disk, so I got things running
pretty smoothly (well, as smootly as 2.06 would run on a TT), but it's
not exactly a desirable setup.

Seeing as Atari Corp's nonexistant in Norway these days, I thought I might as
well give c.s.a.st.tech a shot.

So, if anyone could be helping in any way, drop me a mail? Please?

/Karl Anders Oygard - karlo@ifi.uio.no

4317. Ghostscript 2.61 beta version available.

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 19:21:21 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <27kvrh$92n@geraldo.cc.utexas.edu>
Source record: 200879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A beta test version of Ghostscript 2.61 is now available for anonymous ftp from

lifshitz.ph.utexas.edu
pub/atari/ghostscript/beta/gs261bt1.zoo.

The Atari interface has changed a good deal, and there are likely to be a few bugs, so please don't upload this file to any other sites. If you can't access lifshitz for some reason and you really need to test something, I can email a copy to you.

Ideally, a tester should already be familiar enough with Atari GS to set it up without much help. The beta archive on lifshitz has MINIMAL documentation and support files.

I am particularly interested in having the following things tested:

1.) The new console window (text i/o) needs a thorough thrashing.

2.) 8 and 16 bit color need to be tested. I would like to hear whether they work and on what hardware.

Atari-specific source code is included, so if you encounter something that doesn't work, you may be able to find the cause.

Comments can be sent to

Tim Gallivan
timg@landau.ph.utexas.edu

4318. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 19:41:47 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748554106@amazon.cs.duke.edu>
Source record: 200877

From the Holy Book of <27ju0a$k4i@tuegate.tue.nl>
as spake by error@stack.urc.tue.nl (Erlend Nagel) :
>So a new mintlibs patchlevel. What has changed?

Lots of little bugfixes. If you're curious, grab mntlib35.zoo and read
the Changelog file (or get mlib35d.zoo and search 'diffc' for the
patches to Changelog).

> And is a Heat 'n Serve
>version in the making ;-) ?

I'm workin' on it, I'm workin' on it. ;) Bear in mind that classes are
back in session, so turnaround time won't be as good as it could be.

>Erlend.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4319. Int. Floppy Disk Drive for 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 19:49:50 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep20.194950.14051@ee.eng.ohio-state.edu>
Source record: 200875

In article <1993Sep20.145102.13345@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
> I need a disk drive for a 1040 stfm. I'm new in the Atari world and I have no
> idea where to look for one. I can't seem to find any computer store that still
> works with Atari ST's. So you guys are my last resort. I live in the Columbus OH
> area. A used drive would be fine. I'm willing to travell to Pitt, Cleveland,
> Cinci or Indianapolis to find one.
>
> Thanx, Xan.

Sorry about the confusion. I meant an internal floppy disk drive. I need to
replace a defective one.

4320. Re: Civilization Fix NEEDED!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 19:57:55 UTC
From: madsen@admin.usask.ca
Message-ID: <27l203$i77@tribune.usask.ca>
Source record: 200878

In article <18SEP93.01561872@meena.cc.uregina.ca>, petryv@meena.cc.uregina.ca writes:
|>Could someone please repost that old sector editor Civilization fix?
|>I'm getting the infamous and annoying "Bombs when you have a revolution" bug.
|>
|>Please help - I'm near to being able to build a spaceship!
|>
|>Thanks,
|>
|>Brook
|>petryv@meena.cc.uregina.ca
|>

I also need this fix.. In looking through the install.prg, it seems that the distribution I have is missing some files ie (DOCKER.LBM, PLANET1.LBM, PLANET2.LBM). I know I can build a spaceship without, but they are so awful to look at.

Jorgen Madsen

4321. Re: Toad Software fax#?

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 21:26:08 UTC
From: sacha@aslan.en.open.de
Message-ID: <2009199321260841D08@aslan.en.open.de>
Source record: 200885

pkor@phoenix.oulu.fi writes:

> My friends need the fax/phone number/address of Toad Software in Maryland.
> Are they by any change online ? Can you help ? Thanks in advance !

Toad Computers: Tel 6943, Fax +1 410 544 1329,
BBS +1 410 544 6999, US-Orders 800 448 8623.

Sacha

--
Sacha Moufarrege - sacha@aslan.en.open.de / SACHA@ASLAN{.seven.sub.org}
Deutschland ohne Auslaender ist wie ein Klavier ohne schwarze Tasten!

4322. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 22:11:36 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748563096snz@falcon.demon.co.uk>
Source record: 200819

In article <27jrnn$jvc@tuegate.tue.nl> error@stack.urc.tue.nl writes:

>lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
>
>>The X11R5 Speedo fonts are encrypted with a different ID, so you cannot use
>>them in the Atari licenced Speedo engine. End of story.
>
>Hmmm, does this mean that I also wouldn't be able to use the fonts I got
>with SpeedoGDOS with say WP 6.0 if I ever get rich enough to buy a copy
>of the program?

It depends whether the fonts are encrypted with retail font encoding or
with OEM coding. All Speedo engines can read retail fonts, but only
their own OEM coded fonts.

If the Speedo fonts shipped as part of Speedo are OEM coded WP6 wouldn't
touch them, if they were retail coded then no problem.

--
Alex Kiernan
alex@falcon.demon.co.uk

4323. Re: E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 22:34:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10644@S2.maus.de>
Source record: 200759

cmedley@wam.umd.edu wrote:

C>Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
C>There seem to be some problems, even when using the headers from
C>tccompat.zoo available on a.a.u.e.

How about using the latest version of EnhancedGEM? This version (1.20) works fine with Pure/Turbo C, GNU-C and Lattice C (needs MiNT-Libraries), has many new features and some minor bug fixes...

Regards,
Criss...

4324. ****2400 baud ext modem for sale****

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 22:42:19 UTC
From: mjiang@utxvms.cc.utexas.edu
Message-ID: <1993Sep20.164219.1@utxvms.cc.utexas.edu>
Source record: 200880
Cross-posted to: comp.sys.atari.st,comp.sys.apple2.marketplace

hi,
For sale:
-2400 baud INCOMM midget 2400e ext modem. (yeah, I know it's generic)
-includes AC adapter. (sorry, no manual)
-2.5 years old (aprox)
-Works very well, never had a problem with it.

I'm selling it to get a faster one.

Price: $35 firm I'll pay shipping.

Please get back to me if interested.

Thanks

Mike Jiang

4325. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 23:39:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15537@uqcspe.cs.uq.oz.au>
Source record: 200882

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>4M is NOT enough for C++ programming; 8M would be ideal, and so much
>cheaper than 16M (of which 2M is wasted).

4M is enough. It just leave much space for anything else. GNU C++ and
a shell, plus small AUTO and ACC programs, and MiNT. No room left
for a RAMdisk.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4326. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 23:40:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15538@uqcspe.cs.uq.oz.au>
Source record: 200883

avgroeni@cs.ruu.nl (Annius Groenink) writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>>4M is NOT enough for C++ programming; 8M would be ideal, and so much
>>cheaper than 16M (of which 2M is wasted).

>You mean: as long as the only C++ compiler available is GCC!

That's right. Comeau C++ is said to fit in 2M.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4327. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-20 23:45:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15539@uqcspe.cs.uq.oz.au>
Source record: 200884

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>(us POV-Ray on the basicvue.pov at 320x200 and say how long
>it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
>takes a '486/33 with no cache 56 seconds).

Without an FPU, raytracing is orders of magnitude slower, and really
not worth the waiting... except when you can do it in the background,
like under MiNT!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4328. Re: Falcon FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 02:07:46 UTC
From: Daron.Brewood@f401.n255.z2.FIDONET.ORG
Message-ID: <2950.2CA34DCF@mechanic.fidonet.org>
Source record: 200618

Original Msg: From Christian Perle (1:3603/330) to All ---->

CP> Have you tried ftp.tu-clausthal.de recently?

What particular directory?

Daron

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!2!255!401!Daron.Brewood
Note: The opinions stated in this post are only my own!

4329. Avalon and the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 02:08:51 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <27lnnj$fq3@telerama.pgh.pa.us>
Source record: 200887

If anyone uses this sample editing software please email me at:
raver909@telerama.pgh.pa.us
I'm interested in hearing your experiences with it. Thank you.
Joe

--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||

4330. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 02:13:56 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <748757404.0@mettav.royle>
Source record: 200750

Take a gander at what Chris did spout on 17 Sep 93
....

CH> I really don't think you can blame the hugeness of WindozeNT on
OO
CH> programming; it's the 999 million kludges required to run
crummy
CH> hacked programs and run on the kludged ISA architechture.
Supposedly
CH> it's so huge because it's portable; I've never heard of a unix
kernel
CH> that _requires_ 12M of RAM just to boot.
Ok, ok I give in ;-)
I am a Unix SA with no C based programming so needlessly blamed the OO
programming (though certain problems which occur with Windows seem to be down
to poor OO programming ie cannot perform a certain action with just a Cancel
button which seems to endlessly
loop!)

CH> For all of my complaints, I'd buy a Falcon040 real quick... I
like
Same here! Come on Atari get up off your rears!!!!! (fat
chance!!!)

CH> OS/2 is 2.3.3; no templates! :-(The more I look at things,
the
CH> more attractive a NeXT (a real, black one, not NeXTstep for Intel)
or
CH> Sun is. Then again, I'm always assuming that the Falcon040
wouldn't
Nice choice (would be the same here as I work with PC's, Mac's and Mips based
Unix boxes and only like the Unix boxes (perverted or what ;-)

CH> have the same bozo design problems the TT030 and Falcon030 have (the
CH> TT's essentially a 16Mhz machine with a 33Mhz CPU grafted on; the
CH> Falcon's barely powerful enough to drive its own graphics modes, and
CH> crippled by a 16-bit bus).
Yep some nice ideas, shame about much of the implementation.
But at the moment I am drooling over the T36 board which is just becoming
available for STFM owners (I may be selling my ADSpeed if I get one ;-)

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org"
(100:1011/0.2)

4331. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 03:10:28 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <84006423@cindy.ct.se>
Source record: 200886

> From: zap@eskimo.com (Randell Spreadborogh)

> I am having a hard time getting a good copy of dawn125.lzh I believe that
> is
> the latest version with the english docs. I think it may be the lzh is not
> fully implemented on this system or there is simply a lot of corrupted
> files
> with the lzh compression method. I have tried wuarchive.wustl.edu and
> src.doc.ic.ac.uk with no success. Can someone point me to another archive
> that carries dawn? Maybe in a zoo or arc compression? I haven't had even 1
> lost file with zoo or arc. Thanks for your help!
> --

If your'e not afraid of huuuuge phonebills.. You can get it on my BBS..

Grtz Jesper Kock SysOp on K.O.C.K.E.N.S BBS +4646250256

4332. Re: God bless MSA !

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 04:06:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDorFI.LJB@mailer.cc.fsu.edu>
Source record: 200896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
>
> I hate working with it, I hate floppydrives, I hate everything about MSA
> and the author should be hung high and married to a donkey;
> in either order.

Wow, did you manage to erase a disk by clicking the wrong button or something?
Anyway, check out MSA 2.3+. It is much better than the original MSA program,
which I suspect you are referring to.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4333. Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 04:27:15 UTC
From: dakawie@netcom.com
Message-ID: <dakawieCDosDG.BEL@netcom.com>
Source record: 200897

My SM124 monitor had been giving me a violently flickering screen upon startup so I attempted to fix it by replacing a capacitor which worked for about 30 minutes before I smelled burning and my monitor died.

Does anyone know of a cheap substitute for the Atari monochrome monitor? I have a 1040STF which requires a "video key" to work with a t.v. but these damn video keys are nowhere to be found.

Is there such a thing as a cheap multisync that will work with the ST?

I eagerly await any info on this,
Thanks, David (dakawie@netcom.com)

4334. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 05:50:58 UTC
From: rchan@terapin.com
Message-ID: <rchan.0acp@terapin.com>
Source record: 200898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

davidli@simvax.labmed.umn.edu writes:

>In article <27d8tiINNa1q@ymir.cs.umass.edu>, michael@tapestry (Michael Kieras)
w
>rites:
>>A few days ago, I posted a message describing a problem I had while
>>trying to install MultiTOS. A couple of people sent mail to me saying
>>that the install program in MultiTOS doesn't work with TOS 1.2 (maybe
>>other lower TOS's as well). Quality software, eh?
>
>TOS 1.4 (which works quite nicely with MultiTOS and/or MiNT) has been
available
>for the ST computer line for, oh, at least 4 years now. Your 'quality
>software' comment is out of order. It is on the same level as a Macintosh
>owner complaining that a program doesn't run under system 4.1, or that a PC
>program no longer runs under DOS 2.2.
>
>I know that Atari-bashing has become the 'in thing', but if you insist on
using
>an outdated version of TOS, you'll have to realize that SOME programs aren't
>going to work correctly. If you own, or wish to own, a hard drive, you had
>better seriously consider getting a more recent version of TOS than 1.2.
>
>- David Paschall-Zimbel

MTOS works fine with TOS 1.02, BUT the problem I have found is with the
installer program. My friend has TOS 1.02, and he could not get the installer
to work with the ICD hard disc driver installed. Needless to say, installing
it without an HD wouldn't work well at all.

Luckily, our hardware configs were similar enough for me to copy my
configuration files (installed under 1.04) to his. MTOS works fine on his
machine.

Ronald Chan || USDA Agricultural Research Service
A Pocket Knight *--{----------- || Crop Improvement & Utilization
rc@wet.UUCP or rc@wet.com || Albany, California
rchan@terapin.com || rchan@pw.usda.gov

4335. Re: GEMAR SCSI tape software.

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 07:05:27 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep21.070527.167945@zeus.aix.calpoly.edu>
Source record: 200900

In article <SCOTT.93Sep20094602@telle.dmi.stevens-tech.edu>,
Scott Kolodzieski <scott@dmi.stevens-tech.edu> wrote:
>PS. I am using a 1.2 Gig 4mm DAT drive on the SCSI buss of a TT, if someone
>knows of some english software that will read/write such a device connected
>to the TT SCSI bus then please let me know.

I would like to know this also. I may not have a nice 1.2GB DAT
(I wish!), but eventually I would like to get a SCSI tape backup unit, and
since I don't have any ACSI host adapters for my TT, I will have to use
the SCSI port, which I prefer anyway. Unfortunately, every tape backup
software that I have seen so far (*) does not support the TT's SCSI port.

(*) While I was at the Glendale Atari Fair, Oregon Research was
showing a preview of DiamondBackIII which, among other neat features,
supports tape backup to all drives on the TT! Unfortunately it won't be
released for another month or so. It has a nice, Fastback-like interface
for doing backup, and supports all SCSI-I supporting tape devices on both
ACSI and SCSI ports. It will support both unix tar (and compress) as well
as diamond's proprietary format.

That said, if I can get workable PD software for free or close to
it, I would probably pick it over DBIII. :)

Obsillyquestion: If Kempo Karate is the art of fighting with an empty
hand, what is I'm-po Karate?

Obsillyanswer: The art of filling that empty hand.

>cheers,
>scott@telle.dmi.stevens-tech.edu
>scott@dmi.stevens-tech.edu
>scott@menger.eecs.stevens-tech.edu

-MikeB

4336. UPLOAD: MasterBrowse 3.1 (a.a & c.b.a.st)

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 07:11:10 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.O1tOPxPo7OU@elfhaven.ersys.edmonton.ab.ca>
Source record: 200519

September 26, 1993

M a s t e r B r o w s e 3 . 1
""""""""""""""""""""""""""""""""

Copyright 1993, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

The file (mb31_bin.zoo) has been sent to atari.archive.umich.edu
(and will be available as soon as the archive maintainers process it).
In addition, the file will also be uploaded to ftp.cs.tu-berlin.de and
ftp.tu-clausthal.de over the next few days. It will also be sent to
comp.binaries.atari.st for distribution.

For those who have never used MasterBrowse before, a detailed description
of the program will follow this list of new features and bug fixes:

[NOTE: The new features and bug fixes for this version are listed BEFORE
the new features and bug fixes for the previous version.]

~ ~

MasterBrowse 3.1 (September 26, 1993)

o MasterBrowse now replaces its filename under the desk menu (if you
have MultiTOS) with the word "MasterBrowse".

o MasterBrowse now supports the AP_TERM message, so it will behave more
cleanly during a resolution change under MultiTOS.

o MasterBrowse now uses 3D buttons under MultiTOS.

o A bug was fixed that caused MasterBrowse not to highlight the line on
which a string was found (unless the line was within a marked block).

o A bug was fixed that caused the edit-cursor not to be on the first
edit field of the dialog box with the old-style dialog boxes.

o When you are inside a non-modal dialog box (a dialog box that is
inside a window), you can now press ALT-1 -> ALT-0 to edit the
first ten editable text fields. You can also press the UNDO key to
exit the dialog box as if you had selected "Cancel" or "Abort".

o When you are inside a non-modal alert box, you can now press ALT-1 ->
ALT-3 to select the first, second, or third button of the alert box.

o MasterBrowse no longer uses the AES version number as the key to decide whether or not to install its name under the "Desk" menu. It now uses the number of concurrent processes that the AES can maintain.

o If you have a registered version of MasterBrowse, the exit button of the "MasterBrowse" dialog now says "Thanks!" instead of "Donations!".

o MasterBrowse now allows you to change the keyboard definitions, so you can change the keyboard shortcuts if you do not like the defaults.

o A bug was fixed (yet again) in the "Jump -> Page" function. The screen would not be positioned correctly if you tried to jump to the last page of a document.

o MasterBrowse can now use the special effects of your printer to make your documents look better on paper!

o A bug was fixed in the dialog box handler. The UNDO key was not being recognized. (The HELP key took its place.) This is now fixed.

MasterBrowse 2.8a (September 8, 1993)

o A problem with the variable movement base was fixed; if the new position would be before the start of the document, or after the end of the document, then only the scroll bar would be moved.

o The "Escape" key is no longer used by MasterBrowse.

o The "Save Positions" option now operates slightly differently. If it is highlighted, MasterBrowse will save the positions of the first seven windows. In addition, it will open the first seven windows in the saved positions. If it is NOT HIGHLIGHTED, MasterBrowse will not use the saved window positions (or save them if they change). When a document is opened, the window will be sized to fit the document. The title of this option is now "Save/Use Positions".

o MasterBrowse can now use "ClrHome" to move to the top of the current document, and "Shift + ClrHome" to move to the bottom of the current document. You can, of course, still use the other methods.

o MasterBrowse now supports colour! You can set the colour of the text and the colour of the window backgrounds. The colours that are available are the first sixteen colours in the system pallette.

o A bug was fixed; if a large document was being loaded, the size of the window would not be correct.

o A redraw bug was fixed; the portion of the window that needed to be cleared for a single line movement was being cleared twice (once in white and once in the background colour).

o The "Expand Block" function has been improved. It now shows the name of the file the block was extracted from, and the number of lines in the block. (Previously, it showed the information associated with the parent of the block, and nothing about the block itself.)

o A keyboard bug was fixed; "Window Information" and "Decompression Options" had the same keyboard shortcut!

o MasterBrowse can now be told to write an entire document to disk. As with all of the other output functions, you can decide how (or if) MasterBrowse will format the document.

o "Partial Line Mode" (an option that controls how the block markers are displayed) has been removed. The ammount of time it took to check for the special case was slowing the redraw loop down. In addition, the redraw loop has been optimized for more speed.

o There is now a new block display option. "Bold Text" will cause MasterBrowse to display the block markers as usual (with inverse or hatch) but the text on marked lines will also be drawn in bold.

o A bug was fixed with scrolling to the right. When the keyboard was being used to do the scrolling (as opposed to the mouse) the last column of the text could not be displayed. This has been fixed.

o The alert boxes now have a red icon, instead of a green icon.

o The code that sets the window title bar was cleaned up, which should solve some conflicts (which were apprently random) with other programs.

MasterBrowse 2.8 (August 30, 1993)

o A text formatting problem was fixed; "Print Block", "Clip Block", and "Write Block" all appeared one column to the right of where they should have appeared.

o The "Jump -> Page" feature has been fixed again; it now considers a page to be the number of lines on a printer page (you can set this in the "General Options" dialog box).

o There is a new command line option; "-gemini" prevents Gemini from conflicting with MasterBrowse (system crash). To make the process of adding "-gemini" to the command line transparent to the user, a .MUP script has been placed in this archive. Simply install the .MUP script as an application instead of MBROWSE.PRG (and be sure to edit the filename in the .MUP script so that it knows where to find MBROWSE.PRG). Next, set the following two Gemini application controls; "it is a GEM application" (this will prevent Gemini from playing games with the mouse pointer) and "close all windows on startup" (this will prevent Gemini from opening the Console window to execute the script). When installed properly, this entire process is transparent to the user.

o There is now a second popup window menu; if you double-click on any line inside a MasterBrowse window, a subset of the "Position" menu will appear on the screen.

o A bug was fixed with right scrolling; with a document that was not as wide as the window, you could scroll to the right anyway.

o A bug was fixed with left and right scrolling with the window arrows; the bell would not sound when the user tried to move beyond the boundaries of the document.

o A bug was fixed in the keyboard routines; pressing ALT-L had no effect, when it should have been calling the "Jump -> Line" function.

o A bug was fixed in the "Find" dialog box; selecting "Cancel" now exits without changing the search strings, or the status of the searching options.

o MasterBrowse is now completely resolution independant; it can redraw the screen using RASTER COPIES (very fast and smooth) in any resolution now.

o MasterBrowse can now use GDOS monospaced fonts in text windows. Changes made to the GDOS settings will not take effect until the next time you enter MasterBrowse, or until all windows have been closed.

o MasterBrowse no longer draws new text windows twice the first time they are displayed.

o The "Set Options" dialog box has been altered (along with the dialog boxes that can be accessed through it). Each of the sub-dialogs now exists as a function that can be selected from the main menu. This makes it easier to change your options.

o A bug was fixed in the line selection mechanism; when the user clicked (or double-clicked) on a line, the highlighting obliterated the text on the line. This only happened if "inverse" was selected as the method for drawing block marks.

o A scrolling bug was fixed; in MasterBrowse 2.6b you could scroll past the end of the file, which would cause a system crash. This is now fixed.

~ ~

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer does not:

* MasterBrowse works with MultiTOS, and should work with other multitasking operating systems for the Atari, such as MultiGEM, Mag!X, and Geneva.

* MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS fonts, pull down menus, progress displays, windows, optional non-modal dialog boxes (and alert

boxes), colour, and more. MasterBrowse also provides keyboard equivalents for every single function.

* If you do not like the default keyboard shortcuts for menu entries, MasterBrowse will allow you to change them!

* MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

* MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

* MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

* MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each window.

* MasterBrowse also offers you the ability to search for up to three strings at the same time inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the centre of the screen and highlighted.

* MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Blocks are marked using the -MOUSE-. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window! You can even write a block to disk or to the clipboard (with all of the same formatting options available).

* MasterBrowse will also allow you to write an entire document to the disk (with the formatting options available when printing or writing a block).

* MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer. You can also save a block to disk (or the clipboard), with all of the same options available. If your printer can do special effects, you can configure MasterBrowse to use them (which really makes your documents look sharp on paper)!

* MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse).

* MasterBrowse saves the positions of the first seven windows, so you have complete control over where your documents appear and how your screen looks.

* MasterBrowse allows you to load and save different configuration files.

* MasterBrowse allows you to load and save bookmark lists.

* MasterBrowse displays (optional) progress maps, just like the GEM Desktop.

* Every window has a set of block markers and a set of ten bookmarks to itself.

* MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

* MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

* MasterBrowse allows you to interface (transparently) with as many as four external archivers, so that you can save space by storing your files in a compressed format.

* MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat speed.

* MasterBrowse allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars. In addition, each MasterBrowse window can have different scroll bar settings.

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
September 26, 1993

If this message appears on your system more than once, please let me know.
People in the local area have told me that my messages appear more than
one time, but nobody from further out has mentioned it. -Thanks

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

4337. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 07:45:31 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <27mber$e49@info2.rus.uni-stuttgart.de>
Source record: 200801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep20.180153.27084@iplmail.orl.mmc.com> richards@sulu.orl.mmc.com (Larry Richardson) writes:
>What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?

You'll be impressed of the speed of your harddisc when you use TOS 1.04,
believe me.

--
Ciao
Uwe

4338. Using SLM804 with TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 07:51:33 UTC
From: e2joed6@etek.chalmers.se
Message-ID: <1993Sep21.075133.12388@etek.chalmers.se>
Source record: 200803

Des anyone know if there are a GDOS driver compatible with the TT?
Otherwise are there any other way to use GDOS programs on the TT?

Thanks in advance

Jonas Eden
e2joed6@etek.chalmers.se

4339. Re: Problems with compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 08:07:59 UTC
From: error@stack.urc.tue.nl
Message-ID: <27mcov$q9m@tuegate.tue.nl>
Source record: 200802

Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>trutil.o: Undefined symbol -yyerror referenced from text
>trutil.p: Undefined symbol -yylval referenced from text

Hmmmm, this looks like there are problems with some file not being
properly processed by lex or flex. Just a guess. I am not in the knowing
where this GNU stuff is concerned.

Erlend.

4340. Atari ST sound-player: lps1.21 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:26:13 UTC
From: uereder@cip.informatik.uni-erlangen.de
Message-ID: <27mhblE8u2@uni-erlangen.de>
Source record: 200799
Cross-posted to: alt.binaries.sounds.misc,comp.sys.atari.st

Hello,

I've just uploaded lps v1.21 ! It supports the following sound-formats:
AU, WAV, AVR, IFF/8SVX, VOC and all kind of raw-sounds. Also new
is a option to change the volume of the sound. Try it!
You can find it at:

ftp.uni-erlangen.de in /pub/atari/sound/player/samples/lps121.lzh
atari.archive.umich.edu in /atari/New or later in /atari/Sound/Players

Bye Uwe.

==
Uwe Reder - Kopernikusstr.7 - 85080 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@cip.informatik.uni-erlangen.de
==

4341. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:28:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CDp6CC.9FL@cs.bham.ac.uk>
Source record: 200811

In article <CDnvvE.GMw@news.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <27jrnn$jvc@tuegate.tue.nl> Erlend Nagel writes:
>>Hmmm, does this mean that I also wouldn't be able to use the fonts I got
>>with SpeedoGDOS with say WP 6.0 if I ever get rich enough to buy a copy
>>of the program?
>
>Actually, you can use the font package for Word Perfect 6.0 for DOS under
>SpeedoGDOS. They were selling it at a local EggHead for about $20 a while
>back, and one of our user group members bought the package for his TT -- the
>fonts work quite nicely under Atari's SpeedoGDOS. If it works one way (i.e.
>DOS --> Atari SpeedoGDOS), it might work the other way as well.
>

I just tried some Speedo fonts from WordPerfect Presentation (DOS)
which _mostly_ worked. Swiss 721 Thin and Swiss 721 Thin Italic didn't
work at all, but Century and Charter work Ok.

This suggests to me that the encryption for SpeedoGDOS is the same as
for WordPerfect/PCs.

Does anyone know exactly what the .TDF files are? More to the point,
what should I fill the fields with when I create a new TDF? (The files
are structured text, by the way)

Thanks in advance!

4342. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:31:04 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9eca3c@p1.f503.n285.z2.fidonet>
Source record: 200672

In a message of <Sat 18 Sep 93 21:21>, Gregory Bernath (2:281/202.0)
writes:
GB> While we're on this subject, can someone tell me how to get
GB> into Death Row? That is, aside from using a dungeon editor. One
GB> set of maps I have shows a pit (in the Ros zoooom section) that
GB> should drop you there, but this pit is never there when I come
GB> by. Any ideas?

Yep! That pit is located next to a lock in which you should use a golden
key. Instead, try using the LOCKPICKS... You'll be in for a nasty surprise
for thieves! :-)

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4343. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:32:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDp6Io.HHA@barclays.co.uk>
Source record: 200845
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1993Sep20.160451.22160@btree.uucp>, crissman@btree.uucp (George Crissman) writes:
|> I believe he's agreeing with my comment that Microsoft Windows
|> doesn't perform pre-emptive multitasking. Or maybe not.
|>
Windows upto 3.1 does not do pre-emptive multitasking

|> And his comment about MiNT seems correct (from what I've seen
|> of MiNT, anyway): it's a shell over the operating system,
|> in much the same way that Windows is a shell over MS-DOS.
|>
MiNT relies on TOS but also replaces large amounts of it with it's own code hence it's ability to use laodable filesystems, support of shared binaries, ,ultitasking, interprocess comunications etc.

|> Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
|> with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
|> competitive???? <incredulous look> One needs to spend a thousand
|> dollars _more_ just to get the same performance as a Falcon, yet
|> the *other* machine is 'competitive'? <even more incredulous look>
|> And knowing that the rate of change will make the 'other' machine
|> obsolete in about three years is more competitive than a machine that
|> remained usable and productive for eight years? <thoroughly
|> incredulous look>
Even a 25Mhz 486sx will show a Falcon a clean pair of heels.
To compare, I looked at PC prices recently. 486sx25, 170Mb HD, 4Mb RAM, Windows accelerator(1mb), mouse,keyboard,multisession CDROM. GBP740. falcon, 4MB 65Mb HD, keyboard, mouse GBP950. No contest.

Don't get me wrong though, I'm very pleased with my Falcon and it does pretty much all I want plus run nearly all my existing ST software collected over the last 6 years. It sure ain't value for money though!

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4344. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:33:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CDp6J2.9Jq@cs.bham.ac.uk>
Source record: 200812

```
IN article <2c9da3bc@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>>Hmmm. *.gz is a Gnuzip'd file. gunzip or gzip -d should decompress
>>it.
>
>I thought so myself, but it didn't work. But after reading your message, I
>tried renaming the .gz file into .z. This worked. So gzip -d
>wilson_o.gz didn't work, but gzip -d wilson_o.z did. Strange...
>

Not really. Gzip changed the file extension around version 1.2 from .z
to .gz. Get a more recent version of Gzip.

--Chris
```

4345. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:36:52 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Sep21113652@issan.informatik.uni-dortmund.de>
Source record: 200804

```
>>>>> In article <2c9da3bc@p12.f202.n281.z2.fidonet>,
Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>>> I FTPed some .gz files, but can't seem to find the right depacker for
>>> it.
>>> I
>>>> have tried TAR, GNUzip and normal ZIP, but they don't seem to do the
>>> trick.
>>> Which depacker should I use?

>> Hmmm. *.gz is a Gnuzip'd file. gunzip or gzip -d should decompress
>> it.

> I thought so myself, but it didn't work. But after reading your message, I
> tried renaming the .gz file into .z. This worked. So gzip -d
> wilson_o.gz didn't work, but gzip -d wilson_o.z did. Strange...

You should get the latest version of gzip (1.2.4). They have changed
the suffix from .z to .gz due to conflicts with pack which uses the
same suffix. Newer versions of gzip both recognize .z and .gz as valid
suffixes.

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

4346. Re: Civilization Fix NEEDED!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 09:40:38 UTC
From: doucet@ripolin.laas.fr
Message-ID: <10208@laas.laas.fr>
Source record: 200805

```
In article i77@tribune.usask.ca, madsen@admin.usask.ca (Jorgen Madsen) writes:
))
)) In article <18SEP93.01561872@meena.cc.uregina.ca>, petryv@meena.cc.uregina.ca writes:
)) |>Could someone please repost that old sector editor Civilization fix?
)) |>I'm getting the infamous and annoying "Bombs when you have a revolution" bug.
)) |>
)) |>Brook
)) |>petryv@meena.cc.uregina.ca
)) |>
))
)) I also need this fix.. In looking through the install.prg, it seems that the
)) distribution I have is missing some files ie (DOCKER.LBM, PLANET1.LBM,
)) PLANET2.LBM). I know I can build a spaceship without, but they are so
)) awful to look at.
))
)) Jorgen Madsen

I too join in the "Please post the fix" revendication...

Jean-Etienne Doucet
```

4347. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 10:43:00 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27mlrk$nsj@snlsu1.london.sinet.slb.com>
Source record: 200806

> In article <CDnv1o.G0z@news.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
> I have a hard-drive and am running TOS 1.2 with no problems. Are there some
> bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
> enhancements things that most users could live without???

After upgrading to TOS 1.4, I couldn't do without it!

FAT searching is *much, much* faster in TOS 1.4 -- this speeds up your hard
disk immensely. Disk caching is also properly implememted. And, as long as
you have the POOLFIX patch installed, you are far, far less likely to run
into the 40 folder problem.

I recommend you upgrade -- it really is worth it. You might like to look at
the TOS 2.06 upgrade boards you can now get. They give you a better Desktop
and you don't need the POOLFIX patch any more.

> Larry Richardson
> richards@foghorn.orl.mmc.com

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4348. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 10:57:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDpAFD.I2r@barclays.co.uk>
Source record: 200846

In article <2c9a3ff2@troedp4.ct.se>, magnus.thylander@troedp4.ct.se (Magnus Thylander) writes:

|>
|> > I'm using 2.0x. It is however a beta copy. GST have updated the program
|> > to be falcon compatible after some discussion on CIX as to what
|> > wasn't working. The version I have seems to work fine although I cannot
|> > yet print. :-(They are looking at this currently. The Falcon version
|> > will AFAIK have no extra functions apart from working and supporting
|> > Speedo.
|>
|> Do you know how much an upgrade from version 1.05 to the Falcon-
|> compatible 2.0x will be? Who do I contact to make such an upgrade??

Try simon@gst-soft.demon.co.uk or tony@gst-soft.demon.co.uk

|> **
|> * Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
|> * CoSysOp on: // \ // \ *
|> * //\ \/ // \/ *
|> * \\ / \\ \/ *
|> * \\/ ARCASTIC \\/ XISTENCE *
|> **

Good BBS!

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4349. Docs for PowerDos

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 11:32:59 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Sep21.113259.15867@gps.leeds.ac.uk>
Source record: 200809

There was recently a request for PowerDos documentation. I am also in need of the same. Could anyone in the know please point to the right directions.

Many thanks in advance.

- Rahin
(rahin@scs.leeds.ac.uk)

4350. Re: .gz Extention: how to decompress?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 11:34:14 UTC
From: me@tartufo.pcs.com
Message-ID: <me.748611254@tartufo>
Source record: 200813

In <2c9da3bc@p12.f202.n281.z2.fidonet> Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>I thought so myself, but it didn't work. But after reading your message, I
>tried renaming the .gz file into .z. This worked. So gzip -d
>wilson_o.gz didn't work, but gzip -d wilson_o.z did. Strange...

I'd guess you're using a older version of gzip. They changed the extension
from .z to .gz somewhen around version 1.0. If this is so, your gunzip
just didn't know that to do with the .gz extension.

Michael
Michael Elbel, Digital-PCS GmbH, Muenchen, Germany - me@dude.pcs.dec.com
Intelligenz is sowieso nur wat fuer Doofe - Mia
Fermentation fault (coors dumped)

4351. HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 11:39:59 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Sep21.113959.16875@gps.leeds.ac.uk>
Source record: 200810

Does anyone have the telephone number of HiSoft's UK (sales dept.)
telephone number or e-mail address ?

- Rahin
(rahin@scs.leeds.ac.uk)

4352. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 11:42:59 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <27mpc3INN2hgm@rs1.rrz.Uni-Koeln.DE>
Source record: 200807

In <dakawieCDosDG.BEL@netcom.com> dakawie@netcom.com (David M. Akawie) writes:

>Is there such a thing as a cheap multisync that will work with the ST?

I think you can use any multisync with the ST, but you need some
sort of adapter/switchbox to do so. They used to cost around DM
100.-- here, I haven't seen them for a while now, but then, I
wasn't looking. The switch allows you to use the multisync in
all ST modes (low, med, hi).

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4353. Re: I need ST -> PC cable pinout

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 11:44:54 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Sep21.114454.15870@ajax.rsre.mod.uk>
Source record: 200808

Paul Robins (paulr@mario.inmos.co.uk) wrote:
: Can anyone tell what pins I need to connect to make a cable to plug into
: the modem port of the ST and a serial port on a PC. The PC has a 9 pin D
: type connector. I want to be able to transfer files back and forth between
: the machines, using comms software. I'd appreciate email responses as I don't
: regularly read this group.

: Thanks

: Paul Robins (paulr@inmos.co.uk)
: Inmos Ltd, Bristol, UK.

I'm a bit rusty on this, and my boss has taken my laptop so I can't check
it but...

I used a 9 pin to 25 pin cable to my modem for my laptop. A cable such as
this should work - if not add a null modem.

Hope this is of some help - but try others advice first :-)

Replies to haines@ccint1.rsre.mod.uk

4354. Resetvector on an 1040 stE

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 12:15:43 UTC
From: berger@duter0.et.tudelft.nl
Message-ID: <1993Sep21.121543.18652@donau.et.tudelft.nl>
Source record: 200814

Hi there,

Is there anybody out there, who can help me with the next problem?

I want to make a software-reset on my Atari 1040st_E_. So I've taken
my Deutsche Profi-Buch which tells me to jump to the adress in
location $42A provided that the adress $426 contains the value of PI.

This procedure will work on any Atari computer, but mine. Is there
a difference between the 1040st and the 1040stE in this respect?

Please can you answer me in private-netmail, cause I can't read
the Newsgroups.

Thanx in advance!

Jeroen Berger, The Netherlands.

Path: duter0!berger
Newsgroups: comp.sys.atari.st
Subject: Reset vector on an Atari 1040 stE
Expires:
References:
Sender:
Reply-To: berger@duter0.et.tudelft.nl ()
Followup-To:
Distribution: world
Organization: Delft University of Technology, Dept. of Electrical Engineering
Keywords:

4355. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 12:41:27 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <27mspn$crl@reznor.larc.nasa.gov>
Source record: 200815

George Crissman wrote :

... (first paragraphs deleted) ...

> Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
> with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
> competitive???? <incredulous look> One needs to spend a thousand
> dollars _more_ just to get the same performance as a Falcon, yet
> the *other* machine is 'competitive'? <even more incredulous look>
> And knowing that the rate of change will make the 'other' machine
> obsolete in about three years is more competitive than a machine that
> remained usable and productive for eight years? <thoroughly
> incredulous look>

> I don't think so. The MS-DOS machines appear to be the ones that
> are 'not competitive'.

... (rest of the article deleted) ...

Oh come on, although I am an ATARI TT owner, I never would say that
a 486/66 machine is that bad. OK, DOS is an awful operating system
and the standard ISA bus system runs at only about 8 MHz.

But don't forget that you have at least one reasonable alternative to
DOS, namely Unix/Linux, which isn't available at all for TOS machines
(ok, a poor implementation of Unix may be available for developers).
And the ISA bus also isn't today's standard any more. More and more
PCs are sold with the much more faster Local Bus system.

Compared to a 486/66, the only advantage the Falcon has is the DSP
and perhaps the sound system.
But as everybody knows, hardware without software is noware. Which
software is there on the market that _really_ benefits from the DSP?
Yes, there is MusiCom. But what else? Picture processing software?
Hypermedia software? The Falcon isn't automatically a multimedia
machine because it has a DSP.

Concerning CPU performance, the 486/66 is far superior to the 68030/16.
And for many applications, the CPU speed plays a very important role.
For example, if you want to generate a dvi-File out of a long LaTeX
document. A wonderful thing to test how fast your computer really is.

There are some other things that show that a 486/66 PC is far better
than you seem to want to admit. Compare just this:

For the PC:
A tower case (steel) with a powerful power supply, which can be placed

easily under the desk. No problem to place additional hardware in it,
e.g. a CD-ROM. No power supply problem for additional hardware.
Very good keyboard.

For the Falcon:
A keyboard case (plastic) with a weak power supply, which requires
more space on the desk - you can't even place it under a monitor.
Additional hardware is almost always external and for that reason
also more expensive.
Very _bad_ keyboard.

Just think about that seriously.

Chris.

4356. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 12:44:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDpFDC.JEp@barclays.co.uk>
Source record: 200847

What country are you in? In the UK there are several SM124 type monitors for sale due to the fact Atari don't make them anymore - sheesh, what a load of cash they lost there... Anyway, they cost around 130GBP. Otherwise I guess a multisync is your only choice. Why not get the SM124 fixed?

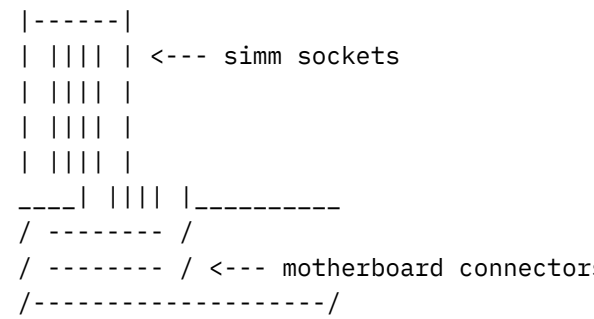
--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4357. New Falcon simm board plus other stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 12:51:26 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Sep21.125126.10404@infodev.cam.ac.uk>
Source record: 200816

Has anyone heard or seen the new memory board for the Falcon called
Falconwing (stupid name if you ask me...)
It is a small board with the two connectors to join it to the motherboard,
with slots for 4 1mb or 4mb simms pointing outwards.



It looks _something_ like this with the simm sockets pointing upwards....

The cost is around 60 uk pounds not including memory.

Also there is are two new accelerators for STFM/MEGA ST's. These are 68000
clocked at 28 or 36mhz (I think they are the right numbers, somewhere around
there anyway). I thought 68000's weren't supposed to run this fast? Or am I
totally wrong again? (cost 199 uk pounds for the 28mhz, 299 for 38mhz)

I was considering buying a Falcon or maybe a TT to get some extra speed and
graphics. If I get one of the above accelerators for my Mega ST, the speed
increase won't be as fast because everything else is still at 8mhz (correct?).
So will it be better to buy one of the new machines so that _everything_ is
faster?

Why is it that just when I have _almost_ decided to get one thing, something
else comes out to change my mind? I won't get anywhere like this :-)

I think I need to kill off some rich, long forgotten relative to get some more
money!!!

Shopping list at the moment ...
multiscan monitor
100mb+ hard disk
accelerator / new computer (this could have a hard disk with it...)
calamus S (the black and white version, the full colour one is a bit overkill
for me)

Phil

--
Phil Davey

(E-mail pd@mbuc.bio.cam.ac.uk)

4358. Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 13:28:06 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <CHRISTOF.93Sep21152810@wowbagger.pc-labor.uni-bremen.de>
Source record: 200817

As the subject line reveals, a nethack 3.1.3 binary which runs in 1 MB
(i.e. with a reduced set of game features) is now available on
wowbagger.pc-labor.uni-Bremen.de (134.102.228.9).

The directory is pub/atari_st/games/nethack31/1meg - this is for the
binary only, you'll need the archive nh313data from the parent
directory as well.

(The binary was JAM-packed, for the harddisk-impaired to be able to
run it from two floppies.)

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

4359. Using Speedo GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:16:42 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <1993Sep21.141642.13365@cinna.robots.ox.ac.uk>
Source record: 200818

ST Applications arrived today, with a review of Speedo GDOS. It looks good, and the price is right. First, though, I'd like to know if anyone has used it successfully with Timeworks Publisher 2, and the the OPUS spreadsheet? If it works with the two independently, does anybody know if the same configuration will work for both. How much trouble is it to switch between the two programs?

- Adrian
--


```
___________ ________________________
/ ADRIAN COX \_____________________________/ happy happy! joy joy! \
/ Robotics Research Group, Engineering Science, Parks Rd, Oxford, OX1 3PJ \
\____________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_________________/
```

4360. Re: Disk Drive for 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:17:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep21.141732.405@newshost.lanl.gov>
Source record: 200821

In article 13345@ee.eng.ohio-state.edu, xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
>I need a disk drive for a 1040 stfm. I'm new in the Atari world and I have no
>idea where to look for one. I can't seem to find any computer store that still
>works with Atari ST's. So you guys are my last resort. I live in the Columbus OH
>area. A used drive would be fine. I'm willing to travell to Pitt, Cleveland,
>Cinci or Indianapolis to find one.
>

How about RISING STAR COMPUTERS in Dayton, Ohio? Aren't they still around?
The last number for them I had was 800-252-2787.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4361. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:28:42 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748623464.AA00127@dswhq.omahug.org>
Source record: 200717

In a message of <16 Sep 93 08:42:04>, Bill Zimmer (1:286/2) writes:

BZ> Neither Atari nor Commodore will ever win any marketing awards.

Sure they will. They've been fighting for the title of

'Worst Marketed Computer System' for years. There still isn't any clear winner either. :-{)

Later,
Gizmo

4362. FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:40:17 UTC
From: gp93rjo@t.hfb.se
Message-ID: <gp93rjo.748622417@txfs1.hfb.se>
Source record: 200831

I posted an article last week asking for FSP sites for the ST/STE.
I have had some replies, but most of them think I mean FTP sites.
I do not. I want fSp sites. If there are any good ones. If anyone knows
where they are.
If anyone feels like telling me where....

Thanks
/Roger

4363. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:42:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep21.144235.625@newshost.lanl.gov>
Source record: 200820

In article 27084@iplmail.orl.mmc.com, richards@sulu.orl.mmc.com (Larry Richardson) writes:
>
>What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
>I have a hard-drive and am running TOS 1.2 with no problems. Are there some
>bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
>enhancements things that most users could live without???

You must understand that TOS 1.0 and 1.2, while entirely usable, were entirely
bug-ridden as well! Lot's of things did not work or at least, did not work
very well under these TOS versions (1.2 and 1.0 are nearly identical, BTW).
TOS 1.4, aka 'Rainbow TOS,' was the first major TOS upgrade and fixed most
all of the earlier bugs and added some nice new features (like an improved
file selector) as well. One of the best improvements was a total rewrite of
the disk caching scheme which improved read/write performance on both floppy
and hard disk drives. Personally, I'd consider TOS 1.4 a _mandatory_ upgrade
for anyone still using 1.0 or 1.2 for anything other than games. It's not
TOS 2.06, mind you, but the differences are well worth the small cost, IMHO.

Just my $0.02...

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________

4364. ROM dumps...

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 14:44:50 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Sep21144450@rajeesh.WPI.EDU>
Source record: 200833

I'm seriously considering upgrading my ST's TOS to 1.4 or 2.06. One thing I'm worrying about, though, is incompatibility with some of my older software. Are there any PD or shareware programs which let you dump an image of your ROMs to disk to be loaded later with something like quicktos?

Also, is it possible to use such a program to dump a "modified" version of TOS and GEM to disk? For instance, I boot my ST with lots of modifications to its old TOS 1.0... I use TurboDos (to speed up the hard drive), quickst (for faster VDI), etc... Could I dump my TOS to disk after loading these things and then not have to run them every time I boot up?

thanks...

.s.
--
- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
- Cockroaches determined to survive -
- Microwave me - watch me come alive -

4365. Re: Internet Address - CodeHead

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:23:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDpMrL.L9s@barclays.co.uk>
Source record: 200848

```
In article <1993Sep20.172212.14020@newshost.lanl.gov>, hutch@bellman.lanl.gov (John
Hutchinson) writes:
|> In article 93Sep15133502@tintin.mountrouge.smr.slb.com,
king@tintin.mountrouge.smr.slb.com (Bradley King) writes:
|> >
|> >
|> >Does anyone out there know an internet mail address for
|> >CodeHead & Working Title in California? I read that updates
|> >could be ordered via e-mail and info obtained but I have
|> >never seen their address. Any Ideas?
|> >
Working Title have pulled out the Atari Market. RIP Calligrapher.
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4366. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:26:39 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep21.152639.8731@btree.uucp>
Source record: 200827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <CDMyKp.BvJ@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> I agree. And what's more, think about this. Say Atari manages to
>actually become a success at marketing video games with th Jaguar. What
>do you think the likelyhoood is of them returning to the computer
>market, where so far they've done a good imitation of a complete failure.
> Knowing Atari's history of dropping product on the spur of the
>moment, I would not be surprised at all if they abandonded completely
>the computer market if the Jaguar was a success.
> Of course, this is assuming that Atari can make a success of the
>Jaguar. They've proved many times their ability to snatch defeat from
>the jaws of victory. Just look at the lynx.

Bob Brodie, in an online interview, was quizzed about the future of Atari computers. He couldn't give any details, but noted that there *are* additional machines planned and believes that we will be "very satisified" with them.

The likelihood of Atari *remaining* in the computer market is quite high.

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ***************************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
*****************************************************************************
--
```

4367. testing

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:39:15 UTC
From: ignac@mks.com
Message-ID: <1993Sep21.153915.18339@mks.com>
Source record: 200767

```
this is a test

-ig
--
========Ignac A. Kolenko================ignac@mks.com=======================

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==============================================================================
```

4368. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:48:19 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <112819@hydra.gatech.EDU>
Source record: 200755

My SC1224 color monitor has died on my 1040ST. I don't know what
wrong with it since I'm not a technician. I am not interested in
investing more money in this system so I've decided to sell it. I've
talked to a dealer and he was willing to buy some of it for the prices
listed below if I use it as a trade-in for something else. If anyone
wants to make a better offer, it is yours. All components are in
good working order except, of course, the monitor.

Component Dealer offer
--------- ------------

1040ST $200
1 meg RAM
TOS 1.4
AdSpeed 16 MHz accelerator
Mega-Touch keyboard springs
Atari mouse (< 1 year old)

ICD FAST hard drive $200
50 meg
Built in clock
ASCI in/out
SCSI out

SC1224 color monitor NONE
Screen is now blank
Good for parts

ST games (original disks and docs) NONE
Arkanoid
Silent Service
F-15 Strike Eagle
Warship
Red Storm Rising
World Games
Sub Battle Simulator
Harrier Strike Mission
Jewels of Darkness
Silicon Dreams

--
Opinions expressed are my own.

4369. Re: Using Speedo GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:49:06 UTC
From: error@stack.urc.tue.nl
Message-ID: <27n7pi$shr@tuegate.tue.nl>
Source record: 200826

adrian@robots.ox.ac.uk (Adrian Cox) writes:

>ST Applications arrived today, with a review of Speedo GDOS. It looks
>good, and the price is right. First, though, I'd like to know if
>anyone has used it successfully with Timeworks Publisher 2, and the
>the OPUS spreadsheet? If it works with the two independently, does
>anybody know if the same configuration will work for both. How much
>trouble is it to switch between the two programs?

I think I have heard that Timeworks has problems but they are being
fixed at the moment. For Opus I don't know. I suspect it will not have
many problems, since all my programs work with Speedo without any
problem. All using the same setup. Maybe you need to limit the fonts
installed because your application will only show the first ten or so,
but most applications will be able to use them all.

Erlend.

4370. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:49:37 UTC
From: spb@liverpool.ac.uk
Message-ID: <CDpnyr.51s@liverpool.ac.uk>
Source record: 200829

Does anybody know if CSB will run on an Atari 1040 STE

Dungeon master dos'nt work on mine, It still works on my old 520 ST.

Steven Bode

4371. Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 15:54:40 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <112822@hydra.gatech.EDU>
Source record: 200822

I am interested in getting a VME video card for my Mega STE. I have looked at NOVA and Crazy Dots. Both are nice but NOVA wins out on price. I talked to a dealer and he says the Cyril Sunrise card is the best, but didn't say why. So I'm hoping that you netters can give me some information on this card. US pricing would also be appreciated!

--

Opinions expressed are my own.

4372. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 16:16:38 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDppBF.GE2@news.cis.umn.edu>
Source record: 200828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep20.180153.27084@iplmail.orl.mmc.com>, richards@sulu.orl.mmc.com (Larry Richardson) writes:
>What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?

1. Speeds up hard drive I/O
2. Increases standard GEM partition size to 32 meg.
3. No more worry about folder problems, as only open folders 'count' toward the 40-folder limit.
4. General bug fixes
5. Cold-boot from keyboard
6. Speeds up hard drive I/O

Did I mention that it speeds up hard drive I/O? :)

There may be other advantages -- MultiTOS works fine under TOS 1.4, for example.

- David Paschall-Zimbel

4373. Re: Falcon 1/0 or 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 16:42:13 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Sep21.114213.11433@gw.wmich.edu>
Source record: 200823

In article <A46567@M4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>a 2.5" mechanism. I wasn't aware that you could get the 2.5" mech in a
>>300meg
>>size. Has this changed?
>
> Toshiba makes a 340 MB drive, Saeagate is up to 240 MB.

Areal Corp. also makes 2.5" drives in this range with heights around 9-11mm.
I have some specs if anyone would like more info.

Later,
Bernard

4374. Falcon News group

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 16:52:37 UTC
From: sebestyenzol@ludens.elte.hu
Message-ID: <1993Sep21.175237.606@ludens.elte.hu>
Source record: 200825

I'd like too a Falcon newsgroup

4375. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 16:54:11 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Sep21.115411.11434@gw.wmich.edu>
Source record: 200824

lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
> After upgrading to TOS 1.4, I couldn't do without it!
>
> FAT searching is *much, much* faster in TOS 1.4 -- this speeds up your hard
> disk immensely. Disk caching is also properly implememted. And, as long as
> you have the POOLFIX patch installed, you are far, far less likely to run
> into the 40 folder problem.
>
> I recommend you upgrade -- it really is worth it. You might like to look at
> the TOS 2.06 upgrade boards you can now get. They give you a better Desktop
> and you don't need the POOLFIX patch any more.
>
> Mat
> ---
> | Mathew Lodge | "There's nothing intellectual about wandering |
> | lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
> | Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
> | ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
>
>
Mat,
Maybe this is a stupid question, but what does Poolfix do and where can I
get it? Also, any more info on 2.06 would be appreciated--features,price,
availibility, etc...

Thanks,
Bernard

4376. Cubase Lite - Tastes Great, Less Filling

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 18:08:02 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CDpuDG.qn@math.uwaterloo.ca>
Source record: 200836

I recently purchased Cubase Lite and have a few questions for the experts.
I have been using it to enter songs from sheet music using the score edit.

1) How do you find and delete program changes? In one of the demos, "piano"
is my keyboard's "sound effects" ... I change the PRG for the track to
my keyboard's "piano" but the demo changes it back to "sound effects" half way
through.

2) In "Score" edit, I set SNAP and QUANT to 8 and the note cursor becomes
an eighth note but whenever I place it on a beat (tick 0) it is shown as
a quarter note with 96 ticks until I place another eighth note 96 ticks
after it.

3) A piece has a bar of 2:4 time signature in the middle of 4:4. Even when I
make the bar a separate part, a change in the time signature affects the
whole piece. How do I get around this?

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

4377. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 18:32:35 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <27nhc3INN1u3d@rs1.rrz.Uni-Koeln.DE>
Source record: 200832

In <1993Sep21.115411.11434@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:

> Maybe this is a stupid question, but what does Poolfix do and where can I
>get it? Also, any more info on 2.06 would be appreciated--features,price,
>availibility, etc...

There's no such thing as a stupid question. Poolfix fixes a bug
in TOS 1.04 that can cause the data in the internal GEMDOS memory
pool to be corrupted. This memory pool is used to hold
information on open directories and files. I think the bug bites
when GEMDOS tries to free up some space in the pool by purging
entries that are no longer needed, and Poolfix prevents that by
hooking itself into the GEMDOS calls that may cause this
information and purging unnecessary stuff from the pool in a safe
way before GEMDOS does so in its buggy way. This description is
just a faint recollection I have about the Poolfix issue, see the
docs that come with Poolfix for the real stuff. Poolfix should be
available from many ftp sites that carry Atari sofware.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4378. V.42bis Modem for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 18:34:39 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Sep21.133439.11436@gw.wmich.edu>
Source record: 200830

Hi,
Thought I'd post a message here b4 I go to other sections:

For Sale: Zoom 2400 v.42bis/MNP5 modem w/manuals
also may include some of the special offers to
information systems (Genie,Compuserve,Delphi) if
I can find them. Leave me a message at one of the
addresses below and make an offer if interested or
would like more information.

Bernard

x91mikowski@gw.wmich.edu
ab112@leo.nmc.edu

4379. Re: HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 18:46:39 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748637199snz@falcon.demon.co.uk>
Source record: 200786

In article <1993Sep21.113959.16875@gps.leeds.ac.uk> rahin@scs.leeds.ac.uk writes:

>Does anyone have the telephone number of HiSoft's UK (sales dept.)
>telephone number or e-mail address ?

Tel: +44 525 718181
FAX: +44 525 713716
EMail: hisoft@cix.compulink.co.uk

--
Alex Kiernan
alex@falcon.demon.co.uk

4380. Re: New Falcon simm board plus other stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 18:48:03 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748637283snz@falcon.demon.co.uk>
Source record: 200787

In article <1993Sep21.125126.10404@infodev.cam.ac.uk> pd@mbuc.bio.cam.ac.uk writes:

>Has anyone heard or seen the new memory board for the Falcon called
>Falconwing (stupid name if you ask me...)

Yes I've seen/used one (is there a question in this that I missed?)

--
Alex Kiernan
alex@falcon.demon.co.uk

4381. Opus Help

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 19:20:53 UTC
From: thopman@uoguelph.ca
Message-ID: <27nk6l$ak7@nermal.cs.uoguelph.ca>
Source record: 200834

I'm having trouble getting Opus 2.2 (the shareware spreadsheet) to behave. It runs fine, but it has trouble finding the GEMSYS foldeer on b:, even though I've set up my ASSIGN.SYS file properly. I'm using AMCGDOS (or something like that), not real GDOS, but Opus worked with it before. In fact, the only thing different is that I'm got my B: drive plugged through my Spectre cartridge now. Has anyone else had this problem, and how do you fix it?

Thanks...

THeo
thopman@uoguelph.ca

4382. 4 color separation with Pagestream 2.2 question

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 20:29:23 UTC
From: selick@csa.bu.edu
Message-ID: <27no73$4st@news.bu.edu>
Source record: 200835

When printing out "real" color pictures on a hp deskjet + with 4 color separation (running the paper through 4 times with cyan, magenta, yellow, and black cartridges...works great!) the black pass seems to block out most of the effects of the color. Is there any way to take out any black in the spots where other colors exist, and get brighter pictures? Is there a way to change the color & tint/hue for the whole picture as on a TV set? I have tried a bit with using the draft mode on the black part, and it helps a bit. Also, on things which I create, or pictures like cartoons, this is generally not a problem.

Thanks,
Steve
selick@csa.bu.edu

4383. where can i get the aeo

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 20:48:34 UTC
From: urnash@sterbbs.nl
Message-ID: <gate.0PP00B1w164w@sterbbs.nl>
Source record: 200756

Hi there!

is there any possibility to receive the latest aeo each time it comes
out. Here in Holland i haven't seen yet the aeo of the 4th of
september..

however.... there is 1 problem. All I can do is read and write
messages.. i can't ftp (yet ???) or telnet. Neither do i have access to
gopher.... So, is it possible to for someone to send me the latest aeo
every time it comes out???
thnx a lot

Uri Shimron

```
+-------------------------------------------------------------------+
| All good things in live are either unhealty, expensive or immoral |
| Uri N. Shimron -- urnash@sterbbs.nl -- fido 2:283/705.? |
+-------------------------------------------------------------------+
```

4384. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 20:54:18 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748647311.AA00133@dswhq.omahug.org>
Source record: 200718

In a message of <16 Sep 93 07:59:52>, Chris Herborth (1:286/2) writes:

CH> The TT has a 32-bit bus at 16Mhz. (Annoying, but not crippled like
CH> the Falcon design.)

On TT RAM? I was aware of this with ST ram, but I didn't think it was that way for TT Ram. And that is what I was pointing out with the benchmark comparisons.

CH> Obviously it did exactly what you'd expect; cut RAM access in half.

Not unless TT RAM is 16 mhz. I thought the whole point of TT Ram was that it ran at the full speed of the machine.

Additionally, comparisons against a TT running ST Ram showed that the Falcon ran about 65% to 70% of the speed of a TT running ST Ram.

For real world comparisons, my Falcon will compile a full version 6 Binkley style nodelist in about 4 minutes, where my MegaSTe ran right at 5 minutes. This is using the same software, memory configuration, caching scheme and hard drive. In ST Medium, my Falcon (without a screen accellerator of any kind) does screen redraws very nearly as fast as my MegaSTe did WITH Warp9. Given that Warp9 for the Falcon is out now, I fully expect screen redraws to be improved considerably. It would not surprise me for 800x600x16 (which is what I'm running right now) to be fully as fast as ST Medium was on my MegaSTe. And bear in mind that my MegaSTe was about 50% to 60% faster than my previous 520ST in nearly EVERY area. Also bear in mind that this is with software that was written for bog standard STs. None of the stuff I am currently running takes advantage of the specific features of the Falcon. As more and more stuff becomes available, I expect these numbers to improve.

Later,
Gizmo

4385. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:13:02 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748647311.AA00134@dswhq.omahug.org>
Source record: 200719

In a message of <17 Sep 93 10:16:30>, Chris Herborth (1:286/2) writes:

CH> They also release new products which increase the
CH> price/performance ratio and fix previous design boo-boos. Atari
CH> should try that some time.

Sure do. And for those poor saps that bought the old machine with the screw ups, well, gotta swap your motherboard for nearly what a new machine costs, so sorry.

Later,
Gizmo

4386. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:36:52 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDq41H.DGo@ecf.toronto.edu>
Source record: 200837

In article <gp93rjo.748622417@txfs1.hfb.se> gp93rjo@t.hfb.se (R Johansson) writes:
>I posted an article last week asking for FSP sites for the ST/STE.
>I have had some replies, but most of them think I mean FTP sites.
>I do not. I want fSp sites. If there are any good ones. If anyone knows
>where they are.
>If anyone feels like telling me where....
>
>Thanks
>/Roger
>
Yeah, me too!! I'd really appreciate it if anyone could send me some addresses
for fsp sites. Thanks.

AcEzE

--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4387. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:39:05 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDq456.DM1@ecf.toronto.edu>
Source record: 200839

In article <CDpnyr.51s@liverpool.ac.uk> spb@liverpool.ac.uk (Mr. S.P. Bode) writes:
>Does anybody know if CSB will run on an Atari 1040 STE
>
>Dungeon master dos'nt work on mine, It still works on my old 520 ST.
>
>Steven Bode

That's funny...DM works perfectly on my 4meg STe... No problems at all!!
Maybe you have a screwed up copy?? Oh, and about CSB.. Well that works just as
well! :) Blimmin hard games tho.....

AcEzE
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4388. Re: Cubase Lite - Tastes Great, Less Filling

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:39:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <27nsb7$83k@elroy.jpl.nasa.gov>
Source record: 200838

In article <CDpuDG.qn@math.uwaterloo.ca>,
Dani A. Roloson <daroloso@math.uwaterloo.ca> wrote:
>I recently purchased Cubase Lite and have a few questions for the experts.
>I have been using it to enter songs from sheet music using the score edit.

I'm using Cubase 3.02, dunno what has been omitted in Cubase Lite, but here goes...
>
>1) How do you find and delete program changes? In one of the demos, "piano"
>is my keyboard's "sound effects" ... I change the PRG for the track to
>my keyboard's "piano" but the demo changes it back to "sound effects" half way
>through.

Do you have a List Editor? (It's Ctrl-G in my Cubase...) That'll let you edit all MIDI events at the lowest level, you can find the PRG Change and delete it in there.
>
>2) In "Score" edit, I set SNAP and QUANT to 8 and the note cursor becomes
>an eighth note but whenever I place it on a beat (tick 0) it is shown as
>a quarter note with 96 ticks until I place another eighth note 96 ticks
>after it.

This confuses the hell out of me too, don't know what to do about it. I don't bother entering music in the score editor, it's too much hassle. The Key Editor is a lot handier...
>
>3) A piece has a bar of 2:4 time signature in the middle of 4:4. Even when I
>make the bar a separate part, a change in the time signature affects the
>whole piece. How do I get around this?

Go and edit the Master Track. Insert a new event at the bar where you want the time change (insert a new time signature). The master track is where you enter time, tempo, etc. changes...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4389. Re: I need ST -> PC cable pinout

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:41:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <27nseh$86h@elroy.jpl.nasa.gov>
Source record: 200840

In article <1993Sep21.114454.15870@ajax.rsre.mod.uk>,
John Haines <haines@minotaur.dra.hmg.gb> wrote:
>Paul Robins (paulr@mario.inmos.co.uk) wrote:
>: Can anyone tell what pins I need to connect to make a cable to plug into
>: the modem port of the ST and a serial port on a PC. The PC has a 9 pin D
>: type connector. I want to be able to transfer files back and forth between
>: the machines, using comms software. I'd appreciate email responses as I don't
>: regularly read this group.

>I'm a bit rusty on this, and my boss has taken my laptop so I can't check
>it but...

>I used a 9 pin to 25 pin cable to my modem for my laptop. A cable such as
>this should work - if not add a null modem.
>
>Hope this is of some help - but try others advice first :-)

Yes, you'll need a null-modem as well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4390. Re: questions about MGR

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:47:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <27nspe$8jh@elroy.jpl.nasa.gov>
Source record: 200841

In article <CDnFnr.AE2@cs.vu.nl>, Kampen van F <fvkampen@cs.vu.nl> wrote:
>I am trying to build a system with MGR, but I have a few questions:

>- I downloaded VDImgr, but it was no improvement, although the docs
> sugested that it was. Which one should I use (I now use mgr.zoo from
> the MiNT distr. Kit)

The VDImgr should take advantage of newer features in MiNT, and is also compatible with any weird screen modes you might have from video expansion cards.
>
>- Are there any programs that make use of icons or any other graphical
> interphase?

Dunno. Not too many people use MGR, unfortunately.
>
>- When MGR is started, keeps my Mega STe running at 16MHz with blitter on?

I don't think MGR tweaks anything specific in the hardware, so if you're already running at 16 MHZ it'll keep it there...
>
>- Can you make a desktop like X-windows that, when you startup, auto-
>maticly some programs are started and icons displayed and so-on.

Don't remember. I think that's what the mgr.rc file is for...
>
>- Does anyone have a good comm-pack for mgr? I now use mgrterm, but
> I need (as a minimum) a vt52 emulation. But if you set TERM to VT52
> the program does not understand taht it is running in mgr. (because
> the only way to check, is to check the TERM var)

If the systems you connect to are TERMCAP based, you should just make them use the MGR termcap info. If they are termlib based, you will need to compile the MGR termcap description first, but in either case, there's no reason to limit yourself to VT52. If the problem is that you want to run TOS software on the ST that uses VT52 control codes, you can use the VT52 emulator in the contrib directory...
>
>- Why are more and elvis so buggy. More does not delete it's line
> saying how many bytes it has printed. So if there is an empty
> line in te text, the more status bar scrolls up.
> The atari gives hard-returns so Elvis has all sorts of ^M in the
> text. And when I modify the text, the status line scrolls out of
> the window. Is there a modification to the TERMCAP wich solves this
> problem?

Sounds like your TERM or TERMCAP environment variables are incorrect.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4391. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-21 21:54:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep21.215451.20627@newshost.lanl.gov>
Source record: 200753

In article BEL@netcom.com, dakawie@netcom.com (David M. Akawie) writes:
>
>Does anyone know of a cheap substitute for the Atari monochrome monitor?

Gee, I've seen Atari SM124 mono monitors going for $75 and as low as $50 here on the net. You can't get much cheaper than that.

If you want mono _and_ color capability, then the cheapest way is still an SM124 and an SC1224 color monitor. The NEC 3D monitors, long since out of production, are the most popular multisyncs for use on Ataris but you will still need a multisync adapter to make it work with your ST.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4392. Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 00:19:27 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CDqBKF.ApL@darkside.osrhe.edu>
Source record: 200850

In reply to my message about the 9600cps limit of Flash.

On Sun Sep 19 03:43:23 1993 <gfrajkor@superior.carleton.ca> wrote:

>I have the feeling that flashreen because of inability of the screen to
>keep up. But I have found that the data that got to the disk is intact
>when re-loaded later.
>Maybe there are different versions of Flash.

On 19 Sep 93 16:23:45 PDT <slyster.08l0@outb.wimsey.bc.ca> wrote:

>Using Flash 1.6, I have NEVER had 9600 as a limit...
>everything works fine at 14.4K. Am I missing something in your remarks?

There is no problem with file transfers, using Flash versions up to 1.6,
but if you are reading text, more than a page or two, at speeds greater
than 9600cps, you will loose characters and get garbage on your screen.

Bill Hallman <bh@okcforum.osrhe.edu>

4393. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 00:26:27 UTC
From: SBAILE31@MAINE.MAINE.EDU
Message-ID: <93264.202627SBAILE31@MAINE.MAINE.EDU>
Source record: 200752

Actually, I wouldn't mind getting some FTP sites. I may be old
fashioned, but we don't have FSP. If you could just mail me, I'd be
thrilled.

"Unleash the yeast-flingin' power of the GOD BISCUIT"
-Nuclear Platypus, the Supreme Bean

4394. Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 00:44:55 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <27o767$q76@news.dmpe.CSIRO.AU>
Source record: 200751

O.k. Guys.
I am able to get enough money together to buy a new computer, and I want to get a Falcon 030. The machines currently for sale are 4 meg, 80 HD set-ups, and I get the impression that these have less bugs (i.e. problems with the HD) than the 65 meg versions. I have gotten quotes and the prices seem to be not too bad, but the guy who I want to buy it off hasn't any in stock, because of the constant OS revisions, etc. He says that Atari Oz are getting in a new shipment at the end of the month, and these are to be a new batch with a revision of the OS, as Atari have found bugs that they are going to fix. What I want to know is what OS / Revision should I look for, as I need a new computer as like last month, and I don't want a really buggy one - hey I've got a 1040STf TOS 1.0(8) for that ....

There are some places around here with a few computers in stock, and I'd love to get one, mainly 'coz I really only have access to the money Thursday and Friday, and then it gets shut up in a big vault again.

Please Help ME!

(E-mail is best, but all replies welcome!)

Karl..

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4395. followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 01:54:07 UTC
From: michael@tapestry
Message-ID: <27ob7vINN69u@ymir.cs.umass.edu>
Source record: 200754

Hi,
Thanks to some helpful people, I got the information I need and am
happily running with MultiTOS, NeoDesk, and NVDI now. I really, really
appreciate the help.
For those hypersensitive enough to perceive a legitimate complaint about
one rather serious bug as just trendy Atari-bashing, I recommend lightening
up just a little (actually, a lot).

Michael Kieras
michael@cs.umass.edu

I do not speak for my employer.

4396. Atari equipment for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 03:07:22 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <148743@netnews.upenn.edu>
Source record: 200760

I have the following equipment for sale:

Atari Mega2ST (w/4 meg ram): $375 (includes shipping)
(Comes with many applications, most with original documentation: Timeworks DTP, Wordflair II w/ FSMGDOS, EditTrack, Laser C, Flash, Dr. T's Tiger Cub, Ludwig, Neodesk 3.1, Degas Elite, Microsoft Write and many public domain disks. Also included are the Compute Atari ST books on C programming and an Avatex 1200 baud modem)

Atari SLM804 with brand new drum, extra toner cartridge: $350 + shipping
-- Don't settle for any slower, still one of the fastest consumer printers out there. Add Composcript software and you have a great postscript printer.

SM124 monochrome monitor: $75+shipping

Spectre GCR w/ ROMS: $200 (includes shipping)
-- lets you into the world of Mac, runs most applications including MS Word, lets you exchange files easily

Please contact me by e-mail @ basil@eniac.seas.upenn.edu if interested.

4397. UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 03:16:49 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Sep21.231649.15814@umiami.ir.miami.edu>
Source record: 200757

I just got this off GEnie this weekend and knew everyone here would want to know about it.

-Mark Santora
<-->

For immediate release

CodeHeadQuarters
Friday, September 17, 1993

```
.................................................
: :
: CodeHead Technologies announces Warp 9 3.80 :
: :
: Including Extend-O-Pak :
: :
:...............................................:
```

The long-awaited upgrade to Warp 9 is here!

Feature List
----

o Fully compatible with the Falcon 030 computer.

o Fully compatible with SpeedoGDOS.

o Seven completely new Extend-O-Save modules!

o Seven of the previously-released modules have been enhanced, adding Falcon compatibility and new features, such as Alternate Screen, Test mode, Falcon "true color" support, and more.

o A newly-designed Warp 9 Control Panel provides easier access to all options and allows you to configure which page of features will appear upon the opening of the accessory.

o A new program, Extend-O-View, runs as an application for Extend-O-Save modules so that you can simply double-click on modules to load and view them! Or install Extend-O-Save modules right in your HotWire menu to select them with a single keypress or mouse click.

o A new accessory, EOS Timer, handles a new generation of Extend-O-Save modules which operate through the GEM event system. This allows modules to do disk access, and make many other types of system calls previously unavailable to Extend-O-Save modules. The Slide Show module

mentioned below makes use of these new features.

o New MakeFast program provides users of TOS 1.0 and 1.2 a faster bootup of Warp 9.

o Now comes on two floppy disks containing over 1.3 megabytes worth of files. Disk two contains 20 Extend-O-Save modules from CodeHead Technologies and eight modules from other authors.

o Includes a 30-page manual addendum documenting all new features and Extend-O-Save modules.

New Extend-O-Save Modules

Slide Show - Picture files are displayed in an automatic slide show. The slide show displays pictures in any of the formats supported by Warp 9, including beautiful 256-color pictures on the Falcon 030.

Flying Thrones - A take-off on the popular Flying Toasters screensaver available on other platforms. Flying Thrones includes a separate program which allows you to load your own images/animations. Due to trademark restrictions, we can't release a clone of Flying Toasters, but now you can create your own version.

Rain, Man - Expanding circles appear on the screen, like drops of rain water hitting the ground.

Things That Go Bump... - The blinking eyes of various creatures randomly appear and disappear, accompanied by optional night sounds.

Spotlight - A circular section of the screen roams around a dark background as if a flashlight or searchlight were lighting it.

Filled Shapes - Random shapes with variable number of sides appear randomly, filled with random fill patterns.

RAM Page - The screen fills with an ASCII representation of the internal memory of your computer, providing page after page of interesting and unique screen displays. You might be surprised at what you've got inside -- and it's not Intel.

Availability

Warp 9 3.80 with Extend-O-Pak is available now. The retail price remains at $44.95. Owners of previous versions of Warp 9 can upgrade to v3.80 for $25 plus $3 shipping ($4 Canada, $6 overseas). Send us your master disk and $28 to receive the upgrade. For more information, contact your local dealer, or:

CodeHead Technologies
PO Box 74090
Los Angeles, CA 90004
Tel (213) 386-5735

Fax (213) 386-5789
BBS (213) 461-2095

4398. Help with Falcon audio input!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 04:37:05 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep21223705@flammulated.owlnet.rice.edu>
Source record: 200688

I have a problem with my Falcon and sampling that I sure hope someone here knows the answer to...

Whenever I hook up a stereo cable between my Falcon and the headphone jacks on my stereo, all I get is a horrible HUM from the Falcon, and garbage (but load garbage) for the input instead of what I am trying to sample.

Hooking up a microphone works OK, why can't I seem to sample from my stereo?

Thanks,

--
---> Kendall Gelner (kendall@rice.edu)

4399. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 04:43:14 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CDqns3.DsB@cunews.carleton.ca>
Source record: 200761

In article <1993Sep19.101035.16802@cobra.uni.edu>,
Wanna buy one? My Atari dealer just 'round the corner has one in stock, and has
>> been selling some of them...
>
>No thanks. I want a laptop that has at least an 030, not a 68000.

I'd gladly settle for an STBook if the price is right. What is
it?
A 68000 beats anything up to a 486 in my opinion and for my
applications. The question is purely price. Are the Books cheaper in
Europe??
How do the compare with Macs and the lesser clone notebooks?

4400. New program on comp.binaries.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 05:00:25 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep21.230026.1630@rivers.acc.uwrf.edu>
Source record: 200758

Located on comp.binaries.atari.st is a utility that I designed which runs other GEM or TOS programs. You may do this at startup, or run the program anytime. I have a stock 1040STe, and it works perfectly. Check it out! It's free! All you need is 200KB (approx.) and programs whose memory requirements don't exceed 100,000 Bytes. I use this to run STBlank's accessory as a program, set-up the screensaver, and NOT have any accessory taking up ram space. (plus a couple other programs run at boot too.)
If you like it, write to me below, or if you don't like it write to me below.
You can't lose!

--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

4401. Is it Ambermoon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 05:09:57 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCDqp0L.xM@netcom.com>
Source record: 200762

I've heard rumors that Ambermoon has been released in Germany. Is this true or just a good rumor?

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

4402. 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 07:58:49 UTC
From: etxpell@etlxd20.ericsson.se
Message-ID: <9309220759.AA20811@etlxd22u.ericsson.se>
Source record: 200763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I haven't read this newsgroup before, but I hope that someone will be able to help me out. I'm about to enter the world of MIDI, and having an Atari ST at home I was thinking of trying some of the PD MIDI programs available at the many ftp sites.

Now, my question is: I don't have a modem, so would it be possible for me to download the files to a PC/Sun WS, and copy them to a floppy that the ST would be able to read? I seem to remember that the disk-format is different between DOS and the ST, but is there a way to get around it (hardware or software), other than getting a new disk drive for the ST?

Cheers,
Pelle ,,, ?
`O-O'
----------oOOO-(_)--OOOo---
Pelle Arvinder ___ ___ _ _ ___ __ ___ _ ___ _ _ __ ___ ___
Ericsson Limited | _ \ __| | | | | __| / | _ \ |/ / | \| | \| __| _ \
TC 3.1.2 | _/ _|| |_| |_| _| / _ | / /| | | | \ _|| /
Charles Avenue |_| |___|___|___|___| /_/|_|____/ |_|_|_|___/___|__\
Burgess Hill
West Sussex RH15 9UB Phone: +44 444 234787 ECN: 832 4787
United Kingdom Email: etxpell@mega.ericsson.se Memo: ETX.ETXPELL

4403. Re: New Falcon simm board plus other stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 08:01:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.711446@cix.compulink.co.uk>
Source record: 200721

In article <1993Sep21.125126.10404@infodev.cam.ac.uk>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
>
>Also there is are two new accelerators for STFM/MEGA ST's. These are 68000
>clocked at 28 or 36mhz (I think they are the right numbers, somewhere around
>there anyway). I thought 68000's weren't supposed to run this fast? Or am I
>totally wrong again? (cost 199 uk pounds for the 28mhz, 299 for 38mhz)
>
>I was considering buying a Falcon or maybe a TT to get some extra speed and
>graphics. If I get one of the above accelerators for my Mega ST, the speed
>increase won't be as fast because everything else is still at 8mhz (correct?).
>So will it be better to buy one of the new machines so that _everything_ is
>faster?
>

Get a Falcon it will be about the same speed as the 28MHz, but you also
get a hard disk, MTOS, Speedo, much better graphics, up to date TOS, and a
DSP.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4404. Re: email to Compuserve?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 08:25:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91220@cup.portal.com>
Source record: 200765

Internet E-Mail to CompuServe should be addressed using the adressee's
CIS ID number in the following form:

76702.1466@compuserve.com

Note that the normal comma in the user ID is replaced by a period.

BobR

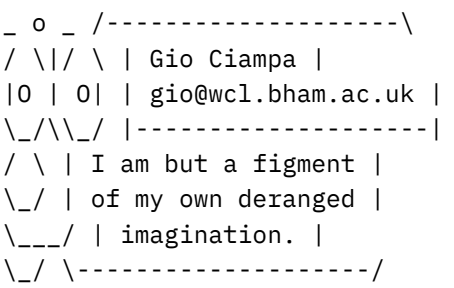
4405. Re: HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 08:49:26 UTC
From: gio@wcl.bham.ac.uk
Message-ID: <gio.43.748687766@wcl.bham.ac.uk>
Source record: 200764

In article <1993Sep21.113959.16875@gps.leeds.ac.uk> rahin@scs.leeds.ac.uk (M A Rahin) writes:
>From: rahin@scs.leeds.ac.uk (M A Rahin)
>Subject: HiSoft's telephone number
>Date: Tue, 21 Sep 1993 11:39:59 GMT
>Does anyone have the telephone number of HiSoft's UK (sales dept.)
>telephone number or e-mail address ?
>

HiSoft can be found on 0525 718181

BTW (crap claim to fame time!) My brother runs the pub across the road!



4406. Re: 520STFM->1040 dip ram upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 09:05:21 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <1993Sep22.090521.11217@inmos.co.uk>
Source record: 200766

>>I was told by one source that if I found empty pads (to drop 256k x 1
>>dip ram
>>into) in a 520STFM that I would also need to add some series resistors to
>>make the ram upgrade work. Another person disagreed.
>>

>I did several times, all you need is the RAM chips: 4x 414256-120 SOJ. (And
>don't drink too much coffee before soldering, you'll need FULL control of your
>hands and fingers - it's a very delicate soldering job...

When I upgraded my 520STFM, I fitted the empty bank of ram (16 x 256Kx1) and
I also needed 3 resistors. These resistors (on my STFM anyway) are series
damping resistors and connect the signals RAS, CAS and WriteEnable thru to
the ram being installed. If they are omitted then these signals won't reach
the new bank of ram.
If you look at the board near the ram you should find three empty places
where resistors are marked but not installed. Use a value of approx 47 ohms
or thereabouts (or look to see what the existing values are for the existing
bank of ram).
You should be able to use 150nS ram without any problem.

There seem to be many variations off STFM boards in circulation so you will
need to look at the board to find out which advice is applicable.

There is an article at atari.archive.umich.edu which has details of upgrading
to 2.5M and if you can afford the rams then this is well worth it.

Happy upgrading
Dave Foy

--
+--------------------------(Dave Foy)------------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.com |
| Internet : davef%inmos.co.uk@inmos.com |
+----------------------(+44 454 616616 X520)-------------------------+

4407. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 09:36:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDr1C9.BwC@barclays.co.uk>
Source record: 200705

Anything from 4.02 onwards is OK. 4.01 is broken badly. The current version AFAIK is 4.04 and that's what I'll be upgrading too soon.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4408. Re: Cubase Lite - Tastes Great, Less Filling

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 09:39:19 UTC
From: djs@jet.uk
Message-ID: <1993Sep22.093919.9023@jet.uk>
Source record: 200774

In <CDpuDG.qn@math.uwaterloo.ca> daroloso@math.uwaterloo.ca (Dani A. Roloson) writes:

>I recently purchased Cubase Lite and have a few questions for the experts.
>I have been using it to enter songs from sheet music using the score edit.
Note: My answers are based on `real' Cubase, I'm not sure what features are
missing from Lite...

>1) How do you find and delete program changes? In one of the demos, "piano"
>is my keyboard's "sound effects" ... I change the PRG for the track to
>my keyboard's "piano" but the demo changes it back to "sound effects" half way
>through.
Use Grid Edit, ensure that the list of events displayed includes program
changes by checking that the 'pc' in the box about 2/3 across the top of
the window is in upper case. If in lower case then program changes are not
displayed. Then select and delete the events.

OR: Filter program changes.

>2) In "Score" edit, I set SNAP and QUANT to 8 and the note cursor becomes
>an eighth note but whenever I place it on a beat (tick 0) it is shown as
>a quarter note with 96 ticks until I place another eighth note 96 ticks
>after it.
Not sure, I don't use score edit.

>3) A piece has a bar of 2:4 time signature in the middle of 4:4. Even when I
>make the bar a separate part, a change in the time signature affects the
>whole piece. How do I get around this?
Time signatures should be set using the Master Track. This enables you
to specify that the song is in Common Time, switches to 2/4 at bar 23, say,
then back to 4/4 at bar 24. This is where you put any tempo changes too.
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4409. Re: Using Speedo GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 09:47:33 UTC
From: djs@jet.uk
Message-ID: <1993Sep22.094733.10422@jet.uk>
Source record: 200775

In <1993Sep21.141642.13365@cinna.robots.ox.ac.uk> adrian@robots.ox.ac.uk (Adrian Cox) writes:

>ST Applications arrived today, with a review of Speedo GDOS. It looks
>good, and the price is right. First, though, I'd like to know if
>anyone has used it successfully with Timeworks Publisher 2, and the
>the OPUS spreadsheet?
Yes: TimeWorks
No: Opus (haven't got Opus, so haven't tried this).

With TimeWorks, you have to do a bit of fiddling to get fontwid.app to run; it was explained in a recent magazine article (Atari ST Review, if I remember correctly).

BUT: You won't be able to use your old PostScript driver, and THERE IS NO POSTSCRIPT DRIVER WITH SpeedoGDOS. Aargh! How are you supposed to get quality output when the best you get is LaserJet? The SpeedoGDOS manuals certainly weren't printed using SpeedoGDOS!
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4410. Re: ROM dumps...

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:01:40 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep22.100140.6853@ibr.cs.tu-bs.de>
Source record: 200768

lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

>I'm seriously considering upgrading my ST's TOS to 1.4 or 2.06. One
>thing I'm worrying about, though, is incompatibility with some of my
>older software. Are there any PD or shareware programs which let you
>dump an image of your ROMs to disk to be loaded later with something
>like quicktos?

I have written such a thing when I was testing several TOS patches before
burning them into EPROM. It consists of romsave.ttp, which dumps the ROM
to your hard drive, and starttos.ttp, which loads the dumped TOS to RAM
to start it. starttos also needs a relocation file, which contains all
absolute addresses to relocate. I have such files for TOS1.0, 1.02, 1.04.

Mail me, if you want binaries or source code of these tools.

Urs

4411. Re: Cubase Lite - Tastes Great, Less Filling

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:24:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.711684@cix.compulink.co.uk>
Source record: 200769

In article <CDpuDG.qn@math.uwaterloo.ca>, daroloso@math.uwaterloo.ca (Dani A. Roloson) writes:
>
>I recently purchased Cubase Lite and have a few questions for the experts.
>I have been using it to enter songs from sheet music using the score edit.

I use Cubase 3, never used Lite but hopefully my answers still apply.

>1) How do you find and delete program changes? In one of the demos, "piano"
>is my keyboard's "sound effects" ... I change the PRG for the track to
>my keyboard's "piano" but the demo changes it back to "sound effects" half way
>through.

Go to List Edit (I think Lite has it) and search for the program change
event. If you want, uuencode the file and I'll remove it for you.
>
>2) In "Score" edit, I set SNAP and QUANT to 8 and the note cursor becomes
>an eighth note but whenever I place it on a beat (tick 0) it is shown as
>a quarter note with 96 ticks until I place another eighth note 96 ticks
>after it.

Don't know.
>
>3) A piece has a bar of 2:4 time signature in the middle of 4:4. Even when I
>make the bar a separate part, a change in the time signature affects the
>whole piece. How do I get around this?
>

You need to use the MasterTrack. There you are able to set time signature
and tempo changes per song position. It's quite simple.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4412. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:31:18 UTC
From: everling@iis.fhg.de
Message-ID: <everling.748693878@mw004>
Source record: 200771

Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:

>Hi to everyone!

>Due to the messages here, I grabbed a copy of Warhead too. Great game!
>But I keep getting myself killed by the Berserker (first time you meet him)
>He scans all my stuff, sends some message like "Heellllooo" and "Fie fo fum,
>I smell an organics blood" then he fires a missile which I cannot outrun.
>And logically, next thing I do is explode! :-(

>I tried leaving with the escape pod, tried to Quadspace away (in both cases
>my mission FAILED!) and just to outrun the missile... Nothing seems to
>work! Please help!

>See ya!

>Christiaan Kamstra

Keep away from him. This missile got a performance radius of 5000. This will
be later developped for you, but not when in clinch with the bezerker.
The only way is to annoy him very much. Just keep shooting at him when you've
successfully identified him. Fire everything at every encounter.
Soon he will be after you, not the earth. Then you will be entitled for a
mission towards a target of your own choosing, as long as it is not the earth or
solbase. Find out for yourself.... :-)
For the missile: ever thought of shooting it ?
That's it, Dirk
--
Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

4413. HELP! zoo file format

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:31:35 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep22.103135.7550@ibr.cs.tu-bs.de>
Source record: 200770

I've posted this in comp.compression before, but got no answer. Maybe
atari freaks are more willing to help.

I have accidently overwritten the first 90 or bytes of two zoo archives.
With fiz I can recover all files but the first in each archive, although
it seems only the header of the first files are corrupted, not the data.
Can anybody mail me a descrition of the format of zoo files, so that I
can repair the archives by hand.

Please, don't let me dig into the zoo source code.

thanks
Urs

4414. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:56:00 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CDr51E.61E@hpbbrd.bbn.hp.com>
Source record: 200735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Larry Richardson (richards@sulu.orl.mmc.com) wrote:
> What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
> I have a hard-drive and am running TOS 1.2 with no problems. Are there some
> bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
> enhancements things that most users could live without???

In general, operations on hard disks are sped up by several factors
when using TOS 1.04 (compared with 1.02 and 1.00). Apart from that,
TOS 1.04 fixes some serious GEMDOS problems that could in the end
wreck your files, and it alleviates the FOLDRxxx problem a lot.

If you're thinking about an upgrade, however, you should probably
consider investing in TOS 2.06 and an expansion card for it.
This will give you the new Desktop, speed and functionality
improvements, and a larger address space for the TOS ROMs, i.e.
the possibility to upgrade to upcoming bigger TOS versions.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

4415. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 10:58:34 UTC
From: reschke@math.uni-muenster.de
Message-ID: <27pb4q$196d@obelix.uni-muenster.de>
Source record: 200772

In article jvc@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
> lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
>
> >The X11R5 Speedo fonts are encrypted with a different ID, so you cannot use
> >them in the Atari licenced Speedo engine. End of story.
>
> Hmmm, does this mean that I also wouldn't be able to use the fonts I got
> with SpeedoGDOS with say WP 6.0 if I ever get rich enough to buy a copy
> of the program?
>
> Erlend.

Atari's key is the same as the one which is used by some DOS packages (Wordperfect,
or Bitstream Facelift).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4416. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9fe636@troed.ct.se>
Source record: 200725

In a message of 21 Sep 93 21:20:19, Chris Oberle wrote:

CO> software is there on the market that _really_ benefits from the DSP?
CO> Yes, there is MusiCom. But what else? Picture processing software?
CO> Hypermedia software? The Falcon isn't automatically a multimedia
CO> machine because it has a DSP.

Seriously, almost ALL software that CAN benefit from the DSP has got DSP routines in it already! And more is coming ... sound processing software (MANY), picture processing software (SOME) and more ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4417. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 11:01:18 UTC
From: reschke@math.uni-muenster.de
Message-ID: <27pb9u$196d@obelix.uni-muenster.de>
Source record: 200773

In article 1jTAil6oPg6@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> The only BitStream fonts I've been able to track down from any of the X
> distributions were BitStream Charter and BitStream Courier 10-Pitch, in
> Adobe Type-1 format.
>
> Being Type-1, which is about 3,000,000 times more common than Speedo,
> they won't work with SpeedoGDOS; they work fine with PageStream though.
>
> --
> ------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Then do a global find for files with the extension spd :-)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4418. Re: Using SLM804 with TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:17:02 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep22.121702.13649@news.unige.ch>
Source record: 200776

In article <1993Sep21.075133.12388@etek.chalmers.se>, e2joed6@etek.chalmers.se (Jonas Eden) writes:
> Des anyone know if there are a GDOS driver compatible with the TT?
> Otherwise are there any other way to use GDOS programs on the TT?
>
> Thanks in advance
>
> Jonas Eden
> e2joed6@etek.chalmers.se

--
Jonas,

There is no big problem in using the SLM on a TT (I use two such systems). The only prob. I have with GDOS printing is that you must switch off the cache before printing; if you don't, the TT tells you printer (or driver - I forget) not found.

Mike

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

4419. Re: Using Speedo GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:18:42 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep22.121842.13709@news.unige.ch>
Source record: 200777

Does anybody know if Easydraw works with SpeedoGDOS? I am kind of
attached to the old thing ...

Mike

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

4420. Re: USRobotics

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:45:36 UTC
From: er9s@Virginia.EDU
Message-ID: <1993Sep22.124536.26215@Virginia.EDU>
Source record: 200789

```
The phone number to USRobotics is 1-800-DIAL-USR
```

4421. gcc 68881 olbs for line-f where?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:46:49 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.748702009@sakura>
Source record: 200780

Dear everybody,

I'm looking for the libraries which will enable me to
use the 68881 math. copro in my MegaSTE with GCC.
As I understand, I need the line-f libraries.

the sfp04 or so libs don't work (the one at a.a.). Of course.

Or is there another trick?

Like include math-68881.h instead of math.h? Can pml do the job
somehow? I tried, but it didn't work...

Any help appreciated!

Please mail me at goltz@epdpri1.dpri.kyoto-u.ac.jp, as I can't
read news often.

Many thanks in advance from Kyoto,

Christian Goltz

4422. Re: wanted - ST gear

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:48:37 UTC
From: er9s@Virginia.EDU
Message-ID: <1993Sep22.124837.26324@Virginia.EDU>
Source record: 200790

I have an external 40mb hard drive in case & power supply I'll
sell for $175.00 you pay shipping & C.O.D.
I also have a 1224 color monitor I'll sell for $175.00, again.
you pay expenses. 804-985-8112. Ernie.

4423. Looking for Protracker ST's authors

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 12:58:57 UTC
From: doucet@ripolin.laas.fr
Message-ID: <10216@laas.laas.fr>
Source record: 200778

Subject line says most of the story;
the e-mail address given in the readme file doesn't seem
to work ("user unknown!").

So if anyone knows if it's possible to get in touch with
Karl Oygard and/or Hans-Arild Runde, I'd like he tells me.

Many thanks in advance.

--je--

4424. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 13:06:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.712287@cix.compulink.co.uk>
Source record: 200779

In article <CDp6Io.HHA@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>Even a 25Mhz 486sx will show a Falcon a clean pair of heels.
>To compare, I looked at PC prices recently. 486sx25, 170Mb HD, 4Mb RAM, Windows
>accelerator(1mb), mouse,keyboard,multisession CDROM. GBP740. falcon, 4MB 65Mb HD,
>keyboard, mouse GBP950. No contest.

Sure, the 486/25 is faster at pure number crunching, but when you load the
OS it's a different story - TOS is much faster than Windows and
forthcoming versions of MTOS are almost as fast as TOS (about 90%).

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4425. Re: STbook ?'s

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 13:50:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDrD3C.Dw1@barclays.co.uk>
Source record: 200706

In article <CDqns3.DsB@cunews.carleton.ca>, gfrajkor@superior.carleton.ca (George Frajkor) writes:
|> In article <1993Sep19.101035.16802@cobra.uni.edu>,
|> I'd gladly settle for an STBook if the price is right. What is
|> it?
|> A 68000 beats anything up to a 486 in my opinion and for my
|> applications. The question is purely price. Are the Books cheaper in
|> Europe??
|> How do the compare with Macs and the lesser clone notebooks?
The ST Book looks great BUT it's just a bog standard 8Mhz 68000 with 1Mb RAM and a small(40Mb?) HD. In the UK they cost 1275GBP which is about 2000USD. It's probably the equivelent of a 286 PC laptop circa 3 years ago. In it's favour, it's very nice to use, very compact indeed and has nice built in utilities. It has no floppy though. :-(
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4426. Re: Looking for Protracker ST's authors

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 13:52:23 UTC
From: ga@mrih.no
Message-ID: <1993Sep22.135223.15808@ugle.unit.no>
Source record: 200781

Jean-Etienne Doucet (doucet@ripolin.laas.fr) wrote:
> Subject line says most of the story;
> the e-mail address given in the readme file doesn't seem
> to work ("user unknown!").

> So if anyone knows if it's possible to get in touch with
> Karl Oygard and/or Hans-Arild Runde, I'd like he tells me.

I guess Karl Anders will see this himself, but I beat him to the follow up
which is required as there are so many people out there who keep asking
this question.

Karl Anders Oygard has changed to the University in Oslo, and Hans Arild Runde
has been there for the last year, too. Their addresses are:

Karl Anders Oygard: karlo@ifi.uio.no
Hans Arild Runde: hansr@ifi.uio.no
(and of course, there's my address: ga@mrih.no - I designed and programmed
the breakout in disk menu ;-))

> Many thanks in advance.
No problem!

> --je--

--
;; These are some words I know. They mean nothing, so why do you read them?
;; Saddam Hussein national security agency CIA FBI John F Kennedy waste
;; bomb Panama nuclear PLO SEAL Team 6 Peking security domestic
;; disruption NSA Soviet quiche Rule Psix

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

4427. MiNT mailng list

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 13:53:51 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep22.135351.12677@ibr.cs.tu-bs.de>
Source record: 200782

How do I get on the MiNT mailing list?

Urs

4428. Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 15:20:39 UTC
From: sebestyenzol@ludens.elte.hu
Message-ID: <1993Sep22.162039.608@ludens.elte.hu>
Source record: 200783

Hi there!

I've got a Falcon and I'm looking for a list of companies who are developping
on Falcon030 . I need their address, the names of the programmes that they've
brought out and some info about them . (I mean the type of these prgs .)
If you have some information about it, please send it to me .

Thanks !
Zoltan

4429. Re: 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 15:42:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDrIAz.Ezx@barclays.co.uk>
Source record: 200707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9309220759.AA20811@etlxd22u.ericsson.se>, etxpell@etlxd20.ericsson.se (Pelle Arvinder) writes:
|> Now, my question is: I don't have a modem, so would it be possible for me
|> to download the files to a PC/Sun WS, and copy them to a floppy that the ST
|> would be able to read? I seem to remember that the disk-format is different
|> between DOS and the ST, but is there a way to get around it (hardware or
|> software), other than getting a new disk drive for the ST?
|>
The ST can read any 720K format PC floppy.

There is a lot of good MIDI PD. Sequencers, voice editors, sysex dump managers and all sorts of stuff. Enjoy!

--

+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4430. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 15:51:24 UTC
From: zim@IBX.COM
Message-ID: <9309221551.AA13633@IBX.COM>
Source record: 200784

>>> The Jaguar was brought up because Atari has virtually abandoned the
>>> Falcon already, putting (according to Bob Brodie, just to satisfy
>>> Warwick's curiosity) all its resources ($35 million, down from the
>>> $50 million they said they had to launch the Falcon) toward launching
>>> the Jaguar.
>>>
>>> They haven't abandoned the Falcon, this is plain BS! Just because
>>> they're investing a lot of money in the console market does not mean
>>> they give up the computer-market... The money they make on the jaguar
>>> will probably be used to develope new Falcons...
>>
>> One would think that if the Jaguar makes money that Atari will
>> reinvest most of the money in the Jaguar. (It'll maximize their
>> return).
>
>Oh yes, and simply let all the money they have already invested in the
>Falcon-line go to waste? Probably not! Why do you think they have continued
>making computers thus far?

If you had a Jaguar line which was making money and a Falcon/ST line
which was was losing money (or at best, just breaking even), where would
you spend your money?? Jaguar, of course. Let's make it better. Let's
get even better software, etc.

The Falcon being a niche computer doesn't help. (It's easier to find Atari
products in music stores than computer stores. When Joe Consumer goes to
buy a computer, will he visit a music store or a computer store? Even if
he wants the computer for music/MIDI, the sales droids will steer him
to an IBM or MAC machine. "This is just what you're looking for".)

Competing with the MS-DOG world is like trying to stop an avalanche.
To make the Falcon/ST competitive, Atari must advertise the hell out of
the machine. (Remember how Atari used to advertise in the past? Anyone
remember the Alan Alda TV spots??) They must build a dealer base of
COMPUTER dealers. Not just music stores. Atari's been building up their
dealer network for how many years??

Bill Zimmer - zim@ibx.com

4431. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 16:17:02 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep22.101702.1372@janus.arc.ab.ca>
Source record: 200713

In article <2c9c1e23@p1.f503.n285.z2.fidonet>, Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:
>Hi to everyone!
>
>Due to the messages here, I grabbed a copy of Warhead too. Great game!
>But I keep getting myself killed by the Berserker (first time you meet him)
>He scans all my stuff, sends some message like "Heellllooo" and "Fie fo fum,
>I smell an organics blood" then he fires a missile which I cannot outrun.
>And logically, next thing I do is explode! :-(
>
>I tried leaving with the escape pod, tried to Quadspace away (in both cases
>my mission FAILED!) and just to outrun the missile... Nothing seems to
>work! Please help!
>
>See ya!
>
>Christiaan Kamstra

Someone posted a way to do this. You need to get fire everything you've got at the Berserker and get him to follow you and then use Quadspace to get to the black hole and the Berserker will hopefully follow you and get sucked in while you escape because you move faster.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4432. TOS 2.06 and games

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 16:18:27 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep22.101827.1373@janus.arc.ab.ca>
Source record: 200714

I have a few games that no longer work on my Mega 2 ST since I put in TOS 2.06.
Is there a patch or something that I can use to get these games to work?
Specifically Robotz and Warhead? Any help would be appreciated.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4433. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 16:44:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <93736@mk.maus.ruhr.de>
Source record: 200727

Hi,

S>Does anybody know if CSB will run on an Atari 1040 STE
S>Dungeon master dos'nt work on mine, It still works on my old 520 ST.

Dungeon master and Chaos strikes back works well on my Falcon 030. I think there are some differences more between Falcon and ST as between STE and ST. SO I think CSB will work on a STE. On the STE of a friend from me both games work well too. I can't imagine why Dungeon master dosn't run on your 1040STE.

Tschau,

/Martin/

4434. ST Books / STacy's

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 16:45:40 UTC
From: an36865@anon.penet.fi
Message-ID: <165315Z22091993@anon.penet.fi>
Source record: 200785

Hi,

Does anybody know where I can order a ST Book or a STacy ?
Are there dealers who are still selling them ?
If you know a dealer, please give me the address, phone and fax number.

Thanks !

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

4435. Re: Civilization Fix NEEDED!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 17:11:24 UTC
From: kendall@elf.owlnet.rice.edu
Message-ID: <KENDALL.93Sep22111124@elf.owlnet.rice.edu>
Source record: 200687

In article <10208@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

In article i77@tribune.usask.ca, madsen@admin.usask.ca (Jorgen Madsen) writes:
))
)) In article <18SEP93.01561872@meena.cc.uregina.ca>, petryv@meena.cc.uregina.ca writes:
)) |>Could someone please repost that old sector editor Civilization fix?
)) |>I'm getting the infamous and annoying "Bombs when you have a revolution" bug.
)) |>
)) |>Brook
)) |>petryv@meena.cc.uregina.ca
)) |>
))
)) I also need this fix.. In looking through the install.prg, it seems that the
)) distribution I have is missing some files ie (DOCKER.LBM, PLANET1.LBM,
)) PLANET2.LBM). I know I can build a spaceship without, but they are so
)) awful to look at.
))
)) Jorgen Madsen

I too join in the "Please post the fix" revendication...

Jean-Etienne Doucet

Here's all of the postings of patches I received (note that I'm not
the author, and I still haven't received my copy so I can't be sure
how well it works:

Someone reported a bug happening on the city status of cities far from the
capital, which resulted in a bus error. After debugging with MonST, I
discovered that this bug occured in the routine darkenning the commercial
revenues (which seems to be totally useless on ST), when the corruption losses
are higher than the revenues themselves (which should be impossible). This
seems to happen only in anarchy.
As Microprose doesn't seem to answer, you can prevent this thing in the
following way:

In the file GAME.PRG, search for the sequence
4EB9 0005 737E 4FEF 0014 700D 3F00 (sector 176 of file GAME.PRG),
then replace 4EB9 0005 737E with 4E71 4E6E D03B

You can E-Mail me if you have any trouble.
One last thing about this game, I wonder if it is not easier to win on ST
than on PC. After several easy victories, I never met a civilisation that
was really developped (even on king level). Does anyone have the same
sensation ?

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****

The bug fix I gave on this newsgroup couldn't work on every configuration !!!
Shame on me, I'm so bad that I guess I could be a Microprose programmer. Here's
a bug fix that should work in any case:

In the sector 176 of file GAME.PRG, look for the sequence
3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014, or,
if you made my silly bug fix 3F03 3F02 2F39 0006 024E 4E71 4E6E D03B 4FEF 0014
then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C

Good conquests !!!

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****
* "Abruti, abruti, je suis abruti !" *
* Les Satellites *
****

--
---> Kendall Gelner (kendall@rice.edu)

4436. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 17:22:37 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27q1kt$rb2@snlsu1.london.sinet.slb.com>
Source record: 200792

In article 11434@gw.wmich.edu, x91mikowski@gw.wmich.edu writes:
> lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
> >
> > I recommend you upgrade -- it really is worth it. You might like to look at
> > the TOS 2.06 upgrade boards you can now get. They give you a better Desktop
> > and you don't need the POOLFIX patch any more.
> >
> Mat,
> Maybe this is a stupid question, but what does Poolfix do and where can I
> get it? Also, any more info on 2.06 would be appreciated--features,price,
> availibility, etc...

It's not a stupid question. While removing the bugs in the TOS memory manager, a new bug was introduced in the routine that coalesces free memory blocks. POOLFIX is a program that intercepts memory allocation and freeing requests (and other calls that indirectly allocate / free memory) and coalesces the blocks itself. Hence the buggy routine never gets a chance to run.

In the UK, the TOS 2.06 extension card is marketed by COMPO. I don't have any info. on the US supplier.

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4437. Re: 4 color separation with Pagestream 2.2 ques

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 17:28:44 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27q20c$rbg@snlsu1.london.sinet.slb.com>
Source record: 200793

In article 4st@news.bu.edu, selick@csa.bu.edu (Steven Selick) writes:
>
> When printing out "real" color pictures on a hp deskjet + with 4 color
> separation (running the paper through 4 times with cyan, magenta,
> yellow, and black cartridges...works great!) the black pass seems to
> block out most of the effects of the color. Is there any way to take out
> any black in the spots where other colors exist, and get brighter
> pictures? Is there a way to change the color & tint/hue for the whole
> picture as on a TV set?

It sounds as if you need Jeremy Hughes ImageCopy, which allows you to fiddle with all sorts of parameters (including all the ones you mention) when printing to colour Deskjets.

I don't have a copy myself, but it gets rave reviews and I've yet to meet anyone with a bad word to say about it.

> Steve
> selick@csa.bu.edu

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4438. Re: New program on comp.binaries.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 17:32:09 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <27q26p$rbg@snlsu1.london.sinet.slb.com>
Source record: 200701

In article 1630@rivers.acc.uwrf.edu, ph9991_imm@rivers.acc.uwrf.edu (Lawrence Imm) writes:

> I use this to run STBlank's
> accessory as a program, set-up the screensaver, and NOT have any accessory
> taking up ram space. (plus a couple other programs run at boot too.)
> If you like it, write to me below, or if you don't like it write to me below.
> You can't lose!

I'm flattered that ST Blank is your screen blanker of choice, but ST Blank allows you to save your settings (and they're loaded at boot time)!

Mat (author of ST Blank)

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4439. TT Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 17:48:55 UTC
From: gruber@austin.ibm.com
Message-ID: <CDro5J.2uq5@austin.ibm.com>
Source record: 200794

I tried as was suggested in this newsgroup to enable me to use the stereo sound of my TT to turn off the speaker, which should have re-directed the sound to the stereo jacks.

Well it didn't work, what I did was used the xcontrol panel but to no avail also I'm running NeoDesk 3.3.

When I did turn sound off using xcontrol I did hear some kind of sound but very faint, from what I understand there should be stereo amplifiers wired to these RCA plugs.

Is there anything I'm doing wrong or need to do ?

Thanks,
Scott

4440. For sale: Color monitor/hi-res tv for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 18:03:05 UTC
From: guest@vivaldi.acc.Virginia.EDU
Message-ID: <CDrot5.EyI@murdoch.acc.Virginia.EDU>
Source record: 200704
Cross-posted to: uva.want-ads,comp.sys.atari.st

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 14" (vs. 13), better made, useable with

IBM-comp's, Amiga, and composite-video machines (Atari 8-bit,

C=64, vcr, ld player) as well.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$250 + shipping.

lch3e@virginia.edu

WRONG! OOPs! address is tipi@vivaldi.acc.virginia.edu
8^)

4441. elm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 18:17:29 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Sep22.181729.11453@integrity.uucp>
Source record: 200788

Is anyone aware of a version of elm being available for the Atari ST series of computers? I'm actually looking for just a subset of the normal elm functions. I don't care (yet) if it can mail messages; I just want to use it to read elm-created mail folders that I've moved from my Unix machine to my Atari ST. Any non-elm program that can do this (pine?) would be also welcome.

ADVthanksANCE.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
It takes a big man to cry, but it takes a bigger man to laugh at that man.

4442. Using SLM804 with TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 19:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A48029@M4.maus.de>
Source record: 200649

-A9036@K

>Des anyone know if there are a GDOS driver compatible with the TT?
>Otherwise are there any other way to use GDOS programs on the TT?
>

There is a TT compatible one on your TT's language disk :-)

The driver in the current Speedo package should also be TT compatible.

4443. << I need a Power Supply for 1040STf! >>

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 19:10:58 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep22.191058.117861@zeus.aix.calpoly.edu>
Source record: 200715

I need either an atari PS, or an equivalent, possibly even an external.
I believe the power req. is 5V @ 300mA, 12V @ 1.6A I'll check when I
go home.

Any ideas? Does anyone have a junk 1040Stf with intact PS????

Mail me - cwilliso@tuba.aix.calpoly.edu

Chris.

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4444. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 19:53:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDrtxI.2Ko@jonh.wimsey.bc.ca>
Source record: 200710

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>Sure, the 486/25 is faster at pure number crunching, but when you load the
>OS it's a different story - TOS is much faster than Windows and
>forthcoming versions of MTOS are almost as fast as TOS (about 90%).

[[Before starting the inevitable Dos flme replie, please keep in mind
that I have been a solid supported of Atari computers since 1986, and
have happily spent a lot of money adding the great hop up parts
available to make my mega4 as fast as I could afford.]]

Sorry to have to disagree with you, Ofir, but I have had a 14 meg
Falcon and an 8 meg 386/40 sitting here beside each other on my desk,
and in general the working feel of a Falcon running the Atari Works word
processor in 640x480x256 was even slower than the feel of running Write
and 600x800x256 in Windows. If you leave Multitos off, then they're
about neck and neck. Both of course can be spead up by using different
screen resolutions. And if you go into pure dos mode on the pc, and test
mode on the Falcon, the 386 walks all over the Falcon.

In general, I found when working in 256 color mode on the Falcon,
that it felt less responsive than my AdSpeed equiped Mega4. I think if
Atari could have offered an entry Falcon with 4 meg and a 40 meg HD for
somewhere in the CAN$800 range, they might have had some success. But
only with a peppier machine also available for us power junkies. And I
don't mean the TT, as I'd want all the new features of the Falcon, but
about twice the speed.

I think Atari has screwed up big time by not offering a faster
model, in a seperate case, as a step up model. Anyone who has used a
mega for a year or so is going to hate going back to a standard ST. I
can not understand how Atari can ship such junky keyboards on ST's. You
can get a PC keyboard for $35 that feels better than the mega STe
keyboard, which is the best keyboard Atari has ever made. (OK, the
STacey was bettter, but that ridge on the case was a killer)

Anyway, enough. I've set followups the advocacy, let's try not to
annoy the folks who don't want to hear this stuff.
--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4445. GREMLIN Software, problem for Axel's Magic Hammer

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 19:58:46 UTC
From: wglahol@eis.calstate.edu
Message-ID: <CDru5z.8q5@eis.calstate.edu>
Source record: 200662

This is a great game, somewhat like the Mario games, and in my opinion, one of the better ST/e games available. Howsomever, after I complete level 2, the game locks up; the docs say that the game is supposed to go on to level 8. Is there any way I could fix this problem? I bought it at Glendale, in a software clearance booth, for 5 bucks.. Help!

--

+---+-------------------------+
Bill Glaholt, Compensatory Education Office	Chapter 1
California Department of Education	All Children Can Learn
wglahol@eis.calstate.edu	
+---+-------------------------+

4446. Re: Is it Ambermoon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 20:01:23 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.93Sep22220120@gragra.cs.tu-berlin.de>
Source record: 200791

In article <jhoffmanCDqp0L.xM@netcom.com> jhoffman@netcom.com (John Hoffman) writes:

I've heard rumors that Ambermoon has been released in Germany. Is this true
or just a good rumor?

At least last Friday when I had been shopping for games, it hadn't
been out... Otherwise the clerk would have told me, when I mentioned
it ;-)
(Anyone not too far away having an Amberstar and willing to sell it
at a reasonable price? I know someone who is asking DEM 60, which I
think is highly unreasonable).

Greetings,
Ripley
--
Greetings from Ripley (ripley@cs.tu-berlin.de)
Hans-Christian Eckert, Regensburger Str. 2, 10777 Berlin
ripley@nostromo.in-berlin.de (home)
For NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de

4447. My STe need new DMA-chip. HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 20:48:37 UTC
From: cw432@cleveland.Freenet.Edu
Message-ID: <27qdn5$9f0@usenet.INS.CWRU.Edu>
Source record: 200795

I urgently need information, where I can get new, good,
surely STe-compatible DMA-chip from England or Germany.
Please E-mail me some FAX numbers.

Thank you very much.

Risto Manninen cw432@cleveland.Freenet.Edu or
risto.manninen@compart.fi

4448. Re: gcc 68881 olbs for line-f where?

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 22:13:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <27qimt$bhs@elroy.jpl.nasa.gov>
Source record: 200702

In article <h54118.748702009@sakura>,
Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> wrote:
>Dear everybody,
>
>I'm looking for the libraries which will enable me to
>use the 68881 math. copro in my MegaSTE with GCC.
>As I understand, I need the line-f libraries.

No, while a line-F library would be nice, no such library exists yet. However,
the existing GCC library will work fine, you just need to recompile it with
sfp004 defined, so it will use the 68881 peripheral code instead of the 68000
code.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4449. I need a Power Supply for 1040STf!

Newsgroup: comp.sys.atari.st
Date: 1993-09-22 22:15:12 UTC
From: jficklin@nmsu.edu
Message-ID: <27qipgINNhor@dns1.NMSU.Edu>
Source record: 200703

Try Best Computer Supply in San Jose, CA. I don't have the number here at the office, but if you can't get it through information, E-mail me and I will bring it from home. They have parts for most all Atari models including some 8-bit stuff. They, in particular, build a power supply that is quite a lot better than the original Atari 1040 supply and will go right into the machine in its place. They also carry a very nice replacement mouse. Good luck.

4450. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:19:25 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep23.001925.7510@btree.uucp>
Source record: 200708

In article <27mspn$crl@reznor.larc.nasa.gov> chriso@vigsun1.larc.nasa.gov (Chris Oberle) provided many thoughtful observations:

>Oh come on, although I am an ATARI TT owner, I never would say that
>a 486/66 machine is that bad. OK, DOS is an awful operating system
>and the standard ISA bus system runs at only about 8 MHz.
>
>Concerning CPU performance, the 486/66 is far superior to the 68030/16.
>And for many applications, the CPU speed plays a very important role.
>For example, if you want to generate a dvi-File out of a long LaTeX
>document. A wonderful thing to test how fast your computer really is.
>

This whole shouting match (over in *.advocacy, anyway) got started when I reported Bill Rehbok's results from CeBIT: it took a '486 @ 66 MHz 6 seconds to perform a benchmark performed by an Atari in *4* seconds. There's been a lot of healthy disbelief, and a surprising lack of name calling in the last month or so. (It's nice to know we agree to disagree in comp.sys.atari.advocacy!) Overall, it's been quite an exhilarating line of discussion. Several talented debaters have come and gone, but the thread continues....

BTW, most of the comparison activity has been system performance, not CPU performance.

>There are some other things that show that a 486/66 PC is far better
>than you seem to want to admit. Compare just this:
>
>For the PC:
>A tower case (steel) with a powerful power supply, which can be placed
>easily under the desk. No problem to place additional hardware in it,
>e.g. a CD-ROM. No power supply problem for additional hardware.
>Very good keyboard.
>
>For the Falcon:
>A keyboard case (plastic) with a weak power supply, which requires
>more space on the desk - you can't even place it under a monitor.
>Additional hardware is almost always external and for that reason
>also more expensive.
>Very _bad_ keyboard.
>
>Just think about that seriously.

Never underestimate the importance of ergonomics, true! That's all the more reason to consider a MegaSTE or a TT instead of a

Falcon, I suppose....

-- George Crissman

P.S.: If you choose to follow up, please delete comp.sys.atari.st
from the Newsgroups: line in the header, changing it to
comp.sys.atari.advocacy. It would be nice if we could keep this
discussion in one conference. Thanks!

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
****

--

4451. Atari UUCP Programs

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:29:35 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <1J1aac1w165w@ham.almanac.bc.ca>
Source record: 200742

I am trying to set up my own UUCP site and am running an Atari 1040 STe with 4 meg, and a Syquest 44 HD. I have been experimenting with Waffle running under PC Ditto ver.3 and MS-DOS 3.3. This set up works to a point, but is dang *slow*, and other problems are occurring. (I'm amazed that it works at all). Anyhow, I was wondering what other Atarians are using for UUCP software?

I have heard a little about Hermes 1.03b, but is it true that documentation is only available in German? Are there any other prgms that should be looked at that would provide me with a UUCP connection at home? I don't have a Dos box, and would prefer to run it on my Atari.

Thanks for the help,
Bruce.

****
| Bruce Hawker ||| InterNet: bhawker@ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********** ATARI POWERED **********

4452. Re: 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:35:41 UTC
From: thopman@uoguelph.ca
Message-ID: <27qr0t$9l@nermal.cs.uoguelph.ca>
Source record: 200709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pelle Arvinder (etxpell@etlxd20.ericsson.se) wrote:
: Now, my question is: I don't have a modem, so would it be possible for me
: to download the files to a PC/Sun WS, and copy them to a floppy that the ST
: would be able to read? I seem to remember that the disk-format is different
: between DOS and the ST, but is there a way to get around it (hardware or
: software), other than getting a new disk drive for the ST?
: Cheers,
: Pelle
All you have to do is format a disk in 720K under DOS, and it'll work
perfectly in the ST. In fact, it'll work in a recent Mac as well. I use
a 720K DOS format for shoveling files between my ST, and the university's
Centris 610s and PC clones. Really handy. Also, if you have TOS 1.4 or
higher, ST disks are formatted as DOS automatically.

THeo

4453. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:42:46 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748811720.0@mettav.royle>
Source record: 200663

On 21 Sep 93 at 07:45:31 (U. Seidler) wrote the
following:

>> What does TOS 1.4 do for you (as far has hard-drives go) that 1.2
does
>> not?
>
> You'll be impressed of the speed of your harddisc when you use TOS
1.04,
> believe me.

He should use a program called FATSPEED like I do then. Disk access and
dfree() are increased to near TOS 1.04
speed.

-Paul-

--
~=~=~=

4454. Re: I need ST -> PC cable pinout

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:47:30 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748811720.1@mettav.royle>
Source record: 200664

On 21 Sep 93 at 11:44:54 (John Haines) wrote the
following:

> I'm a bit rusty on this, and my boss has taken my laptop so I
can't
> check it but...
>
> I used a 9 pin to 25 pin cable to my modem for my laptop. A cable
such
> as this should work - if not add a null modem.
>
> Hope this is of some help - but try others advice first :-)

I designed my own as follows...

Desc Pin (D9) Pin (D25) Colour I used

Transmit 3 ------------------ 2 YELLOW
Receive 2 ------------------ 3 BLACK
Ground 5 ------------------ 7 GREEN
RTS 7 ------------------ 4 PURPLE
CTS 8 ------------------ 5 WHITE
DSR 6 ------------------ 6 BROWN
DTR 4 ----------------- 20 RED
DCD 1 ------------------ 8 BLUE

-Paul-

--
~=~=~=

4455. Re: HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 00:49:00 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748811720.2@mettav.royle>
Source record: 200665

On 21 Sep 93 at 11:39:59 (M A) wrote the following:

> Does anyone have the telephone number of HiSoft's UK (sales
dept.)
> telephone number or e-mail address ?

hisoft@cix.compulink.co.uk

-Paul-

--
~=~=~=

4456. Re: TT Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 01:28:33 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <27qu41INN26cs@rs1.rrz.Uni-Koeln.DE>
Source record: 200711

In <CDro5J.2uq5@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:

>I tried as was suggested in this newsgroup to enable me to use the stereo sound
>of my TT to turn off the speaker, which should have re-directed the sound to
>the stereo jacks.

The stereo jacks are active regardless of whether the internal
speaker is on or off. At least with all TTs I've come across so
far.

>Well it didn't work, what I did was used the xcontrol panel but to no avail
>also I'm running NeoDesk 3.3.

>When I did turn sound off using xcontrol I did hear some kind of sound but very
>faint, from what I understand there should be stereo amplifiers wired to these
>RCA plugs.

Perhaps you need to turn on the volume, using the sound cpx, to
the max. level. And, do you mean you expect stereo amplifiers
inside the TT? There are none. The jacks are supposed to be
connected to the line in (or CD or aux or whatever called) jacks
of your stereo system.
I have my TT sound connected to the line in of a portable
radio/tape recorder unit. Works fine for me.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4457. tar with SCSI support

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 01:29:07 UTC
From: sourada@iastate.edu
Message-ID: <sourada.748747747@vincent1.iastate.edu>
Source record: 200712

(I keep asking questions like this. Maybe my resourcefulness isn't as good as I thought it was...)

I would like a fast, newish tar with SCSI streamer support. The best one I currently have is Alan Hourihane's port of GNU tar 1.10 with TapeBIOS support, but this has a few problems: it's a fairly old version, and it's got some bugs that I'd rather not live with. I have tried to use Gemar, but it has two problems: it's in German (and I don't want to pay a shareware fee just to see if I want to use a program or not...), it's GUI based and I'd prefer command-line, and I don't think the unregistered version is tar-compatible anyway.

So if you know of any of the following, please tell me:
1) the source to the TapeBIOS version of the above mentioned GNU tar port. I am fairly sure that every source I have seen is the older one without TapeBIOS support.
2) a new port of GNU tar with any kind of SCSI support (not necessarily TapeBIOS).
3) a device driver for MiNT that emulates the /dev/rmt... of unix.
4) a library for MiNT or TOS that would allow me to compile GNU tar pretty much out of the box for SCSI support.
5) anything else you can think of

I suppose if I don't some good leads on this stuff, I'll eventually add my own TapeBIOS support to the newest GNU tar, but I don't know if I trust myself to do that correctly. :-)

Thanks a lot,
Steven Ourada yet again

--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

4458. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 01:44:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.teliicsKCzM@semprini.waterloo-rdp.on.ca>
Source record: 200693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep20.160451.22160@btree.uucp>, George Crissman writes:
> Not in massive quantities ... yet ... and Atari is being cautious
> because the overall market for computers is depressed, for now.
> Apple's had to slash prices, IBM's had to lay off workers and
> experienced an embarrasing decline in stock price from $120/share
> to $40/share, and Commodore ... well they're still in there trying!
> This is not the sort of market that encourages a "giant leap forward".

I guessed you missed that bit of market analysis that showed computer
sales _rising_ over the rest of this year.

> Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
> with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
> competitive???? <incredulous look> One needs to spend a thousand
> dollars _more_ just to get the same performance as a Falcon, yet
> the *other* machine is 'competitive'? <even more incredulous look>

I guess you missed all those posts by myself (and a cast of thousands)
showing how the aforementioned '486 absolutely CRUSHED the LIFE out of
the Falcon when it came to real work... like raytracing. :-)

I guess you missed all those posts (and all those many, many magazines
at the local <whatever> store) showing that a _complete_ '486dx/33
system _with_ the monitor is the cost of a Falcon030 _without_ a
monitor.

Or maybe you're just ignoring them since you don't believe that anything
could be better than the Falcon. How do you feel about the new AV Macs?
They're based on a nice fast chip (68040) and have a nice fast DSP which
is probably better than the one in the Falcon (from the specs it looked
a bit better; I haven't seen anyone claim either way though).

> And knowing that the rate of change will make the 'other' machine
> obsolete in about three years is more competitive than a machine that
> remained usable and productive for eight years? <thoroughly
> incredulous look>

Oh, I guess PC owners are somehow prevented from doing exactly what
you've been _forced_ to do... ie, keep using the same software for the
better part of a decade. Does Mickeysoft somehow _force_ everyone to
buy the 'latest' version? I'll bet you there are more WordPerfect 5.1
users than there are Atari users, and that's an 'old' version lacking
many of the wonderful (?) features of WP 6.0.

> I don't think so. The MS-DOS machines appear to be the ones that
> are 'not competitive'.

Then, maybe, just maybe, people will have brains and STOP USING DOS.

> You're right, they _can't_ demo the Jaguar yet. But if Atari was
> using "all its resources ($35 million, down from the $50 million they
> said they had to launch the Falcon) toward launching the Jaguar",
> then they would *not* have been at the show at all. My point: Atari
> is still actively marketing the Falcon.

No they're not; they never started. You keep ignoring the people saying
that the 'great Falcon demo' that was being discussed was put on
completely by user group personelle; not a single Atari worker was present.

> In another response, I've copied a question posed to Bob Brodie of
> Atari and his answer relating to future Falcons. In short, Bob says
> there will be more of them coming down the road.

That's the line he's been feeding us for over a year; still no plans to
actually _release_ one though. It doesn't take massive amounts of
resources to _plan_ your company's future, does it?
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4459. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 01:51:38 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Sep23.015138.2814@oucsace.cs.ohiou.edu>
Source record: 200716

$28 for an upgrade?

Can someone tell me where to get NVDI?

And can someone tell the CodeHeads to quit playing with the
pretty screen savers and get the damn bugs out of their code?

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4460. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 05:00:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDsJ8y.tI@jonh.wimsey.bc.ca>
Source record: 200611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

crissman@btree.uucp (George Crissman) writes:

>Bob Brodie, in an online interview, was quizzed about the future of
>Atari computers. He couldn't give any details, but noted that there
>*are* additional machines planned and believes that we will be "very
>satisified" with them.

What the heck would you expect Bob Brodie to say in answer to that question? Isn't this the same guy who was telling people for months that FSM-GDOS was delayed because the packaging was later, while in actual fact Atari had long before decided it was a dog and would never be shipped. I tend to take anything said by Bob Brodie with a large box of salt, as his track record is fairly dismal.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4461. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 06:22:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.716606@cix.compulink.co.uk>
Source record: 200720

In article <CDrtxI.2Ko@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
> Sorry to have to disagree with you, Ofir, but I have had a 14 meg
>Falcon and an 8 meg 386/40 sitting here beside each other on my desk,
>and in general the working feel of a Falcon running the Atari Works word
>processor in 640x480x256 was even slower than the feel of running Write
>and 600x800x256 in Windows. If you leave Multitos off, then they're
>about neck and neck. Both of course can be spead up by using different
>screen resolutions. And if you go into pure dos mode on the pc, and test
>mode on the Falcon, the 386 walks all over the Falcon.
>

That's simply because you don't have NVDI. With it, text is about 9 times faster and graphics about 4-5 times faster. How does that compare with your 386?

As I said, current versions of MTOS are slow, agreed. But just wait for the next release...

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4462. HELP! Need GCC Curses

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 06:59:38 UTC
From: chan_c@cs.uwa.oz.au
Message-ID: <chan_c.748767578@kultarr>
Source record: 200723

Hi there netters,

I was wondering if there is a version of the curses library
for MINT running GCC? The one that I have is the BSD version. I was
just wondering if there is one for System V where I can use the
enhanced commands. Any one ported it onto the Atari platform ?
Any info would be very much appreciated.

Thanks.

regards
Gary Chan

4463. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 07:19:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.716669@cix.compulink.co.uk>
Source record: 200722

In article <1993Sep23.015138.2814@oucsace.cs.ohiou.edu>, gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>$28 for an upgrade?
>
>Can someone tell me where to get NVDI?
>

I don't know where to get NVDI in America, but you could order it from the UK. Try +44 81 693 3355 for System Solutions, they are the official UK distributor. Price is 50UKP (about $80). Worth every penny (cent).

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4464. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 08:16:36 UTC
From: bouton@inf.enst.fr
Message-ID: <11016@ulysse.enst.fr>
Source record: 200730

```
In article <27o767$q76@news.dmpe.CSIRO.AU>, Karl Meyland writes:
|>
|> O.k. Guys.
|> I am able to get enough money together to buy a new computer, and I want to
|> get a Falcon 030. The machines currently for sale are 4 meg, 80 HD set-ups,
|> and I get the impression that these have less bugs (i.e. problems with the
|> HD) than the 65 meg versions. I have gotten quotes and the prices seem to
|> be not too bad, but the guy who I want to buy it off hasn't any in stock,
|> because of the constant OS revisions, etc. He says that Atari Oz are
|> getting in a new shipment at the end of the month, and these are to be a new
|> batch with a revision of the OS, as Atari have found bugs that they are
|> going to fix. What I want to know is what OS / Revision should I look for,
|> as I need a new computer as like last month, and I don't want a really buggy
|> one - hey I've got a 1040STf TOS 1.0(8) for that ....
|>
|> There are some places around here with a few computers in stock, and I'd
|> love to get one, mainly 'coz I really only have access to the money Thursday
|> and Friday, and then it gets shut up in a big vault again.
|>
|> Please Help ME!
|>
|> (E-mail is best, but all replies welcome!)
|>
|> Karl..
|>
|>
|> --
|> | Karl Meyland CSIRO Division of Building, Construction and Engineering |
|> | Post Office Box 56, Highett, Victoria, Australia 3190 |
|> | Internet: karlm@mel.dbce.csiro.au |
|> | Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

Ok, boy.
I'm sorry to tell you that I have a Falcon 4/65, from the first ones sold in France
( that is whith TOS 4.01 a.s.o ) and I have NEVER had any trouble with it !!!!
The oonly HD problem I had was when I tryed to put my old SCSI HD on it, my AHDI
revision was buggy. Since I have AHDI 6.05 ( and now 6.06 ) NO MORE PROBLEMS !!!!!
So don't worry too much with OS revisions or things like that and buy a Falcon
asap !!!!

--
| Thomas Bouton Ecole Ntionale Superieure des Telecommunications
| ( Telecom Paris ) 46 rue Barrault 75013 Paris, France
| Internet : bouton@inf.enst.fr
```

4465. Re: Using Speedo GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 08:58:42 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <27rog2$tag@info2.rus.uni-stuttgart.de>
Source record: 200726

In <1993Sep21.141642.13365@cinna.robots.ox.ac.uk> adrian@robots.ox.ac.uk writes:

>
> ST Applications arrived today, with a review of Speedo GDOS. It looks
> good, and the price is right. First, though, I'd like to know if
> anyone has used it successfully with Timeworks Publisher 2, and the
> the OPUS spreadsheet? If it works with the two independently, does
^^^^ It doesn't work
I didn't even manage to print with OPUS and a usual GDOS (Atari GDOS, AMCGDOS)

> anybody know if the same configuration will work for both. How much
> trouble is it to switch between the two programs?
>
> - Adrian
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

4466. Re: E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 09:00:42 UTC
From: hesche@krone.cs.tu-berlin.de
Message-ID: <27rl3m$nik@news.cs.tu-berlin.de>
Source record: 200724

In article <A10644@S2.maus.de> Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:

> C>Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
>
> How about using the latest version of EnhancedGEM? This version (1.20) works
> fine with Pure/Turbo C, GNU-C and Lattice C (needs MiNT-Libraries), has many
> new features and some minor bug fixes...

available at ftp.cs.tu-berlin.de (130.149.17.7,
mail-server@cs.tu-berlin.de), pub/atari/Programming:
-rw-rw-r-- 1 hesche atarimod 131011 Sep 23 08:50 e_gem120.lzh

(And tomorrow on our mirror ftp.informatik.hu-berlin.de (141.20.20.38) which should be much faster...)

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4467. HD disk drive with spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 09:26:42 UTC
From: bco107@cd4680fs.rrze.uni-erlangen.de
Message-ID: <27rq4iEt0u@uni-erlangen.de>
Source record: 200728

Hi!

I am running a spectre GCR (Mac-)emulation on my atari mega/ste.
The HD floppy disk drive, I have, works well both with DD and HD disks.
However, on the Mac side there are major problems: I know well that the
emulation cannot handle HD disks; but DD disks cause all kinds of error
messages, as well.
Does anybody know the reason for these problems or, even better,
how to avoid them?

Thanks, Matthias.
hofmann2@organik.uni-erlangen.de

4468. Is it Ambermoon?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 09:30:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <95096@mk.maus.ruhr.de>
Source record: 200610

Hi,

J>I've heard rumors that Ambermoon has been released in Germany. Is this
J>true or just a good rumor?

oh, I think it's a rumor. I have nothing heard from Ambermoon since last year.
But it should be released "real soon now". ;-)

Tschau,

/Martin/

4469. IdeaList UK Registration

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 09:39:34 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <27rqsm$8oc@unicorn.ccc.nottingham.ac.uk>
Source record: 200669

IDEALIST

REGISTRATION OFFER

As an incentive to get people to register IdeaList I'm organizing (with the author's approval) a group UK registration - no need to worry about changing currencies, money order expense etc. For the unconverted, a brief description of IdeaList appears at the end of this.

HOW IT WORKS

The UK registration fee is 9 pounds. All registrations sent to me by the end of November will be converted to DM and sent to the Christoph (the author). You will then be sent the latest English version of IdeaList and supporting programs (such as IdeaBook), and be notified of future upgrades.

IdeaList 3.4 should be ready by then and will include:

- RTF import so you can print out files from most PC word-processors, as well as Atari-Works.
- Foot-line printing - add your own foot-line to the printout of any text file with directly-selectable text attributes.
- Import of First Word Plus head/foot lines
- Read ASCII lists for batch-printing with the printer-queue facility
- Enhanced interface with window-based dialogues (open several at once) and optional "dialogues at mouse position".
- revised English manual

Please make cheques payable to Sam Marshall and send them to:

Malgrat
Manor Park
Ruddington
Nottingham
NG11 6DS

Don't forget to include your own address ! If you include an e-mail I'll acknowledge receipt immediately. Otherwise, please allow until mid-December to hear from Cristoph.

IDEALIST DESCRIPTION

IdeaList is a comprehensive printing utility. It can output ASCII and First Word (Plus) files in up to 9 columns with proper formatting, add its own headers, print in batches, reverse order, odd/even pages only etc (anything you'd expect from a top WP's printing facilities).

Drivers are provided for a huge range of printers, including Epson FX, Star 9 & 24 pin, SLM, Deskjets (several including landscape), BJ10 etc. Drivers can be modified to include font-downloading and other printer-specific text-attribute control. Output can be re-directed to a file containing embeded printer codes and printed later from the desktop (or even on a PC).

The interface is very well done, with page-preview modes, keyboard shortcuts and preference options for just about everything.

The accessory version is almost as fully-featured and also offers background printing so you can run another application whilst IdeaList does its stuff even on a normal ST.

See last month's ST Review and ST Applications for more information (Review said it was one of the best pieces of shareware they'd seen). Even better, take a look at the real thing -

ftp from src.doc.ic.ac.uk
/computing/systems/atari/uni-paderborn/tools/printer/ideal321.lzh

Also available from Floppyshop and the ST Club.

I'll be happy to answer any questions by e-mail

4470. Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 11:43:24 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <27s24s$atl@tuegate.tue.nl>
Source record: 200731

I read about 'the Atari Compendium' and from what I read about it it seems to be a great book. Really an English alternative for the Profibuch. Has anybody on the net already bought it? And is it as good as it appears from the press release? Does it contain many useful hints on how to avoid compatibility problems? Impressions please...

Erlend.

4471. Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 11:46:47 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <27s2b7$av4@tuegate.tue.nl>
Source record: 200732

I read in ST Magazin that the Pure profiler can also use DRI type objects. Does that mean that I could profile any program written using a compiler that generates DRI type objects? Heat 'n Serve C for example? Do the objects have to be compiled with debug info or not? And what can't be done using DRI objects that can be done using Pure ? objects?

Erlend.

4472. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 12:51:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bkEwY9_MMxA@semprini.waterloo-rdp.on.ca>
Source record: 200694

In <CDKH7C.MFq@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> What are you talking about?! Of course you can count music stores as dealers!
> After all the Atari is billed as a _music_ machine in so much of it's
> advertising (however much there is). And musicians ARE people after all...
> Besides, would you rather have music stores selling rather than _nobody_
> selling them?? For your second point, what makes you so sure that music
> store employees don't know anything about computers? What kind of a stupid
> stereotype is that?? What did you base that theory on? Steve's Music or
> what?? If you base *anything* on Steve's, you'd come out of it thinking that
> all employees are boneheads!! :)

Music store employees are going to be just like the bozos at Future Shop
or some other electronics store that sells lots of different stuff;
they'll see the '16Mhz Falcon030' and the 25 and 33 Mhz Macs (based on
the '040 or the '030) or the 25 and 33Mhz '486 machines and think "Gee,
bigger numbers for less $$$! K00L!" If you don't know anything about
computers (like probably 75% of the people selling them and probably 95%
of the people buying them), you're going to go for the larger number for
less money, no matter what it actually _means_, since you won't _know_
what it means.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4473. Re: TT Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 13:04:13 UTC
From: gruber@austin.ibm.com
Message-ID: <CDt5n2.26L6@austin.ibm.com>
Source record: 200734

> The stereo jacks are active regardless of whether the internal
> speaker is on or off. At least with all TTs I've come across so
> far.
>
> Perhaps you need to turn on the volume, using the sound cpx, to
> the max. level. And, do you mean you expect stereo amplifiers
> inside the TT? There are none. The jacks are supposed to be
> connected to the line in (or CD or aux or whatever called) jacks
> of your stereo system.
> I have my TT sound connected to the line in of a portable
> radio/tape recorder unit. Works fine for me.
>
> Greetinx, Jan
>

Thanks for your reply. The sound is on all the way, but I didn't wire it to an external amp., the way the doc read it sounded like there was some sort of amplifiers used but evidently not.

Scott

4474. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 13:24:02 UTC
From: zim@IBX.COM
Message-ID: <9309231324.AA04596@IBX.COM>
Source record: 200736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.advocacy

In a recent article, crissman@brooktree.com (George Crissman) writes:
>Not competitive? It takes a '486 @ 66 MHz MS-DOS machine to keep up
>with a 68030 @ 16 MHz Falcon, and it's the *Falcon* that's not
>competitive???? <incredulous look> One needs to spend a thousand
>dollars _more_ just to get the same performance as a Falcon, yet
>the *other* machine is 'competitive'? <even more incredulous look>

When you compare the ST/Falcon software base against the MS-DOG software base, guess who's competitive. PCs rule not because their hardware is better than Mac/Amiga/Atari, but because

(a) IBM licensed the technology so that clones could appear (resulting in a price war feeding frenzy),

(b) Business trusts the IBM name (it didn't hurt that many businesses were already using IBM mainframes),

(c) The open architecture of the IBM platform resulted in a deluge of add-ons. (This was one of the reasons that the Apple][was so popular). True, open architecture can lead to incompatabilities between hardware add ons, but that's the price one pays for an open system.

(d) The "ease of use" of Windoze (I know, I know. Windows really sucks eggs. The Mac/Amiga/Atari GUIs have it beat hands down. However, since most Windows users have never seen the Amiga or Atari GUI, they don't know how terrible Windows is. (Nice marketing, guys).

(e) How many businessmen even know of the existance of the ST/Falcon? They're the ones making the purchasing decisions for companies.

(f) The combined marketing clout of IBM and Microsoft and the low low prices from the price wars between the clone manufactures is an unbeatable one-two punch that is darn near unstoppable.

>[...] The MS-DOS machines appear to be the ones that
>are 'not competitive'.

Hahahahahaha....
Hahahahahaha....

You do live on the same planet?? Atari competitive?? To what??
To musicians, probably yes. To everyone else, no.

> [...] My point: Atari
>is still actively marketing the Falcon.

Actively?? Marketing it where?? Sounds more like Atari delivers the
product to the dealers after eons of delay and expects the masses to buy them.
Somehow Joe/Jane Customer is supposed to know that the Falcon exists?
They're going to intuitively know where to get them? Most people go to
computer stores to buy computers, not music stores.

Of course, the Falcon runs tons of business (yes, BUSINESS) software.
How can the Falcon/ST line help my company? It can't.

Get real!! Atari competitive?? Shesh!!

Bill Zimmer - zim@ibx.com

4475. dodgy mouse?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 13:24:15 UTC
From: malcolm@minster.york.ac.uk
Message-ID: <748790655.22166@minster.york.ac.uk>
Source record: 200673

My mouse has an annoying habit. When I'm not touching it, it is fine, but if I am holding it steady (i.e. not moving it, apart from the small movements caused by muscle fluctuation) it occasionally causes the pointer to slide at speed across the screen, either horizontally or vertically. There is no problem with large movements, just minute ones.

My system does not include a mouse accelerator. I have swapped the physical mouse (Atari original) with another, and determined that the mouse itself is fine, because it works perfectly on other STs, and mice which work perfectly on other STs display the problem on mine.

I have an original ST (external floppy and PSU), with the 6-chip TOS 1.4. The problem doesn't go away when I boot Developer's TOS 1.4 off floppy.

Does anyone have any ideas? Is it a dodgy port? Virus? How can I fix it?

Thanks,
-malc.

4476. Re: tar with SCSI support

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 13:43:28 UTC
From: bartok@bnr.ca
Message-ID: <27s960$6g4@crchh828.bnr.ca>
Source record: 200738

In article <sourada.748747747@vincent1.iastate.edu>,
Steven D Ourada <sourada@iastate.edu> wrote:
>
>So if you know of any of the following, please tell me:
>1) the source to the TapeBIOS version of the above mentioned GNU tar port. I
>am fairly sure that every source I have seen is the older one without TapeBIOS
>support.
>2) a new port of GNU tar with any kind of SCSI support (not necessarily
>TapeBIOS).
>3) a device driver for MiNT that emulates the /dev/rmt... of unix.
>4) a library for MiNT or TOS that would allow me to compile GNU tar pretty
>much out of the box for SCSI support.
>5) anything else you can think of
>

Steven:
I use the Beckemeyer Tools SCSI tape backup program. On their support BBS
there is a TAR program that works great with their tape driver. The backup
program is about $65. I've used it for over a year and have had no problems
with it. I also use the tar program with tapes I make on our HP-720 here at
work and have never had any errors.

--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET or email vcross@sdf.lonestar.org *
****

4477. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 13:46:21 UTC
From: mauritz_c@spcuna.spc.edu
Message-ID: <CDt7L9.9CE@spcuna.spc.edu>
Source record: 200737

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: As I said, current versions of MTOS are slow, agreed. But just wait for
: the next release...

That seems to be the story of every Atari users life....and wait...and wait...
and wait...

Chris
--
-------------------------+---------------------------------
Christopher Mauritz | This space reserved for some
mauritz_c@spcvxa.spc.edu | future witty saying.
mauritz_c@spcvxe.spc.edu |

4478. SLIP for a TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 14:19:12 UTC
From: link@sun1.rz.fh-heilbronn.de
Message-ID: <27sb90$cd0@risc1.rz.fh-heilbronn.de>
Source record: 200733

Keywords:

Does anybody know where I can find a SLIP-Programm in order to logg into the
INTERNET via MODEM. I tried the TCP/IP-packet, but I don't get it to work...
Maybe anyone can give me more detailed advice about how to configure it...

Thanx in advance, Johannes (LINK at SUN1.RZ.FH-HEILBRONN)

4479. Re: Compatibility question

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 14:41:52 UTC
From: lancer@hongkong.WPI.EDU
Message-ID: <LANCER.93Sep23144152@hongkong.WPI.EDU>
Source record: 200654

0{{ On 23 Sep 1993 18:20:07 GMT, rhett@bigwpi.WPI.EDU (Rhett Shain Brown) said:
rhett> Is it possible to connect an MFM hard drive or an RLL hard
rhett> drive to an ST via the DMA port. I know you can connect SCSI
rhett> drives with the right card, but does such a product exist for
rhett> the aforementioned drive types?

Adaptec makes a SCSI to MFM host adapter, I think, and Omti makes a
SCSI to RLL controller. You can use an ICD or Supra ACSI/DMA to SCSI
and an Adaptec SCSI to MFM or Omti SCSI to RLL and there you have it!
Of course, it would make much more sense to just SELL the MFM drive to
an IBM type person and invest in a SCSI drive and an ICD controller...
grin ICD sells the Omti card if you really want it, though, for
$40ish.

I would reccommend ICD's AdSCSI cards. I have an Advantage, and it
works great... Even after I put + and - 12 volts through where it
wanted +5 and GND and it sparked all over the place, it worked fine.
Any product good enough to stand up to my mishandling is a damn fine
one indeed! And their support people are pretty cool, too.

Contact ICD, Inc. at:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Phone: 815-968-2228

.s.
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

4480. How much would you pay?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 14:45:26 UTC
From: an37361@anon.penet.fi
Message-ID: <145310Z23091993@anon.penet.fi>
Source record: 200739

I have an ATARI 1040 STf and I am trying to sell it. I would like to
know, how much you would pay for the equipement listed below.

ATARI ST 1040 with 4 MByte RAM and Overscan
Harddisk 30 MByte with ICD Hostadapter
everything is built in, in a standard PC - Box with fan.
Monitor SM124
Printer Epson LX-800

and a lot of PD - Software, and some Original Software.

I would be grateful, if you could respond to me through my anonymous
e-mail adress.

Thanks again...

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

4481. ARE YOU THE SAME..?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:29:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.37382.4514.0N1846AE@canrem.com>
Source record: 200674

I still wonder if you're the same f. guy who used to live in
Toronto-Ontario..? Or it is just a bloody coincidence. I never knew
that guy but I heard his name from some friends.....
Regards

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4482. TESTING THE ECHO..

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:32:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.37383.4514.0N1846AF@canrem.com>
Source record: 200675

Hola Pablo:
Te escribo desde diferente BBS, solo para probar si te llega.
Contestame diciendo : Okay new BBS-echo.
Dia de lluvia , sin trabajo.
Carinos
Dad

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4483. Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:33:08 UTC
From: white@nereid.sal.ists.ca
Message-ID: <1993Sep23.153308.5083@newshub.ists.ca>
Source record: 200740

Hello

I'm wondering if some people could give me some input into some PD spreadsheets. I'm looking for the ability to read in and write out ASCII style files, do some math manipulation, and possibly some graphs. (Plus I use a 1040ST).
Thanks for the comments.

Peter White
white@eol.ists.ca

4484. DE DONDE ERES,,?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:37:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.37384.4514.0N1846B0@canrem.com>
Source record: 200676

Jose:
Te escribo desde Toronto no tan solo para contactarnos, sino tambien
para hacer algunas preguntas.;
Eres acaso chileno...?, pues he visto algunos mensajes tuyos
circulando en conferencias donde aparecen muchos chilenos.
Si asi fuera, reciben Uds. en Montreal CHILE-LIST, una conferencia
que viene desde alla, con muchas noticias,comentarios, nombrtes y Elect.
addresses.
Saludos.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4485. PERDIDO..!

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:41:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.37385.4514.0N1846B1@canrem.com>
Source record: 200677

Me pregunto que te ha ocurrido, por cuanto aun espero respuesta a mis dos o tres anteriores.
Tengo algunas noticias que te alegrarian, pero como no se si estas recibiendo estos mensajes, es mejopr esperar a tener alguna confirmacion.
Saludos.
Hector

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4486. ALGUIEN EN VINA...?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 15:45:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.37386.4514.0N1846B2@canrem.com>
Source record: 200678

me pregunto acaso estas conferencias llegan hasta Vina del Mar, si asi
fuera, le pido a alguien, favor llame a:
Enio Belmonte- 973-783 Vina
1/2 Poniente 1080 y pregunte que ocvurre que no
aparece mas en conferencia 1419.....
Saludarlo en nombre de Hector,en Toronto
Gracias de antemano
Eugenio

� RoseMail 2.10�: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4487. cheap modem 'sharky' (or so ...)

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 16:00:50 UTC
From: pg214@phoebe.informatik.uni-dortmund.de
Message-ID: <27sh7i$gj@fbi-news.informatik.uni-dortmund.de>
Source record: 200741

said about a new cheap modem. They talked about a price of 200DM (including the necessary software). The name of the producing company is 'CTK' (or similar). Since the st-magazin does no longer exist i've never heard of this modem any more. I am very interested in informations about it ! For a poor student without money this cheap thing would be very interesting, but only if it isn't electronic rubbish !!

4488. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 16:24:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep23.162458.22246@newshost.lanl.gov>
Source record: 200746

In article 27nhc3INN1u3d@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>
>There's no such thing as a stupid question.

Yes there is, Jan... it's the one that is NOT asked. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4489. Questions about MTOS programming conventions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:07:36 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <27sl4o$8ph@geraldo.cc.utexas.edu>
Source record: 200744
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

A beta tester for Ghostscript 2.61 has reported some problems when running under MTOS. Can someone enlighten me about the following issues?

1.) It is apparently conventional for an MTOS application to restore the original color palette whenever another application (or an accessory) is topped. I sort of thought that MTOS would take care of this but I guess not. I suppose I can restore the palette if I receive an AC_OPEN message (what happens if two accessories are opened -- will my program try to resotre the palette again?), but how do I know whether another application has been topped (when my application is running in the background)?

2.) When GS is ready to display an image, it tops the window that the image will be displayed in and then uses the resulting (automatic) redraw message to update the window. This doesn't appear to work properly under MTOS, although it seems to work fine under plain TOS. What apparently happens is that only the window border is drawn by the AES, but no redraw message is sent. Topping the window with the mouse causes only the portions of the window that would have been covered if it had not been topped to be redrawn. This same behavior apparently occurs under TOS when WINX is being used.

Does anyone know what is happening here? Is it bad form for a program to top its own windows under MTOS (is MTOS trying to stop it from happening)?

Thanks for any help.

-Tim
timg@landau.ph.utexas.edu

4490. Re: Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:26:17 UTC
From: godot@uni-paderborn.de
Message-ID: <27sm7p$ejk@news.uni-paderborn.de>
Source record: 200743

In article av4@tuegate.tue.nl, error@blade.stack.urc.tue.nl (Erlend Nagel) writes:
>I read in ST Magazin that the Pure profiler can also use DRI type
>objects. Does that mean that I could profile any program written using a
>compiler that generates DRI type objects? Heat 'n Serve C for example?

If it is DRI then it should be ok.
HiSoft/Lattice claimed to be able to generate DRI code but that did not work
(belongs to other tools using DRI format, too). Alex ?
A real surprise to me was the ability of the profiler to "understand" gcc code,
is that really DRI format ?

>Do the objects have to be compiled with debug info or not? And what

That does not matter, symbol information is enough.

>can't be done using DRI objects that can be done using Pure ? objects?

Differences are almost alike those between symbolic and source level debuggers.
Add Pure C's fantastic project database (like ctags) to this.

Bye,

Frank

4491. WANTED: Inexpensive 2400 baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:37:03 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep23.173703.5651@ee.eng.ohio-state.edu>
Source record: 200745

I need an inexpensive 2400 baud modem for my atari 1040STe.
Please reply to xan: xanthip@ee.eng.ohio-state.edu

4492. Using SLM804 with TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:45:00 UTC
From: Ole_Arndt@f.maus.de
Message-ID: <A62008@F.maus.de>
Source record: 200560

-A9036@K

>Des anyone know if there are a GDOS driver compatible with the TT?
>Otherwise are there any other way to use GDOS programs on the TT?

There is one. :->
But before you search it, try this:
ACSI-DMA ism't possible from TT ram. The Driver allocates the memory it needs in the same ramspace the program does. So, if you set the programflags of your program to 'mallocs from ST-RAM' it might work.

Cheers, *Ole*

4493. Re: Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:49:03 UTC
From: oyakea@rs6217.ecs.rpi.edu
Message-ID: <27snif$1md@usenet.rpi.edu>
Source record: 200747

I am also interested in this list, please email me.
I am also interested in DSP research, and would like to know
what programs/books would assist me in programming the DSP chip.

Please email: oyakea@rpi.edu
From: Mr. Amalaye Oyake

BTW: How many female ST-Users exist ?

4494. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:51:16 UTC
From: gruber@austin.ibm.com
Message-ID: <CDtIxH.2wv4@austin.ibm.com>
Source record: 200748

In article <27s24s$atl@tuegate.tue.nl>, error@blade.stack.urc.tue.nl (Erlend Nagel) writes:
> I read about 'the Atari Compendium' and from what I read about it it
> seems to be a great book. Really an English alternative for the
> Profibuch. Has anybody on the net already bought it? And is it as good
> as it appears from the press release? Does it contain many useful hints
> on how to avoid compatibility problems? Impressions please...
>
> Erlend.

How does one get ahold of one ?

Scott

4495. ROM dumps...

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 17:57:00 UTC
From: Ole_Arndt@f.maus.de
Message-ID: <A62297@F.maus.de>
Source record: 200415

-A9691@K

>I'm seriously considering upgrading my ST's TOS to 1.4 or 2.06. One
>thing I'm worrying about, though, is incompatibility with some of my
>older software.
>I boot my ST with lots of modifications to its old TOS 1.0... I use
>TurboDos (to speed up the hard drive), quickst (for faster VDI), etc...

If your Software stands all this 'well behaving' Software, it will easily
cope with TOS 1.04 or 2.06 :-)

Cheers, Ole.

4496. Parallel Port Tape Drive On The ST, Possible?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 18:13:17 UTC
From: kllove@crusader.ecn.uoknor.edu
Message-ID: <27sovt$ega@constellation.ecn.uoknor.edu>
Source record: 200749

I have a BackPack parallel port tape drive on my mother's 386SX and I was wondering if it is possible to use it to back up my ST's hard drive.

Does anyone know of a program that will let me do this? I don't care about speed as much as the ability to backup my drive. 720K floppies is TOO slow and requires me to be in front of the machine.

Just wondering,
Kenneth Love

4497. Compatibility question

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 18:20:07 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <27spcn$s9o@bigboote.WPI.EDU>
Source record: 200651

Is it possible to connect an MFM hard drive or an RLL hard drive to an ST via
the DMA port. I know you can connect SCSI drives with the right card, but does
such a product exist for the aforementioned drive types?
If its just just a simple pin re-routing, does anyone know how?
Any help will be highly appreciated.
thanks
rhett@wpi.wpi.edu

4498. Re: Questions about MTOS programming conventions.

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 18:46:13 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCDtLH2.Fnn@netcom.com>
Source record: 200653
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <27sl4o$8ph@geraldo.cc.utexas.edu> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>not. I suppose I can restore the palette if I receive an AC_OPEN message
>(what happens if two accessories are opened -- will my program try to
>resotre the palette again?), but how do I know whether another
>application has been topped (when my application is running in the
>background)?

Your program will get a WM_UNTOPPED (AES msg number 30) message when one of its windows is "untopped" because some other application or accessory has been topped; this happens only if your program's window was the top window and no longer is.

You'll get either a WM_TOPPED message (if the user deliberately tops your window) or a WM_ONTOP (#31) message (if your window becomes the top one because another window was closed) when your window is (or is supposed to be) topped. The window is already on top by the time you get WM_ONTOP (i.e. do NOT try to force it on top with wind_set).

>2.) When GS is ready to display an image, it tops the window that the
>image will be displayed in and then uses the resulting (automatic)
>redraw message to update the window. This doesn't appear to work
>properly under MTOS, although it seems to work fine under plain TOS.

Why bother doing this? Just call your redraw function directly. This does require that the redraw function walk the window's rectangle list, but that's pretty much necessary anyway even under regular TOS (since redraws can happen while your window is behind an accessory's window). The big advantage of this method is that it gives the user control: if the user was doing something in the foreground (e.g. in a text editor) they may not appreciate having ghostscript's window suddenly pop up on top.

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
Opinions expressed above are all mine; Atari has their own.

4499. FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 19:24:34 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep23.192434.6113@ee.eng.ohio-state.edu>
Source record: 200652

I just bought an Atari 1040ST and I'm looking around for s/w. espaeccialy communications s/w like interlink and flash.

reply xan: xanthip@ee.eng.ohio-state.edu

4500. Re: Where to find X-OR profiles?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 20:18:44 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Sep23.201844.716@news.arc.nasa.gov>
Source record: 200655

X-oR *used* to have their profiles available as public domain. The profiles written by plain folk (end users) can still be found in the GEnie MIDI/Dr. T's library. But the "official" profiles (written by Bob Melvin, and others who are paid by Dr. T) have to be purchased now.

4501. Re: Compatibility question

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 20:24:39 UTC
From: d93rkr@tex6.se
Message-ID: <1993Sep23.202439.27138@t.hfb.se>
Source record: 200656

In article s9o@bigboote.WPI.EDU, rhett@bigwpi.WPI.EDU (Rhett Shain Brown) writes:

>Is it possible to connect an MFM hard drive or an RLL hard drive to an ST via
>the DMA port. I know you can connect SCSI drives with the right card, but does
>such a product exist for the aforementioned drive types?

Yes. Ataris own HD, Megafile 20 contains one of those cards... You can connect two MFM/RLL hard drives to it...

>If its just just a simple pin re-routing, does anyone know how?
~~~~~~~~~~~~~~
NO... Ataris DMA port is a kind of SCSI itself, wich make it *Easy* to connect a SCSI drive. But to connect a MFM or RLL drive you will need a controllercard, ie the one in Atari Megafile, this card converts the MFM/RLL codes into "AtariSCSI".

My system contains of one controllercard from a Atari Megafile 20 and a 70Mb MFM HD plus a 20Mb MFM HD. The only problem I had was to get enough power to the drives...
(*OLD* MFM needs >LOTS< of it...)

You can connect up to 7 controllercards, ASCSI devices, to your Atari, and you can connect 2 HD to each controllercard..... Thats about 14 Hard drives, maximum.... :^D

I don't know the price of a Atari Megafile, it should be sheep!! :^D

>Any help will be highly appreciated.
>thanks

You got it...

>rhett@wpi.wpi.edu
>

Robert Krenn, Sweden
---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/
~~~~~~~~~~~~~~

4502. Re: Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:02:39 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748818159snz@falcon.demon.co.uk>
Source record: 200666

In article <27sm7p$ejk@news.uni-paderborn.de> godot@uni-paderborn.de writes:

>HiSoft/Lattice claimed to be able to generate DRI code but that did not work
>(belongs to other tools using DRI format, too). Alex ?

AFAIK Lattice's DRI code gen works... I've certainly used this stuff in anger
to build stuff where I had only a DRI format object file to work with.

Does this just mean the executable symbol table support though? (Which is
not the LC default option)

--
Alex Kiernan
alex@falcon.demon.co.uk

4503. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:16:06 UTC
From: wilsont@rahul.net
Message-ID: <CDtsEv.JAu@rahul.net>
Source record: 200657

In <1993Sep22.101702.1372@janus.arc.ab.ca> erkamp@titan.arc.ab.ca writes:

>In article <2c9c1e23@p1.f503.n285.z2.fidonet>, Christiaan_Kamstra@p1.f503.n285.z2.fidonet
writes:
>>Hi to everyone!
>>
>>Due to the messages here, I grabbed a copy of Warhead too. Great game!

A search by archie turned up only a MS WINDOWS version. why praytell are
you talking about a MSwindows game here?

Where is the atari version?
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4504. Falcon decoding video signals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:43:06 UTC
From: selick@csa.bu.edu
Message-ID: <27t59a$2en@news.bu.edu>
Source record: 200659

Would the Falcon's DSP chip be able to decode cable/satellite video signals? This would be a pretty valuable selling feature! How about applications involving radio, such as receiving radio, or scanner frequencies with a simple antenna hooked up to the dsp port? Maybe for tuning a guitar? DTMF decoding? How about filtering out the vocals in a song?

Just wondering,
Steve
selick@csa.bu.edu

4505. Re: TT Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:43:48 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Sep23.214348.141152@zeus.aix.calpoly.edu>
Source record: 200658

gruber@austin.ibm.com (Gruber) stated:
>
>I tried as was suggested in this newsgroup to enable me to use the stereo sound
>of my TT to turn off the speaker, which should have re-directed the sound to
>the stereo jacks.
>
>Well it didn't work, what I did was used the xcontrol panel but to no avail
>also I'm running NeoDesk 3.3.
>
>When I did turn sound off using xcontrol I did hear some kind of sound but very
>faint, from what I understand there should be stereo amplifiers wired to these
>RCA plugs.
>
>Is there anything I'm doing wrong or need to do ?
>
>Thanks,
> Scott

Scott, from my experience you need an amplifier in your set-up. I ran a
pair of RCAs into my amp by way of the AUX input and I had wonderful stereo
sound...
Just get a copy of Paula and play some MOD's in front of anyone... even if
they don't know anything about computers and they will be impressed. The
speaker in the TT is a piece of crap.

*steve

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

4506. Word Perfect to 1st Word/ASCII

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:45:03 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CDttr4.JnD@cs.vu.nl>
Source record: 200660

I am looking for a program that can convert WP files to
an Atari-common filt-type (1st word, Signum, ASCII)
Do you know where I can find it? (FTP/BBS)??

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

4507. Re: SLIP for a TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 21:59:39 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep23.215939.7120@ibr.cs.tu-bs.de>
Source record: 200661

link@sun1.rz.fh-heilbronn.de (Johannes Link) writes:

>Does anybody know where I can find a SLIP-Programm in order to logg into the
>INTERNET via MODEM. I tried the TCP/IP-packet, but I don't get it to work...
>Maybe anyone can give me more detailed advice about how to configure it...

I use ka9q which can be found at ftp.tu-clausthal.de. I works fine on my
ST and will also on a TT, I think.
I needs little configuration, just one file called \net.rc.
There is also good documentation on this software, so you shouldn't have
too much problems installing it.

Urs

4508. 200 mb SCSI hd for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 23:26:38 UTC
From: rge@helix.nih.gov
Message-ID: <1993Sep23.232638.18332@alw.nih.gov>
Source record: 200667
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

It's a new, in box Maxtor 213SY. I bought it to replace a drive in my shoebox enclosure but my controller is too old to recognize drives this large. So I'll have to get a smaller drive.
$200 (just what I paid).
roger

4509. Ethernet port for a TT ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-23 23:49:39 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Sep23.164941.4756@arizona.edu>
Source record: 200668

As I understand it, it is possible to put an ethernet card on the VME bus on a TT. The question is, where does one get such an ethernet card? Computer Shopper has ethernet boards all over the place for Macs or PCs, but I can't find anything mentioning VME.

And if I could find a card, where could I get the software to run it, and how much would the whole mess cost me?

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4510. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 02:03:13 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDu5pE.M5q@netcom.com>
Source record: 200670

In article <112822@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:
>I am interested in getting a VME video card for my Mega STE. I have
>looked at NOVA and Crazy Dots. Both are nice but NOVA wins out on
>price. I talked to a dealer and he says the Cyril Sunrise card is the
>best, but didn't say why. So I'm hoping that you netters can
>give me some information on this card. US pricing would also be
>appreciated!

Ralf from Cybercube should respond to this. It's his board, and I saw
him on the net a couple of days ago. Hey Ralf, tell everyone about your
board!!

Basically, this board is the be all, end all of graphics cards for the
MegaSTE/TT. You want it, it does it, it supports it.

It also costs $1400 which is why I don't have one. If I used my TT for
serious stuff, I'd have a Cyrel Sunrise without thinking twice about it, but I
don't do serious stuff, so I'll end up with a Nova or Crazy Dots II.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4511. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 02:15:36 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDu6A1.6L@netcom.com>
Source record: 200671

In article <memo.716606@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>As I said, current versions of MTOS are slow, agreed. But just wait for
>the next release...

...or get Geneva now.

;-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4512. RE: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 06:19:21 UTC
From: petryv@meena.cc.uregina.ca
Message-ID: <24SEP93.00192196@meena.cc.uregina.ca>
Source record: 200686

Yeah, where can I get an Atari ST version of this Warhead game?

4513. Megaroids C source code

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 07:31:40 UTC
From: obourdon@France.Sun.COM
Message-ID: <27u7osINN3of@cronkite.Central.Sun.COM>
Source record: 200679

If I remember correctly, in 1985 when the Megamax C compiler was first distributed, there was an example of astroids game called Megaroid which source code was freely distributed. Does anybody have it and will be kind to send it to me

Thanks for any help/pointer
Olivier

--
+---------------------------------+----------------------------------+
Olivier BOURDON	Address : SUN MICROSYSTEMS
E-Mail : obourdon@France.Sun.COM	International Center for
Tel : +33 76 41 42 19	Network Computing
Fax : +33 76 41 42 41	32 av du Vieux Chene
	38 240 Meylan Zirst
member of OSI development team	FRANCE
+---------------------------------+----------------------------------+

4514. Re: HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:07:18 UTC
From: em09@liverpool.ac.uk
Message-ID: <CDuMK7.45M@liverpool.ac.uk>
Source record: 200682

Paul Civati (Paul.Civati@mettav.royle.org) wrote:
: On 21 Sep 93 at 11:39:59 (M A) wrote the following:

: > Does anyone have the telephone number of HiSoft's UK (sales
: dept.)
: > telephone number or e-mail address ?

: hisoft@cix.compulink.co.uk

If you email HiSoft at this address, don't hold your breath - I
have been waiting about a week now for a reply.

--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

4515. Re: Ethernet port for a TT ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:09:48 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep24.080948.1094@rhrk.uni-kl.de>
Source record: 200680

paul@jupiter.ame.arizona.edu (Paul Harris) writes:

>As I understand it, it is possible to put an ethernet card on the VME bus
>on a TT. The question is, where does one get such an ethernet card?
>Computer Shopper has ethernet boards all over the place for Macs or PCs,
>but I can't find anything mentioning VME.

In Germany there are three cards available: The cards by Riebl (about 800 DM), Biodata (about 1300 DM) and PAM (about 1700). There is TCP/IP Software included. For the Riebl card there is are TCP drivers available by anonymous ftp from fortec.tuwien.ac.at. Although the cards from Biodata and PAM are much more expensive I couldn't find any advantage in them compared to the card by Riebl. This card isn't build any more but it is still available. Even Atari Germany sold this cards once.

>And if I could find a card, where could I get the software to run it, and
>how much would the whole mess cost me?

TCP-Software is provided with these cards. If you want to use your TT as X Window Server there is software, too. This software is about 900 DM, depending on your machine and if you want to use color or not. If you need more information you should contact X/software Michael Gehret:

info%xsoft@mail.Germany.EU.net


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4516. Re: Word Perfect to 1st Word/ASCII

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:11:34 UTC
From: em09@liverpool.ac.uk
Message-ID: <CDuMrB.46H@liverpool.ac.uk>
Source record: 200683

Kampen van F (fvkampen@cs.vu.nl) wrote:
: I am looking for a program that can convert WP files to
: an Atari-common filt-type (1st word, Signum, ASCII)
: Do you know where I can find it? (FTP/BBS)??

You don't need it. Use 'Save As' in WP and tell it to save as ASCII
text file (I think they call it a 'DOS CR/LF' file). You can then
read this file straight into 1st Word.
--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

4517. Re: Falcon decoding video signals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:33:29 UTC
From: sanders@sci.kun.nl
Message-ID: <CDunru.Mz9@sci.kun.nl>
Source record: 200681

In <27t59a$2en@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>Would the Falcon's DSP chip be able to decode cable/satellite video
>signals? This would be a pretty valuable selling feature! How about
>applications involving radio, such as receiving radio, or scanner
>frequencies with a simple antenna hooked up to the dsp port? Maybe for
>tuning a guitar? DTMF decoding? How about filtering out the vocals in a
>song?

The Falcon's DSP would probably not be fast enough to do video stuff,
but things like tuning a guitar would probably be quite possible, and
the filtering out of vocals (karaoke) is something I *know* is already
possible; it's implemented in Compo's MusiCom if I remember correctly.
It can do many funny things to your music, like transforming the
singer's voice to Mickey Mouse in real time. Fun fun fun!

Don't know about DTMF decoding --- I don't even know what that is...

>Just wondering,
>Steve
>selick@csa.bu.edu

Sander STOks
sanders@sci.kun.nl

4518. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:37:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDunyE.L7E@barclays.co.uk>
Source record: 200624

I've never heard of 'Atari Compendium'. Can you provide mor einfo?

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4519. Re: SLIP for a TT

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 08:38:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDuo0M.L8B@barclays.co.uk>
Source record: 200625

Can you not use KA9Q? This is used by quite a few people I know of to access the Internet, Read Mail & FTP.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4520. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 10:51:19 UTC
From: apski@bhars42a.bnr.co.uk
Message-ID: <27ujf7INN6a9@bhars12c.bnr.co.uk>
Source record: 200689

In article JAu@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:
>In <1993Sep22.101702.1372@janus.arc.ab.ca> erkamp@titan.arc.ab.ca writes:
>
>>In article <2c9c1e23@p1.f503.n285.z2.fidonet>,
Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:
[...]
>>>Due to the messages here, I grabbed a copy of Warhead too. Great game!
>A search by archie turned up only a MS WINDOWS version. why praytell are
>you talking about a MSwindows game here?
>Where is the atari version?

Warhead on the ST is a commercial game by Glyn Williams. It is
not the same as any MS Windows program of the same name. On the
ST it is superb (with slightly jerky lightsourced polygons). On the
Falcon (with a small patch) it is even better (smooths out the
polygon movement nicely)

One of my all time favourite games. Played it until I completed it,
and I still go back to it even now...

Cheers
- Andy.

4521. Screenmodes

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca23220@troed.ct.se>
Source record: 200684

Is there any interest in an "FS5" clone for the Falcon, smaller (68030 ASM), more resolutions in up to True Colour (not only 16 as FS5 limits itself to)?

I played with the videoregisters today and found it quite easy to expand the resolutions quite a bit .. (note: I have a normal VGA monitor .. almost ALL VGA monitors can ATLEAST do 768*576 ..)

Some resolutions not found in FS5:

640*480*256 (unknown but VERY fast vertical frequency, will be calculating the exact figures later...)

768*576*256 (VF as above)

320*576*65536 (Can't notice any flicker, my guess is that the VF is quite low though ... shouldn't be noticable with this amount of colours...)

400*480*65536

Well... you get the idea ... you don't need any hardware to get more out of the Falcon than you've already seen ...

(It seems that it's my VGA limiting me to these values ... anyone wanna donate me an SVGA for more testing?)

I haven't written the necessary GEM/VDI patches for this program to work with the desktop etc, and I won't if noone is interested .. so ..

Send me some great Emails if you're interested in a much better screen-enchance for your Falcon .. Software only ...

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

4522. Re: Word Perfect to 1st Word/ASCII

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 11:48:18 UTC
From: lafrance@iesd.auc.dk
Message-ID: <LAFRANCE.93Sep24134819@galilei.iesd.auc.dk>
Source record: 200690

Well, things aren't always as easy ....

1st Word Plus is really fanzy about the <CR><LF> that WordPerfect
will put in the end of each line.

In other words: You will not be able to *reformat* your text until you
BY HAND (=using DELETE, steady work!) has removed the end of all lines.
This can be done with small texts, but I guess you`re transfering quite
big amounts of data, since you don`t just simply type it in again.

THE SOLUTION:
There are several simple programs, which strips the <CR><LF> from the text.
There should be one at most FTP-sites (look in misc, bin or something like it)
Otherwise I have made such a program to solve excactly that type of troubles
- mail me if U need it.

Sincerly

Lars Frandsen, Aalborg, Denmark
lafrance@iesd.auc.dk

4523. 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 11:55:05 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep24.115505.27503@solaris.rz.tu-clausthal.de>
Source record: 200692

Hi there!

I wonder if someone knows the difference between the 68881 and 68882 FPU. I plan to buy a FPU for my Falcon030. I know that the 68881 can be put into the Falcon without soldering. Is it possible with the 68882 too? Are these chips pin-compatible?

I want to use the FPU for POVRay. This should give a remarkable speedup...

thanks in advance
Chris

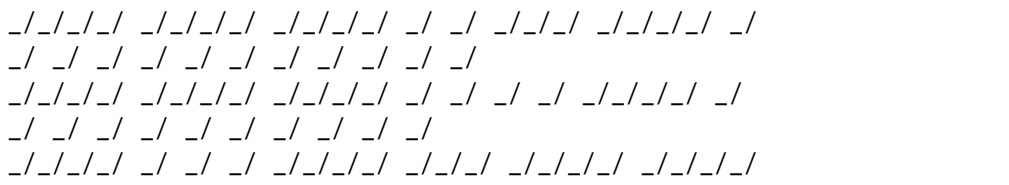
4524. Falcon Audio Hardware Bugs

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 12:50:16 UTC
From: sprudel@wembley.uni-paderborn.de
Message-ID: <27uqe8$7ep@wembley.uni-paderborn.de>
Source record: 200691

Hi,
Yesterday I started to use my Audio-Sub-System and
I think it isn't working correct. After a while the left
channel faded away while recording.(I used Winrec 1.3).
Then while play there was a noise in one channel.
My question is now: Which hardware-bugs are known from
the Falcon, and what can I do ???

Andreas

--



NEVA RELAX ON HARD TRAX

| Andreas Dangberg |
| Cadlab/BO Paderborn Privat |
| Bahnhofstrasse 32 Auf der Lieth 98 |
| D-33102 Paderborn D-33100 Paderborn |
| Tel.:(++49) 5251 284-140 Tel.:(++49) 5251 66874 |
| E-Mail: sprudel@cadlab.de, sprudel@uni-paderborn.de |

4525. Re: Atari UUCP Programs

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 13:15:06 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.su56Hk15KaM@harvee.billerica.ma.us>
Source record: 200698

In <1J1aac1w165w@ham.almanac.bc.ca>, bhawker@ham.almanac.bc.ca writes:
>I am trying to set up my own UUCP site and am running an Atari 1040 STe
>with 4 meg, and a Syquest 44 HD. I have been experimenting with Waffle
>running under PC Ditto ver.3 and MS-DOS 3.3. This set up works to a
>point, but is dang *slow*, and other problems are occurring. (I'm
>amazed that it works at all). Anyhow, I was wondering what other
>Atarians are using for UUCP software?
>
>I have heard a little about Hermes 1.03b, but is it true that
>documentation is only available in German? Are there any other prgms
>that should be looked at that would provide me with a UUCP connection
>at home? I don't have a Dos box, and would prefer to run it on my
>Atari.

I'm using hermes and it is *swell*. in fact, it is so *swell* that I sent
martin his shareware fee. hermes gives you:
email
news
mail based file server
uucp
pathalias
capability to feed other sites
multiple mail boxes
multiple users
and a few other features I haven't figured out because I can't
read german

the latest "offical" release is 1.10 and you can get it from a few FTP sites
around the world or you can get it from my mail server (be kind, I only have a
14.4 modem :-) if I get too many requests, I may limit the file server to
sending out a few requests a day mostly to be kind to my feed site. :-)

As for documentation, 1.10 has more english docs than 1.03, and 1.12 appears
to have more english docs than 1.10. maybe by 1.9999.... all the docs will
be in both languages.

To get information about packages in my (hermes based) file server, send the
message:

help
dir

to server@harvee.billerica.ma.us

I just recieved the disks for hermes 1.12 and I'll be playing with that for
a bit before putting it up on the file server so try again in a month.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4526. pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 13:16:58 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.lpmqg0aPKoo@harvee.billerica.ma.us>
Source record: 200699

I'm looking for info on pure C. how much, where can I buy it and do I need
to know german?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4527. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 14:11:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93267.101112STIRRE31@MAINE.MAINE.EDU>
Source record: 200696

You can get one from any Atari dealer or from Atari direct.

4528. Re: Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 14:27:24 UTC
From: godot@uni-paderborn.de
Message-ID: <27v04c$3g1@news.uni-paderborn.de>
Source record: 200695

In article 748818159snz@falcon.demon.co.uk, alex@falcon.demon.co.uk (Alex Kiernan) writes:
...
>Does this just mean the executable symbol table support though? (Which is
>not the LC default option)

Yes, as far as the profiler is concerned, but I never got DRI-object code
generated from Lattice C to work/link with other languages, using CCD Pascal or
Pure C (with DRI-Option), too.

Frank

4529. Re: Megaroids C source code

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 14:55:31 UTC
From: snoret@egon.unx.sas.com
Message-ID: <CDv5GL.HsC@unx.sas.com>
Source record: 200697

In article <27u7osINN3of@cronkite.Central.Sun.COM> obourdon@France.Sun.COM (Olivier Bourdon - SunConnect ICNC) writes:

>If I remember correctly, in 1985 when the Megamax C compiler was first
>distributed, there was an example of astroids game called Megaroid
>which source code was freely distributed. Does anybody have it and
>will be kind to send it to me
>

Well, the source was available, but NOT for free. (I've got megaroids... great game, works in high or med rez)

The source was available for $25 (hard copy). (This is straight from the dialog (or is that an alert? oh well.. ;) box from one of the drop-down menus.

Now, whether it's STILL available, I don't know. Does anybody? I'd like to get a copy, too.

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

4530. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 15:36:05 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep24.153605.3611@btree.uucp>
Source record: 200641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <9309221551.AA13633@IBX.COM> zim@IBX.COM (Bill Zimmer) writes:
>The Falcon being a niche computer doesn't help. (It's easier to find Atari
>products in music stores than computer stores. When Joe Consumer goes to
>buy a computer, will he visit a music store or a computer store? Even if
>he wants the computer for music/MIDI, the sales droids will steer him
>to an IBM or MAC machine. "This is just what you're looking for".)

There was a full-page advertisement by Guitar Center in the printed
program distributed at the recent San Diego Computer Fair, in which
they trumpeted the fact that they carry the "leading hardware" for
musicians. The picture with the ad showed an Atari 1040STE.

No, I don't think the sales droids are pushing other platforms.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

4531. Stuck in Warhead (different place)

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 15:50:28 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CDv804.6M5@mailer.cc.fsu.edu>
Source record: 200700

I once completed Warhead up to the Berzerker portion, which I think I could now complete due to all the great advice on the net recently. Thus, I booted up Warhead for the first time in eons, and am embarassed to admit that I cannot get past the black hole. I quadspace to the black hole, get a message saying "Danger, etc." and at that point I either get sucked in, or I quadspace out and fail the mission. I can't remember what I did to get past this before, and all my saved games are gone :-(. Can anyone give me a hint? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4532. Re: Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:18:56 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CDv9BK.86z@mailer.cc.fsu.edu>
Source record: 200601

Bill Hallman (bh@okcforum.osrhe.edu) wrote:

> In reply to my message about the 9600cps limit of Flash.
>
> On Sun Sep 19 03:43:23 1993 <gfrajkor@superior.carleton.ca> wrote:
>
> >I have the feeling that flashreen because of inability of the screen to
> >keep up. But I have found that the data that got to the disk is intact
> >when re-loaded later.
> >Maybe there are different versions of Flash.
>
> On 19 Sep 93 16:23:45 PDT <slyster.08l0@outb.wimsey.bc.ca> wrote:
>
> >Using Flash 1.6, I have NEVER had 9600 as a limit...
> >everything works fine at 14.4K. Am I missing something in your remarks?
>
> There is no problem with file transfers, using Flash versions up to 1.6,
> but if you are reading text, more than a page or two, at speeds greater
> than 9600cps, you will loose characters and get garbage on your screen.

I was a Flash 1.6 user for a long time, and I am 99.999999% sure that there is no "19200" baud button. This is why I switched to Uniterm. I think there may be some software patches out there that can retro-fit a 19.2k setting into Flash and allow for RTS/CTS flow control. I remember Flash dropping characters at 96k (another reason I switched).

Thus, while the stock Flash 1.6 will work fine on a 96k or 14.4k modem, you could only set the "computer to modem" speed to a max of 96k. This would essentially defeat any performance gain you would get with data compression. With data compressing modems, you set the speed of the "computer to modem" connection to be HIGHER than the base baud rate of the modem. For example, if you have a 96k modem, and you set the "computer to modem" rate at 96k, you will never see any performance increase from the data compression in the modem (all >= 96k modems have data compression).

Here is a picture (assume two 96k modems):

```
19200 9600 19200
[] <----------> [] <---------------> [] <-------------> []
computer A modem A modem b computer B
```

Note that computer A is talking to modem A at 19.2k, and similarly for computer and modem B. Now, the actual transmission speed between modem A and modem B cannot exceed 96k, but this is the _compressed data stream_. When it is uncompressed on either end, it can be spit out at faster than 96k. So, the "computer to modem" speed need to be set higher than the base baud rate

(in this case 9600 baud) for there to be any gain from compression. If everything was set to 9600 baud, there can be no speed gain from compression In fact, you may have problems because data can "back up" at one of the modems. Hardware flow control (also called RTS/CTS) should not allow this to happen, but software flow control (also called Xon/Xoff) can cause this situation.

So, if you are using Flash 1.6 with a 96k or 14.4k modem, you should either upgrade it to accept a 19.2k "computer to modem" rate and use RTS/CTS flow control, or you should get a different program with these capabilities.

My personal choice is Uniterm. I have heard good things about Connect, but I find it to be too slow on my Mega2ST (Warp 9 installed), due to the use of GEM windows. Also, I like the nice big font Uniterm uses (it takes over the entire screen, .TOS style).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4533. Re: Looking for Protracker ST's authors

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:25:06 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CDv9Lu.8Ky@mailer.cc.fsu.edu>
Source record: 200602

Gard Eggesboe Abrahamsen (ga@mrih.no) wrote:
> (and of course, there's my address: ga@mrih.no - I designed and programmed
> the breakout in disk menu ;-))

I would just like to give praise to that little breakout game in the disk menu. I discovered it while demoing Protracker to a PC fan. It was quite funny, as I affected a bored expression and said "Oh, ANOTHER little hidden game." The PC guy sort of gulped and nodded his head . . . :-)

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4534. Mega 4/GCR System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:37:12 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CDvA61.Atx@watserv1.uwaterloo.ca>
Source record: 200607

This is a preliminary message - in the middle of Ocotober I will
be putting my Atari system up for sale. The system includes:

Mega 4 cpu with TOS 1.04, keyboard, mouse, DS drive
115Mb Hard Disk system with two drives (48M and 67M)
Spectre GCR v3.1 w/roms and all software and docs
Mono and or Colour monitor(s) [1224 and 124/5]
Practical Peripherals 2400/9600 external fax modem

Licenced Software includes:
Calamus 1.09N, Tempus II, Word Writer, Mark Williams C/csd, Minix,
STraight Fax, Degas/elite, and some other things that I can't remeber

The hard disk will come formatted with a completly usable desktop and
lots of useful PD stuff loaded. Includes a complete implementation of
TeX and Metafont and all the registered software loaded. Basically,
you will be getting my system, as I have used it over the last couple
of years without my personal files. Also includes about 40M of space
formatted and ready to run with Spectre (in Mac mode).

As for price, I haven't set one yet. But, if you are interested in all or
some of this system please email me with the bits you want and an offer.
As for upper limits (not necessarily what I expect to get):
cpu: $450US, HD: $400US, SPectre: $450US, Mono: $150US, Colour: $200US,
Modem: $120US, Software: $?
Again, these are just upper limits *not* lower limits.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4535. Re: Word Perfect to 1st Word/ASCII

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:42:02 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <27v80q$a5j@apakabar.cc.columbia.edu>
Source record: 200603

[stuff about not 1W+ not handling WordPerfect CR/LF deleted]

WordPerfect, at least 5.1, can save files in Ascii with CR/LF ONLY where you place a hard return character. To get it to do this, hit <Ctrl><F5>, and choose option 3 (Save <A>s), then save it as <G>eneric (option 1) text. If you want CR/LF at the end of every line (to preserve the onscreen formatting), hit <Ctrl><F5> then option 1 (Dos <T>ext). <Tab>s carry through in the Generic format as a Tab character (as opposed to being five spaces). Everything else (formatting wise) gets wiped out...

Good luck.

Sol Poretsky
hsp4@columbia.edu

4536. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:44:43 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep24.164443.13462@btree.uucp>
Source record: 200642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.advocacy

In article <9309231324.AA04596@IBX.COM> zim@IBX.COM
(Bill Zimmer) joins in the fun and writes:
>When you compare the ST/Falcon software base against the MS-DOG software
>base, guess who's competitive.

A) You only need *one* software package for each activity you perform on a computer. Certainly, I'm not going to have twelve different word processors sitting on my hard drive simultaneously -- I'll pick the one I like and forget the others. Atarians can select from several word processors, several spreadsheets, several communications programs, etc.

B) Have you ever tried to actually *purchase* some of this massive software base? Waltz right in to your local CompUSA or Computer City and tell them you'd like a Watcom C compiler for your clone. You'll hear a chorous of "huh?" followed by "there's no such a thing. Wanna Borland C compiler instead?" A massive software base is of exactly zero benefit if you can't acquire it!

C) As soon as alternate software choices are discussed, someone somewhere always blurts out that "if it's not Microsoft Word and Microsoft Excel it's no good and I won't use it." So why bother having a large base of software, anyway?

D) The cost of the software is incredible! For the MS-DOS machines, you can buy WindowsNT for $279.00. On the Atari Falcon (the 4/80 version) MultiTOS is *free*. And if you decide to add MultiTOS to an upgraded Falcon (say, you add a hard drive and memory to a 1/0 Falcon), the upgrade to MultiTOS will only cost half as much, at the most.

E) Have you ever tried the software manufacturer's support service? In the MS-DOS world, you wait forever, and in some cases have to call a 900- number and *pay* them to listen to your problem. I recently had a problem with some Atari software: my letter was immediately answered by the program author, the problem was verified, and a correction issued. (The program even had a "new feature" added that I said would be "nice to have"! WOW!). As a rule, you don't get service *this* good in the world of clones! And naturally, I recommend STalk The Market to anyone who trades in the stock market because of the great support!

Here's my guess: Atari, because there's an application for each
major software activity (word processing, spread sheet, data base,
telecommunications), and because Atari software is cheaper than
the MS-DOS equivalents.

How'd I do? :-)

>PCs rule not because their hardware is better than Mac/Amiga/Atari,
>but because
>
>(a) IBM licensed the technology so that clones could appear (resulting
>in a price war feeding frenzy),

IBM didn't license the technology until after the clones had
forced their withdrawal from the market. (Someone at IBM probably
said, "Hey, they beat us up by using our own architecture! Let's
sue 'em for licensing fees. That'll show 'em, uh-huh.")

The clones appeared because IBM was overcharging for the PC/XT/AT,
and because there was nothing proprietary in the hardware (i.e.,
it was 'easy' to do). It was market forces in action (hooray!),
and the licensing was a belated effort by IBM to turn their
disasterous handling of the Personal Computer line of machines
into a profit. Even today, IBM is only considered to be an
'also ran' when you're discussing personal computers: the big
names are Dell, Compaq, Hewlett-Packard, Epson, etc.

>(b) Business trusts the IBM name (it didn't hurt that many businesses
>were already using IBM mainframes),

Given their recent financial difficulties and first-ever layoffs,
many businesses are casting a wary eye at IBM. Yeah, they'll
continue doing business with IBM, but not as enthusiastically as
in the past, and they'll be open to alternate sources....

[Edits regarding open architecture and the ease of use of
a windowing environment]

>(e) How many businessmen even know of the existance of the ST/Falcon?
>They're the ones making the purchasing decisions for companies.

Atari computers are considered to be business machines in Germany,
and that's where a lot of the business software comes from. ("Big
deal," he says.) Atari is not marketing their computer as a business
machine (although it can be used for business) in the United States --
they're marketing it as a home computer. Different market, different
needs.

>(f) The combined marketing clout of IBM and Microsoft and the low low
>prices from the price wars between the clone manufactures is an unbeatable
>one-two punch that is darn near unstoppable.

Marketing does make the difference, you're right! But I disagree on
the low, low prices of the clones. It takes a $2500.00 '486 running
at 66 MHz to equal the power of the $1500.00 Atari Falcon. As I said:

>>[...] The MS-DOS machines appear to be the ones that are 'not competitive'.

One drawback of the price wars is that 'cheaper' parts are being used
that are more likely to fail. If you upgrade everything in your system
every two years or so, you won't notice the decline in quality. But if
you keep your system for awhile, things will start going wrong. My ST
is 7 years old, and has never been in the shop for repair (not counting
a memory upgrade and a TOS upgrade to 1.4).

>> [...] My point: Atari is still actively marketing the Falcon.
>
>Actively?? Marketing it where??

Just recently, right here in San Diego and Glendale: once to a general
computer faire covering most platforms, and once to an Atari-specific
gathering.

> Sounds more like Atari delivers the
>product to the dealers after eons of delay and expects the masses to buy them.
>Somehow Joe/Jane Customer is supposed to know that the Falcon exists?
>They're going to intuitively know where to get them? Most people go to
>computer stores to buy computers, not music stores.

It's true that the advertising needs to be increased. And it's true
that Atari machines need to be stocked at computer marketing chains
in addition to the existing network of Atari dealers. The limiting
factors are time and money -- but Atari is addressing the need.

>Of course, the Falcon runs tons of business (yes, BUSINESS) software.
>How can the Falcon/ST line help my company? It can't.

Pick up the International TOS Software Catalog ($12.00 at your Atari
dealer, or direct from Atari) and select the software you need. You'll
find a healthy section devoted to business applications (yes, BUSINESS).

-- George Crissman

P.S.: Followups to comp.sys.atari.advocacy, please.

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
****
--

4537. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:47:45 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep24.164745.14127@btree.uucp>
Source record: 200643

In article <CDt7L9.9CE@spcuna.spc.edu> mauritz_c@spcuna.spc.edu
(Chris Mauritz) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>
>: As I said, current versions of MTOS are slow, agreed. But just wait for
>: the next release...
>
>That seems to be the story of every Atari users life....and wait...and wait...
>and wait...
>

And how long have the MS-DOS users been waiting for WindowsNT?

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
****
--

4538. What to do with a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 16:56:05 UTC
From: krey@mdd.comm.mot.com
Message-ID: <1993Sep24.165605.20269@mdd.comm.mot.com>
Source record: 200604

I Bought my 1040st just after they first came out with a 20Meg drive
and a color monitor. The only upgrade was the fixed clock (which has
stopped working). I have lots of software (older stuff), but the poor
thing just sits in the corner, way out classed by my 40MHz 486 SVGA...
I'm not very good at getting rid of old computers (I still have a Pet 2001)
especially when the software is still pretty good (quite dated).
Where I am is very little support for the Atari, and I don't
really want to spend to much money to make it a slow Mac, but would
be curious at what software (and TOS chips) I should upgrade it to
to make it more then a simple games machine (preferably something compatible
with the PC)

One use would be with the Roland MIDI Piano. But what is the best software?
What is a good word processor?
Spread Sheet?
What version of TOS?
IS it worth it (I see people selling these things for $400)?

Any ideas, Or is this thing just that outdated?

Michael Kreykenbohm
krey@mdd.comm.mot.com

4539. Atari Equip Blowout Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:01:25 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1993Sep24.170125.24734@ultb.isc.rit.edu>
Source record: 200608

[No readable article body recovered]

4540. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:07:53 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep24.110754.1399@janus.arc.ab.ca>
Source record: 200636

In article <1993Sep23.192434.6113@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
>I just bought an Atari 1040ST and I'm looking around for s/w. espaeccialy
>communications s/w like interlink and flash.
>

atari.archive.umich.edu is where I usually go...lately I have been having a hard
time connecting though.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4541. Re: GREMLIN Software, problem for Axel's Magic Hammer

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:15:22 UTC
From: gregs@eskimo.com
Message-ID: <CDvBMn.J64@eskimo.com>
Source record: 200622

wglahol@eis.calstate.edu (William E. Glaholt) writes:

>This is a great game, somewhat like the Mario games, and in my opinion,
>one of the better ST/e games available. Howsomever, after I complete level
>2, the game locks up; the docs say that the game is supposed to go on to
>level 8. Is there any way I could fix this problem? I bought it at
>Glendale, in a software clearance booth, for 5 bucks.. Help!

Nope, you're screwed.

My copydid exactly the same thing. I brought it back to the store
where I bought it and got another copy. It bombed iin the same place.
(not bombs actually - lock up.)

Looks like they released a buggy game. The first two levels are fun
though, no?

Be happy you only spent $5.00....

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

4542. Atari Equip Blowout Sale take 2

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:17:56 UTC
From: jad2433@ritvax.isc.rit.edu
Message-ID: <1993Sep24.171756.25309@ultb.isc.rit.edu>
Source record: 200609

Mega 4ST system, and 1040stf For Sale

First, contact details:

Justin DuBois
85 Maywood Ave
Rochester, NY 14618

Ph# (716) 383-0661

Please send E-Mail reply's, do not post reply's, I seldom sift through all the
messages on the netnews.

Internet address:
JAD2433@rit.edu

Mega 4 system includes:

Mega 4 computer with rev 5.0 Motherboard w/4 megs of memory $400 value
HD Floppy controller and 3.5" 1.44meg Floppy Drive

Fast Tech T25 Cache accelerated 25mhz 68000 processor. $375 value
(Software switchable for 8mhz Spectrum compatability)

JRI's 20Mhz 68881 Math FPU, installed on T25 $200 value

JRI's 4096 color shifter for 4096 avaliable colors $49 value

Six Chip TOS 1.4 Atari operating system $50 value
(Two chip TOS 1.2 avaliable)

DEKA-IBM keyboard interface module, and SUNtouch IBM $170 value
compatable keyboard.(Best feeling IBM clone keeboard
I could find) (adaptor $80 keyboard $90)

High quality 64pin Socket installed for the Processor
Manual Overscan switch installed
Manual MultiSync switch and DB9 monitor plug installed
(works great with monitor described below for color and
monichrome support)
Mono Audio out RCA plug installed
Extra Cooling fan above Processor installed
Total value $1224
Discount - %50

Asking price $ 622

Loop, "MultiSync" Monitor
Screen Size 14"
Dot pitch .28
Input Signal TTL and Analog
H-Sync 15~48 Khz
V-Sync 47~100 Hz
Bandwidth 65 Mhz.
Max Resolution 1024*768 Non-interlaced
Front Controls Bright, Cont, Power
Back Controls V-size, H-Add width switch, H-Position, +TTL controls
Focus, and Screen

Value $400
Discount - %35

Asking price $260

Hard Drive

ICD Hard drive controller and Conners 40meg, 3.5" Hard drive in a "ShoeBox"
style external Hard drive case with powersupply. ICD SCSI hard drive controler
with batery backed up clock. Case Includes standard SCSI out plug, and Atari
DMA in and Out ports. Comes with Cables

Drive value $280
ICD Card value $90
Case value $80

Total value $450
Discount - %50

Asking Price $225

Goodies!

Spectre 128 Cartridge with Mac Roms (Mac+ emulator) FIRM $150

MegaTalk Board. FIRM $200
Allows for Mac SCSI interface for use with Mac emulator, as well as two
serial ports for Appletalk and Modem/Printer interface.
When used in Atari Mode, the Serial ports allow HighSpeed interface with the
computer.

Supra 2400 Baud Modem A deal at $45

Atari 1040stf, (working parts computer)
TOS 1.0 Six Chip Set
Socketed 68000
Internal 720k 3.5" floppy drive.
JRI's Sim Slot memory upgrade (currently with 4 256k Simms, upgradeable to 4
1meg simms) I do have 4-1meg simms but I don't know If I want to sell them
yet, I suppose if it will get this computer out of here I'd put them in it.

This computer has everything original except the internal top Shielding, and the plastic case has been cut in half at the seam just behind the keyboard for an earlier experiment.

It works-- $150

---

because I'm so interested in getting it all a out of here in one package, I'm thinking, $1100 and its yours, all of it, plus whatever software I have and all the little bits and peices, cables, Drive Mechanizms etc that take years to collect.

If you take it all off my hands, Ill even cover shipping. Sold seperately,it would be up to you to take care of shipping costs.

My address and phone number are at the top of this page for easy referance.

4543. Re: Ethernet port for a TT ??

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:26:57 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <27val1$fjb@eagle.lerc.nasa.gov>
Source record: 200606

>As I understand it, it is possible to put an ethernet card on the VME bus
>on a TT. The question is, where does one get such an ethernet card?
>Computer Shopper has ethernet boards all over the place for Macs or PCs,
>but I can't find anything mentioning VME.
>
>And if I could find a card, where could I get the software to run it, and
>how much would the whole mess cost me?
>

Peter Mayer's group has managed to network their ST and TTs in Austria
using cheap parallel port Ethernet adapters. Our ST and TTs don't have all
the lines of the PC's printer port, of course, but Mayer's group has made
an adapter that routes through the ST's cartridge port so that it then
emulates a PC's parallel port in which the adapter can be plugged in. I
(well, NASA, really) got one early this summer, but have not had the time
to make it work. You can find the writeup and the tcp/ip software on
Peter's location.

Clarence

From pm@sun5.iaee.tuwien.ac.at Fri Mar 19 06:14:33 1993
Date: Fri, 19 Mar 1993 11:36:35 +0100
From: Peter Mayer <pm@sun5.iaee.tuwien.ac.at>
Subject: DE-600

we are using a DE-600-E (Thin coaxial cable connection).
The source and adapter description you found on the ftp server doesn't
use the printer port. Meanwhile we also did some modifications on the
adapter board and the sw to use the BUSY input of the printer port to
get faster response from the network via interrupts, but this is only
needed to increase receiver speed (the BUSY interrupt is only used by
printer spoolers). The sw and adapter works on both our MegaST and TT.
We use networking to connect our STs/TTs to our UNIX workstations and
to FTP files between our Ataris.

--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
-------------------------------------Aeronautics Directorate----------------

4544. E_gem120 and Lattice

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 17:28:03 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <CDvCIr.2Cz@festival.ed.ac.uk>
Source record: 200605

Downloaded the enhanced GEM library (e_gem120), the supplied example looked great, just the thing I've been looking for - unfortunately I use Lattice C 5.5 and when I tried to compile it to make the library I got loads of errors. I'm slowly working my way through them fixing them one by one, but it's a lot of work. Didn't realise how incompatible Pure C was to Lattice.

I don't understand the requirement for the mint libs, are they absolutely necessary? I've only got 2MB so I don't use Mint at all. I'm going to try anyway with out linking with the mint libs, see what happens.....

Herb

4545. Re: Falcon Audio Hardware Bugs

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 18:17:19 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CDvEsv.8ro@freenet.carleton.ca>
Source record: 200616

In a previous article, sprudel@wembley.uni-paderborn.de (Andreas Dangberg) says:

>Hi,
>Yesterday I started to use my Audio-Sub-System and
>I think it isn't working correct. After a while the left
>channel faded away while recording.(I used Winrec 1.3).
>Then while play there was a noise in one channel.
>My question is now: Which hardware-bugs are known from
>the Falcon, and what can I do ???
>
> Andreas

It is very unlikely that this is a HARDWARE bug; it is propably just your
1/8 inch input plug at fault. The same problem occours with your walkman
if you wiggle the headphone plug in the socket.
--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
-----------------------ac382@freenet.carleton.ca----------------------------

4546. Re: Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 18:20:26 UTC
From: bartok@bnr.ca
Message-ID: <27vdpa$99k@crchh828.bnr.ca>
Source record: 200612

In article <CDv9BK.86z@mailer.cc.fsu.edu>,
Mickey Boyd <boyd@math.fsu.edu> wrote:
>
>I was a Flash 1.6 user for a long time, and I am 99.999999% sure that there
>is no "19200" baud button. This is why I switched to Uniterm. I think there
>may be some software patches out there that can retro-fit a 19.2k setting
>into Flash and allow for RTS/CTS flow control. I remember Flash dropping
>characters at 96k (another reason I switched).
>
I use Flash 1.6 on my Mega-2 with a USR 14.4k modem. I keep
the baud rate between the ST and the modem set at 19200. I use a patch
for RTS/CTS to keep in on when I enter Flash. And Flash does have a button
for 19200 baud. The only modem program I use that does not support 19200 is
Aladdin which is used with GEnie. It won't do higher than 9600 baud.

The problem with Flash dropping characters at 9600 was probably due to
having RTS/CTS enabled on the modem, but having the ST "unpatched".

--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET or email vcross@sdf.lonestar.org *
****

4547. Re: Falcon decoding video signals?

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 19:28:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.724841@cix.compulink.co.uk>
Source record: 200613

In article <27t59a$2en@news.bu.edu>, selick@csa.bu.edu (Steven Selick) writes:
>
>Would the Falcon's DSP chip be able to decode cable/satellite video
>signals? This would be a pretty valuable selling feature! How about
>applications involving radio, such as receiving radio, or scanner
>frequencies with a simple antenna hooked up to the dsp port? Maybe for
>tuning a guitar? DTMF decoding? How about filtering out the vocals in a
>song?
>

Mostly yes.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4548. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 19:28:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.724842@cix.compulink.co.uk>
Source record: 200614

In article <ekrimenCDu6A1.6L@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>In article <memo.716606@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>>
>>As I said, current versions of MTOS are slow, agreed. But just wait for
>>the next release...
>
>...or get Geneva now.
>

Where ???

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4549. Re: << I need a Power Supply for 1040STf! >>

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 19:34:22 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Sep24.193422.8223@zeus.franklin.edu>
Source record: 200615

In article <1993Sep22.191058.117861@zeus.aix.calpoly.edu> cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:
>
>I need either an atari PS, or an equivalent, possibly even an external.
>I believe the power req. is 5V @ 300mA, 12V @ 1.6A I'll check when I
>go home.
Just use an old PC power supply. I'm using a 150W XT power supply on
my STe now... You'll Have To Cut & splice the motherboard cables though...

the motherboard line tho...
>
>Any ideas? Does anyone have a junk 1040Stf with intact PS????
>
>Mail me - cwilliso@tuba.aix.calpoly.edu
>
>Chris.
>
>
>--
>((((((|))))))
>|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
>| "No Core Dump Required" |
>((((((|))))))

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

4550. Re: HiSoft's telephone number

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 19:42:39 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748899759snz@falcon.demon.co.uk>
Source record: 200621

In article <CDuMK7.45M@liverpool.ac.uk> em09@liverpool.ac.uk writes:

>: hisoft@cix.compulink.co.uk
>
>If you email HiSoft at this address, don't hold your breath - I
>have been waiting about a week now for a reply.

The mail on that account is read every night... if you've had no reply
its probably because it never arrived or fell through the cracks.

--
Alex Kiernan
alex@falcon.demon.co.uk

4551. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 19:47:27 UTC
From: d93rkr@tex8.se
Message-ID: <1993Sep24.194727.18289@t.hfb.se>
Source record: 200617

In article 27503@solaris.rz.tu-clausthal.de, incp@rz.tu-clausthal.de (Christian Perle) writes:
>Hi there!
>
>I wonder if someone knows the difference between the 68881 and 68882 FPU. I plan to
>buy a FPU for my Falcon030. I know that the 68881 can be put into the Falcon without
>soldering. Is it possible with the 68882 too? Are these chips pin-compatible?
>

The 68882 is up to 1.5 times faster then 68881 :^D

The 68881 and 68882 are pin-compatible, you can, should, put a 68882 FPU into the Falcon 030. 68882 is more made for the 68030 CPU, though you can use 68881 and 68882 with all 680x0.

>I want to use the FPU for POVRay. This should give a remarkable speedup...
>

YES, it should....

>thanks in advance
> Chris
>
Robert Krenn, Sweden
---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/
University of Borl  nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/

4552. NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 20:23:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDvKnJ.K99@mailer.cc.fsu.edu>
Source record: 200620

My understanding is that NVDI is a "software screen accellerator", somewhat
similar to Warp 9 and such. I seem to remember that there are some
fundamental differences as well. My questions are:

1. What does it speed up (everything, VDI calls only, etc.)?
2. Can you install both NVDI and Warp 9? Is this good? Is this stupid?
3. Do I want it for my particular ST (Mega2ST, running TOS 1.2)?

Also, I have seen mention of bugs in Warp 9. I have yet to run into any,
but I don't run MTOS. Is this where the bugs show up?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4553. Re: Megaroids C source code

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 20:47:38 UTC
From: dmb@case.ai.mit.edu
Message-ID: <27vmdaINNk8u@life.ai.mit.edu>
Source record: 200619

In article <27u7osINN3of@cronkite.Central.Sun.COM> obourdon@France.Sun.COM (Olivier Bourdon - SunConnect ICNC) writes:
>If I remember correctly, in 1985 when the Megamax C compiler was first
>distributed, there was an example of astroids game called Megaroid
>which source code was freely distributed.

The game was free, but the source wasn't -- you had to buy it from them.
Don't know if the status has changed.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4554. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 22:34:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep24.223416.2346@newshost.lanl.gov>
Source record: 200628

In article atl@tuegate.tue.nl, error@blade.stack.urc.tue.nl (Erlend Nagel) writes:
>I read about 'the Atari Compendium' and from what I read about it it
>seems to be a great book. Really an English alternative for the
>Profibuch. Has anybody on the net already bought it? And is it as good
>as it appears from the press release? Does it contain many useful hints
>on how to avoid compatibility problems? Impressions please...

Erlend, I was fortunate enough to be at the Glendale show when Scott Sanders
of SDS formally announced the Atari Compendium and brought along advance copies
to sell. It is, undoubtedly, the very best and most complete source or
programmer oriented material for the ST/STe/TT/Falcon line of computers that
I have yet seen. It is essentially a rewrite of the previously hideous developer
docs plus a lot of additional material and reference aids, data tables, etc.
It's 840+ pages, softcover, and very nicely printed (IMHO). It is retailing
for $49.95 but would probably cost another $50 to ship to you in The
Netherlands. Hopefully ACN/ST Nieuws will start carrying it.

Yes, I highly recommend the book for all programmer types.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4555. Ethernet & Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1993-09-24 23:08:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.37431.4514.0N1847FA@canrem.com>
Source record: 200623

Dear Mrs. Chang,

I just noticed your post regarding an Atari TT Ethernet Adapter from
Austria. Where can I get more information about it ?
Does it come with the necessary software drivers as well ?

We've been producing high end VME-Bus based True Color cards for the
Mega STE and TT030 and we would like to offer our customers the ability
to interface their systems with existing Ethernet nets.

Ralf.

4556. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 01:24:47 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDvyLC.69M@netcom.com>
Source record: 200630

I saw this done on GEnie once. :-) Was it you, Hutch?

In article <1993Sep24.115505.27503@solaris.rz.tu-clausthal.de> incp@rz.tu-clausthal.de writes:
>
>I wonder if someone knows the difference between the 68881 and 68882 FPU.

68882
- 68881

1

:-) Oh my! What a smart *ss! ;-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4557. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 04:07:57 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <280g6t$d2l@terminator.rs.itd.umich.edu>
Source record: 200633
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 3233 Sep 23 14:09 ./Archivers/0index
-rw-r--r-- lenn 79872 Sep 23 10:22 ./Games/rayoid.zip
-rw-r--r-- lenn 15792 Sep 23 10:23 ./Games/0index
-rw-r--r-- lenn 70500 Sep 24 15:56 ./Demos/aggparty.zip
-rw-r--r-- lenn 775054 Sep 24 15:55 ./Demos/bird.msa
-rw-rw-r-- weiner 8124 Sep 24 15:59 ./Demos/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4558. PeaceBug and Emanuel Moecklin (where are you??)

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 04:37:19 UTC
From: goemon@venice.mps.ohio-state.edu
Message-ID: <280htv$m9o@sol.ctr.columbia.edu>
Source record: 200634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been using PeaceBug with success on a TT and a MegaSTe, and it works okay on a Falcon030. But when I use FalconScreen for 768x576 mode, the screen of PeaceBug gets totally scrambled! I tried to use the configuration program to set the screen parameters, but the german documentation is of no help to me (a non-german speaker).

Email to FREDDY@ezrz1.vmsmail.ethz.ch bounces. Does anyone know where Emanuel Moecklin has gone to?

Or has anyone managed to get PeaceBug to work together with FalconScreen in the 768x576 16 color mode?

-Dan

4559. Re: Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 05:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5472@MS.maus.de>
Source record: 200524

In article <27s2b7$av4@tuegate.tue.nl>, Erlend Nagel
(error@blade.stack.urc.tue.nl) wrote:
>I read in ST Magazin that the Pure profiler can also use DRI type
>objects. Does that mean that I could profile any program written using a
>compiler that generates DRI type objects? Heat 'n Serve C for example?
>Do the objects have to be compiled with debug info or not? And what
>can't be done using DRI objects that can be done using Pure ? objects?

Yes, you can profile programs with DRI symbols, but you won't see the
C (or Pascal) source. Compile and link with symbol switched on (some
compilers allow to retain the local symbols, too).

With Pure C object files, you'll see the C source and you'll have longer
symbols (up to 255, I think).

4560. The Atari Jaguar News...

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 06:00:30 UTC
From: anamr@cats.ucsc.edu
Message-ID: <280mpuINN779@darkstar.UCSC.EDU>
Source record: 200635

Now for somthing you will really like! The latest Jaguar News!
The October issue of EGM has pictures of the Jaguar and even the
box too!! Check out the October 93 issue of EGM for the one page
look at the Jaguar. EGM was not really impressed by the two games
they played...

09/24 1103 Atari announces Jaguar Developers

SUNNYVALE, CALIF. (SEPT. 24) BUSINESS WIRE - Atari Corp. (AMEX:ATC) Friday
announced its initial list of developers for the Atari Jaguar 64-bit
Interactive Multimedia system.
Since July, 20 developers have signed license agreements to publish game
titles for Jaguar. Additional high-profile developers and publishers are
expected to be announced in the coming weeks.
"Developer response to Jaguar has been overwhelming -- we've accomplished
what we set out to do by attracting the industry's top developers," said Sam
Tramiel, president of Atari. "The tremendous power of Jaguar removes the
programming barriers that exist on all other gaming platforms, allowing
developers to focus their energy and imagination on creating truly
revolutionary video games. The technological prowess of our developers
coupled with Atari's aggressive marketing and comprehensive developer support
program will create a new industry standard for multimedia performance."
The developer list includes:

Anco Software Ltd. Maxis Software Telegames Beyond Games Inc.
Microids Tiertex Ltd. Dimension Technologies
Midnight Software Inc. Titus Eurosoft Ocean Software Ltd.
Tradewest High Voltage Software Rebellion Software Ltd.
Trimark Interactive Krisalis Software Ltd. Retour 2048
U.S. Gold Ltd. Loriciel S.A. Silmarils

The strength of the Jaguar platform has attracted the industry's premier
developers, allowing them to immediately begin programming the industry's
first 64-bit video games. Comments include:
"We're excited about the reality of an advanced video game system retailing
for approximately $200 and delivering technology comparable or superior to
announced systems costing over three times as much. Atari pioneered the video
game industry -- it's good to see them at the forefront of innovation once
again." -- Kelly Flock, executive vice president of Trimark Interactive
"Kids, don't waste your Christmas money on something else, this Cat is the
new king of the video game jungle." -- Terry Grantham, president of Telegames
Inc. (Telegames will release "Ultimate Brain Games" and "European Soccer
Challenge" for Jaguar in the spring and summer of 1994.
"The 64-bit power of the Atari Jaguar allows us to move light years beyond

today's game standards." -- Kris N. Johnson, president of Beyond Games Inc. (Beyond will release "Battlewheels" for Jaguar in the second quarter of 1994.)

The power of the Jaguar development environment allows programmers to:

-- Create the industry's first 64-bit video games
-- Deliver unprecedented true-color graphics, stereo CD-quality sound and animation speed
-- Enjoy unsurpassed ease in creating real-time 3-D virtual worlds
-- Unleash programming creativity previously hampered by the restrictions of all other gaming platforms

Atari Corp. manufactures and markets video games and personal computers for the home, office, and educational marketplaces. The Sunnyvale-based company manufactures Jaguar products in the United States and is publicly traded on the American Stock Exchange under the symbol ATC.
--30--tf/ik/sf
CONTACT: Cunningham Communications
Mary Moslander, 408/982-0400

09/23 1023 Atari appoints new director of marketing/advertising

SUNNYVALE, CALIF. (SEPT. 23) BUSINESS WIRE - Atari Computer Corp. announced Thursday that Terrence Valeski, a 22-year veteran in consumer electronics marketing, has joined the company as director of marketing and advertising for Jaguar.
Valeski's immediate responsibility will be to execute the national roll out for Jaguar -- Atari's new high performance gaming system. He reports directly to Sam Tramiel, president of Atari.
"We are very pleased that Terry has joined Atari. His experience is invaluable to us," said Tramiel. "Developing strong relationships with retailers and developers as well as communicating with consumers will be critical to our success as we get ready to market and distribute Jaguar world-wide."
In an industry dominated by foreign companies, U.S.-based Atari announced this summer that it has developed a high-performance, 64-bit home video game system called Jaguar, capable of delivering faster and more powerful video games to the home market. Atari will be made in America and has signed IBM to manufacture the Jaguar in its Charlotte, N.C. plant.
"Jaguar has truly leaped ahead of the competition in terms of quality, price and performance," said Valeski. "My job will be to ensure that we attract the best and the brightest and to market aggressively through the channels of distribution. You can expect to see some major shifts in the way Atari markets." Jaguar is expected to be available to consumers before Thanksgiving 1993.
In an effort to develop strong marketing programs, Atari recently chose Cunningham Communication Inc. as its marketing/communications counsel. Cunningham is a Santa Clara, California-based public relations firm specializing in high technology.
Before joining Atari, Valeski was founder and chief executive officer of Intellivision, a leading home video game manufacturer in the 1980s. Prior to

that he was senior vice president for the Mattel Electronics division of Mattel Toys. Valeski also held several senior positions at Teledyne Waterpik and J. Walter Thompson Advertising, San Francisco and New York. -0-
Note to Editors: All trademarks and registered trademarks are those of their respective holders.
-30--cmf/sf
CONTACT: Cunningham Communications, Santa Clara
Mary Moslander, 408/982-0400

4561. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 08:26:56 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2ca401b7@p1.f503.n285.z2.fidonet>
Source record: 200497

In a message of <Wed 22 Sep 93 11:31>, Dirk Everling (vdg/ktz (2:281/202.0) writes:

DE> Keep away from him. This missile got a performance radius of
DE> 5000. This will be later developped for you, but not when in
DE> clinch with the bezerker. The only way is to annoy him very much.
DE> Just keep shooting at him when you've successfully identified him.

OK, then he starts to follow me... I got that far. But always this damned missile of his gets me before I can do anything...

DE> Fire everything at every encounter. Soon he will be after you, not the
DE> earth. Then you will be entitled for a mission towards a target of
DE> your own choosing, as long as it is not the earth or
DE> solbase. Find out for yourself.... :-)
DE> For the missile: ever thought of shooting it ?

I tried... I got blown up before my stingers, MDC or even probes got to it! (so I got blown away by a big UNKNOWN (though I still think it is a "pseudo-stellar missile")

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4562. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 08:31:30 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2ca4028a@p1.f503.n285.z2.fidonet>
Source record: 200496

In a message of <Wed 22 Sep 93 17:17>, erkamp (2:281/202.0) writes:

e> Someone posted a way to do this. You need to get fire everything
e> you've got at the Berserker and get him to follow you and then use
e> Quadspace to get to the black hole and the Berserker will hopefully
e> follow you and get sucked in while you escape because you move faster.

I thought that was the *final* mission? You must only do that when the
Berserker enters the solar system!?!? And I'm still getting killed at XI
(some zillion lightyears from earth)

See ya!

Christiaan Kamstra

>> FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 <<

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4563. Re: Opus Help

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 08:59:45 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Sep25.035945.22496@bsu-ucs>
Source record: 200637

> I'm having trouble getting Opus 2.2 (the shareware spreadsheet) to behave.
> It runs fine, but it has trouble finding the GEMSYS foldeer on b:, even
> though I've set up my ASSIGN.SYS file properly. I'm using AMCGDOS (or
> something like that), not real GDOS, but Opus worked with it before. In
> fact, the only thing different is that I'm got my B: drive plugged through
> my Spectre cartridge now. Has anyone else had this problem, and how do
> you fix it?

The easiest solution may be to upgrade to Opus 2.31 -- I have it and I'm pretty sure it's still the latest version.

-Matt

4564. Re: Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 09:05:18 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Sep25.040518.22497@bsu-ucs>
Source record: 200638

> I'm wondering if some people could give me some input into some PD
> spreadsheets. I'm looking for the ability to read in and write out ASCII style
> files, do some math manipulation, and possibly some graphs. (Plus I use a
> 1040ST).

Try Opus 2.31....It does all of the above -- and quite well. You'll need GDOS
or some equivalent to do graphs.

-Matt

4565. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 13:43:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <281htp$puh@sol.ctr.columbia.edu>
Source record: 200639

Spencer Davies writes:

} Yep some nice ideas, shame about much of the implementation.
} But at the moment I am drooling over the T36 board which is just becoming
} available for STFM owners (I may be selling my ADSpeed if I get one ;-)

Yeah, or look at the Medusa system (from Switzerland), '040 clocked
at 32MHz, 8Mb fast-ram, tower case, 6 expansion slots. ~1400 uk pounds.
Comes in at around 4.5 MFlops, or 28 Mips.

(Source: ST applications - the best ST magazine around!)

Now THAT would get Multi-TOS flying.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4566. MOD MAKER

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 14:42:00 UTC
From: william.kay@canrem.com
Message-ID: <60.37452.4514.0N1849EE@canrem.com>
Source record: 200518

I am looking for a MOD MAKER program that is High Rez compatible. If you know of one, could you please tell me where I could get it.
P.S. Source code is fine too (Colour or High Rez) I wouldn't mind that at all...
Thanks, Will...

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4567. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 15:06:31 UTC
From: bill@main.morris.org
Message-ID: <281mpn$lr1@c3po.jvnc.net>
Source record: 200640

In article <1993Sep24.110754.1399@janus.arc.ab.ca>, erkamp@titan.arc.ab.ca writes:
>In article <1993Sep23.192434.6113@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
>>I just bought an Atari 1040ST and I'm looking around for s/w. espaeccialy
>>communications s/w like interlink and flash.
>>
>
>atari.archive.umich.edu is where I usually go...lately I have been having a hard
>time connecting though.
>

Yea, a.a is quite busy... when I cant get into a.a, I usually
nfs mount wuarchive.wustl.edu, which mirrors a.a...

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

4568. Re: Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 15:09:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDx0rs.6xy@mailer.cc.fsu.edu>
Source record: 200644

Vince Cross (bartok@bnr.ca) wrote:
> The problem with Flash dropping characters at 9600 was probably due to
> having RTS/CTS enabled on the modem, but having the ST "unpatched".

Yeah, this is likely. I heard about the patch after I had switched to
Uniterm, so I never tried it. Uniterm is a lot nicer than Flash in many
ways. However, I still like the way Flash handles its scrollback buffer
(one mouse click, and you are in a GEM window looking at the scrollback).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4569. Re: Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 15:14:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDx10C.78s@mailer.cc.fsu.edu>
Source record: 200645

Mickey Boyd (boyd@sonya.math.fsu.edu) wrote:
> I was a Flash 1.6 user for a long time, and I am 99.999999% sure that there
> is no "19200" baud button. This is why I switched to Uniterm. I think there
> may be some software patches out there that can retro-fit a 19.2k setting
> into Flash and allow for RTS/CTS flow control. I remember Flash dropping
> characters at 96k (another reason I switched).

Hmmm, I already posted this once, but it seems to have been eaten by the
News diety. Here we go again . . .

I was wrong. There is a 19.2k setting for Flash. However, there is not
a way to set RTS/CTS flow control, so it drops characters at high speeds.
This prompted my upgrade to Uniterm. Now, there exists a software patch to
fix this.

Glad I left myself that 0.0000001% :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4570. To SIMON GORNALL (Couldn't mail to you).

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 15:39:10 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <CDx25A.76B@festival.ed.ac.uk>
Source record: 200646

Tried to maila reply to you but filaed, hopes this gets to this way
instead! Anyway it might be of general interest.

Herbert Sauro

>
> In article <CDvCIr.2Cz@festival.ed.ac.uk>, you write:
> } Downloaded the enhanced GEM library (e_gem120), the supplied example
> } looked great, just the thing I've been looking for - unfortunately I use
> } Lattice C 5.5 and when I tried to compile it to make the library I got
> }
>
> Could you possibly tell me where you got it from - I've searched
> a.a.u.e for 'gem' and nothing resembles e_gem120.
>
> Thanks in advance,
> Simon.
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

Yes sure, here is the address I used: ftp.cs.tu-berlin.de
e_gem is held in Programming as far as
I remember. One thing though, this site
is very slow, it took me a couple of goes before
I got in.

I've been trying to get e_gem120 to work today using Lattice 5.5. And
I've just finally done it - at least I've managed to recompile the
example. Here are some hints if you need them. I junked the OBJECT,
TEDINFO etc definitions from the Lattice distribution and used instead
the PureC compatible ones that come with gemfast.h in GNU. This saved a
lot of work. Also the cdecl pre-function switch is not quite right
and should be `__stdargs __saveds', this is used in the user defined
OBJECTS, eg draw_menu in dial.c *must* be changed in this way. Make
sure stack checking is off and use short as default. I used the
supplied makefile.lcc to make the library under Gulam, then used the
Bench shell to do the rest. The supplied PRJ file is ok except that
Lattice thinks that the program should have no start up code, this got
me for an hour or so before I realised, use standard program startup.
If you want the program to be an ACC and PRG then you must alter the
_app varaible, for the moment I just commented them out but presumably

one would use xmode with Lattice. There might be some other things I have forgotten to mention, if I could do it in a day then most people who use C a lot will have not problem.

Next thing is to explore what the library can do - what I really need is a library implementation of scrollable boxes eg like on the file selector, it might have it since a help screen is implemented in this way in the example.

Good luck
Herbert Sauro

4571. Re: The Atari Jaguar News...

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 16:00:30 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDx34u.LvF@ecf.toronto.edu>
Source record: 200647

```
>09/24 1103 Atari announces Jaguar Developers
>
>SUNNYVALE, CALIF. (SEPT. 24) BUSINESS WIRE - Atari Corp. (AMEX:ATC) Friday
>announced its initial list of developers for the Atari Jaguar 64-bit
>Interactive Multimedia system.
[blahblahblah]
> The developer list includes:
>
>Anco Software Ltd. Maxis Software Telegames Beyond Games Inc.
^^^^^^^^^^^^^^^^^^^

YESSS!!! Kick Off on the Jaguar!!! :) :) :) :) :)

Sorry, I couldn't resist the temptation! :)

AcEzE
--
**************** WHO AM I, YOU SAY? ***************** "If time is money, (c)
*********** Shahir Al Rashid *aka* AcEzE ************ we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make
```

4572. E_GEM libs (how to use?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 16:09:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <281qf9$lk9@cville-srv.wam.umd.edu>
Source record: 200648

In article <CDx25A.76B@festival.ed.ac.uk>,
Herbert Sauro <eang62@castle.ed.ac.uk> wrote:
>
>Next thing is to explore what the library can do - what I really need
>is a library implementation of scrollable boxes eg like on the file
>selector, it might have it since a help screen is implemented in this
>way in the example.
>

I'm curious about how to write a complete application with E_GEM 1.20 because I'm not sure what the conventions are that the author is using. I guess I'll be pouring over the sources to the libs, but if possible, I'd like to see if there is some English docs for it (i tried using the GER2ENG program and it only helped a little bit...)

The only bad thing about E_GEM is that I wanted to see if I could integrate it with GEM++, but GEM++ seems to only work if I don't use -mshort and E_GEM only works when I use -mshort under GNU C.

4573. Stereo to Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 16:56:32 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CDx5q9.E4o@darkside.osrhe.edu>
Source record: 200504

kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner)wrote:

>Whenever I hook up a stereo cable between my Falcon and the headphone
>jacks on my stereo, all I get is a horrible HUM from the Falcon, and
>garbage.....

The problem is due to the large mismatch in signal level and impedence
between the stereo output and the Falcon mic input. A microphone
has an output level of approximately -50 db, while the headphone output
from the stereo is much greater than 0 db.

The solution is to use the line output from the stereo with an attenuator
made up of a few resistors inserted between the stereo output and the mic
input. The following 'T-pad' resistor network, one in each channel, should
make it work:

```
in---zzz---+---zzz---out
560 | 560
z
from stereo z 3.9 to mic input
z
|
in---------+---------out
```

--zzz-- is a resistor values are in ohms

If you must use the headphone output from the stereo, change the resistor
in the 'in' side to 3.9 ohms and adjust the value of the resistor in the
'out' side to give the proper Falcon input level with the stereo's volume
control near the middle of it's range.

Bill Hallman <bh@okcforum.osrhe.edu>

4574. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 16:59:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.727865@cix.compulink.co.uk>
Source record: 200650

In article <1993Sep24.115505.27503@solaris.rz.tu-clausthal.de>, incp@rz.tu-clausthal.de (Christian Perle) writes:
>Hi there!
>
>I wonder if someone knows the difference between the 68881 and 68882 FPU. I plan to
>buy a FPU for my Falcon030. I know that the 68881 can be put into the Falcon without
>soldering. Is it possible with the 68882 too? Are these chips pin-compatible?
>
>I want to use the FPU for POVRay. This should give a remarkable speedup...
>

As far as I know they are pin-comptible but the 68882 is improved and is recommended for the Falcon.

Ofir ogal@cix.compulink.co.uk

4575. color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 17:15:37 UTC
From: rge@helix.nih.gov
Message-ID: <1993Sep25.171537.11929@alw.nih.gov>
Source record: 200503

one Atari SC1224 plus one Magnavox professional (model 80). $100 each

4576. need ICD Link or Supra host adaptor with box and power supply

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 17:20:23 UTC
From: rge@helix.nih.gov
Message-ID: <1993Sep25.172023.12019@alw.nih.gov>
Source record: 200502

I need an external hd for an ST. Please contact me if you have an enclosure (e.g., shoebox or AT style), a host adaptor (e.g., Link or older Supra model) or a power supply. The hard drive I can supply, the rest I need (cheap).

4577. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 17:22:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.727904@cix.compulink.co.uk>
Source record: 200501

In article <CDvKnJ.K99@mailer.cc.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>My understanding is that NVDI is a "software screen accellerator", somewhat
>similar to Warp 9 and such. I seem to remember that there are some
>fundamental differences as well. My questions are:
>
>1. What does it speed up (everything, VDI calls only, etc.)?

VDI calls and BIOS/GEMDOS screen output. Also GDOS.

>2. Can you install both NVDI and Warp 9? Is this good? Is this stupid?

You probably couldbut don't expect it to also work :-)

>3. Do I want it for my particular ST (Mega2ST, running TOS 1.2)?

Yes, why not.

>
>Also, I have seen mention of bugs in Warp 9. I have yet to run into any,
>but I don't run MTOS. Is this where the bugs show up?
>

All programs have bugs, but in my experience NVDI has very few.

Ofir ogal@cix.compulink.co.uk

4578. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 18:43:43 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDxAov.1rH@jonh.wimsey.bc.ca>
Source record: 200486

patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:

>This is not a flame but it's beyond me why anyone would want to run a standard
>(no gfx) word processor in 256 color mode. Yes, I agree the PC is faster, until
>you add NVDI to your Falcon. To bad it's not shipped by Atari as the standard
>VDI. Now, don't tell me you'd rather do your word processing in true color
>mode! :-)

Not a chance. However, the reason you might want to run in 256
colour mode would be that it's real nice not to have to put up with
rebooting or resetting resolutions for every application you want to
run, especially if you are running several applications. The Falcon I
had here took at least as long to change resolutions as my mega used to
take to change from mono to color. I thought Atari was going to get rid
of that?
Also, regarding nvdi, much as I was a fan of it on my mega, the
numbers didn't look all that impressive for the new Falcon version, at
least the numbers for 256 colour mode posted a few months ago from their
first Falcon release. Have they managed to do better now?

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4579. Splitting/Reassembling files.

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 18:53:57 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDxB5x.81r@ecf.toronto.edu>
Source record: 200505

Does anyone know of any program that splits/reassembles files in gem?
Something that works like unix command "cat" is what I'm shooting for...
Thanks for the time.

AcEzE
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4580. ST books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 20:24:24 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CDxFCp.Jos@cbnewse.cb.att.com>
Source record: 200506

I have the following Abacus Software Books for sale (all are clean
and in good condition):

Vol 2 - Atari ST Internals
Vol 3 - Atari ST GEM Programmer's Reference
Vol 5 - Atari ST Tricks and Tips

These normally run about $19.95 new - I'm asking $8 apiece plus
shipping.
Wayne Booth (708) 393-1905
29W131 Batavia Rd
Warrenville, Il 60555-2208

4581. PI Prize

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 20:40:47 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.09n4@outb.wimsey.bc.ca>
Source record: 200541

People wishing to enter a program in the PI Computing Competition, you have until Oct 31st. So far, the programs sent to me do *not* meet the contest criteria (to win $50 Cdn), but I have received some working versions, which work quite nicely just the same.

Best times so far?

Decimal Digits of PI hrs min sec

100 1.00
200 3.59
400 13.63
800 53.78
1600 3 33.24
5000 34 20.46
6400 56 30.22
25000 14 18 31.98

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

4582. 50hz games?

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 21:42:12 UTC
From: swhatley@blkbox.COM
Message-ID: <CDxIyF.IsA@NeoSoft.com>
Source record: 200510

Hi,

I am having probles with games that change sync rate. The two games in particular are CENTIPEDE and KABOOM. I have an Atari 120v SC1224 color monitor. These gaems make the vertical sync go crazy. Any help will be appreciated.

Thanks,
Steven Whatley
Email: swhatley@blkbox.COM

4583. ST support at CWRU

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 21:44:18 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <282e3i$7ru@usenet.INS.CWRU.Edu>
Source record: 200507

Have any questions about the ST? or just want to chat about the ST/Mint/MTOS/
programming on the ST? come in or call the Smith Undergraduate Computer Lab
at Case Western Reserve University in Cleveland, Ohio.

number is 216-368-5066

ST hours are Tuesday 3:00-6:00pm, Thursday 4:00-7:00pm
ask for Bart -- anyone else will probably have no clue/laugh at ST questions.
please call, as i'm really tired of mac/pc sh*t.

--Bart

4584. Re: ST support at CWRU

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 21:53:09 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <282ek5$8sd@usenet.INS.CWRU.Edu>
Source record: 200508

In article <282e3i$7ru@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>Have any questions about the ST? or just want to chat about the ST/Mint/MTOS/
>programming on the ST? come in or call the Smith Undergraduate Computer Lab
>at Case Western Reserve University in Cleveland, Ohio.
>
> number is 216-368-5066
>
>ST hours are Tuesday 3:00-6:00pm, Thursday 4:00-7:00pm
>ask for Bart -- anyone else will probably have no clue/laugh at ST questions.
>please call, as i'm really tired of mac/pc sh*t.
>
> --Bart
>
>

one correction: number is 216-368-5463

4585. TOS 2.05 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 22:26:28 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.728523@cix.compulink.co.uk>
Source record: 200509

Suitable to plug straight in to STe.

20ukp o.n.o

Adam. (081) 989 9672

4586. DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 23:14:45 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>
Source record: 200511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have another strange problem with my falcon - a number of programs seem to not work with the DSP!! If I run Audio Fun Machine, Winrec, or the DSP fractal generator, they cant use the DSP (AFM says "Cannot Load DSP code", or something similar).

However, the D2D recorder and SAM and Speeder (which I belive uses the DSP chip to do scaling and rotation) all work OK, although D2D does sometimes complain that it has to reset the DSP to work.

So, what could be wrong? All of this stuff worked just s little while ago...

As always, any help is appreciated!!

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)

4587. Mail Software

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 23:17:09 UTC
From: polom@pangee.frmug.fr.net
Message-ID: <282jhl$4bf@pangee.frmug.fr.net>
Source record: 200513

Hi..
I sometimes use a home made program to catch my mail...
I cannot use this to read news.. but, to get my mail, all I have to do is to write a simple programm (with my GFA Basic, ahah) witch connects to my site and dowload my mail file... trouble is for replies... check your root, I guess this is not hard to execute...
good luck...

4588. Re: E_gem120 and Lattice

Newsgroup: comp.sys.atari.st
Date: 1993-09-25 23:31:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10766@S2.maus.de>
Source record: 200453

E>I'm slowly working my way through them fixing them one by one, but it's
E>a lot of work. Didn't realise how incompatible Pure C was to Lattice.

If you're using the MiNT-library, there should ;-) be no problem...

E>I don't understand the requirement for the mint libs, are they
E>absolutely necessary?

If you're using Lattice, they are necessary (for the moment). There are so
many differences between Lattice- and MiNT-/Pure-libraries that it would take
lots of time to fix it.

E>I've only got 2MB so I don't use Mint at all.

Ups... you don't have to use MiNT if you want to use the MiNT-libraries! The
name of the game is caused to the fact that the library supports MiNT...

E>I'm going to try anyway with out linking with the mint libs, see what
E>happens.....

Good luck! ;-)

Regards,
Criss...

4589. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 00:11:40 UTC
From: bill@main.morris.org
Message-ID: <282mns$mpa@c3po.jvnc.net>
Source record: 200512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...
>
>As always, any help is appreciated!!
>

I dont know if its the same problem, but when I run, say WinRec,
exit, and then try to run AFM, or anything else, my machine crashes.
AFM says the same thing, but still crashes. I then reboot, and all is
well.
Of course, thats an ulgy fix, and it seems that perhaps the DSP
is not being released properly? Since it shows up in all the DSP stuff
I have, I would have to assume its a bug from Atari...

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

4590. PI Prize

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 03:14:51 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.09ng@outb.wimsey.bc.ca>
Source record: 200540

As for the times in the three prize winning # of digits, the best times are:

100 1.00 sec
1000 1 min 23.73 sec
10000 2 hr 17 min 11.46 sec

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

4591. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca328b4@stacken.ct.se>
Source record: 200514

Quoting a letter by Iain.Laskey :

> From: Iain.Laskey@barclays.co.uk
>
> Anything from 4.02 onwards is OK. 4.01 is broken badly. The current
> version AFAIK
> is 4.04 and that's what I'll be upgrading too soon.

I've used my Falcon w/TOS 4.01 for six months now and never noticed any serious bugs. What's wrong with it?

I would wait for TOS 5 though, before I upgrade. It will be a MAJOR improvement!

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4592. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca32b9d@stacken.ct.se>
Source record: 200515

Quoting a letter by John Henders:

> From: jhenders@jonh.wimsey.bc.ca (John Henders)
>
> Sorry to have to disagree with you, Ofir, but I have had a 14 meg
> Falcon and an 8 meg 386/40 sitting here beside each other on my desk,
> and in general the working feel of a Falcon running the Atari Works
> word processor in 640x480x256 was even slower than the feel of running
> Write and 600x800x256 in Windows. If you leave Multitos off, then
> they're about neck and neck. Both of course can be spead up by using
> different screen resolutions. And if you go into pure dos mode on the
> pc, and test mode on the Falcon, the 386 walks all over the Falcon.
>
> In general, I found when working in 256 color mode on the Falcon,
> that it felt less responsive than my AdSpeed equiped Mega4. I think
> if Atari could have offered an entry Falcon with 4 meg and a 40 meg HD
> for somewhere in the CAN$800 range, they might have had some success.
> But only with a peppier machine also available for us power junkies.
> And I don't mean the TT, as I'd want all the new features of the Falcon,
> but about twice the speed.

This is not a flame but it's beyond me why anyone would want to run a standard (no gfx) word processor in 256 color mode. Yes, I agree the PC is faster, until you add NVDI to your Falcon. To bad it's not shipped by Atari as the standard VDI. Now, don't tell me you'd rather do your word processing in true color mode! :-)

> I think Atari has screwed up big time by not offering a faster
> model, in a seperate case, as a step up model. Anyone who has used a
> mega for a year or so is going to hate going back to a standard ST. I
> can not understand how Atari can ship such junky keyboards on ST's.
> You can get a PC keyboard for $35 that feels better than the mega STe
> keyboard, which is the best keyboard Atari has ever made. (OK, the
> STacey was bettter, but that ridge on the case was a killer)

On this we agree totally. I too would want a "power" Falcon with a real keyboard and plenty of room for 3rd party expansion boards!

__ __
_ /_/___ /_ _____
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4593. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca32e0c@stacken.ct.se>
Source record: 200516

Quoting a letter by Martin Bartsch:

> From: maba@mk.maus.ruhr.de (Martin Bartsch)
>
> Dungeon master and Chaos strikes back works well on my Falcon 030. I
> think there are some differences more between Falcon and ST as between
> STE and ST. SO I think CSB will work on a STE. On the STE of a friend
> from me both games work well too. I can't imagine why Dungeon master
> dosn't run on your 1040STE.

There are some different versions of Dungeon Master. Mine is v1.2 and runs as well on my old 520STM w/TOS 1.0 as on my Falcon030 w/TOS 4.01. I also think it will run on the TT and STE. Dito for Chaos Strikes Back. (I still LOVE Dungeon Master btw!)

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4594. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca331e1@stacken.ct.se>
Source record: 200517

Quoting a letter by Bill Zimmer:

> You do live on the same planet?? Atari competitive?? To what??
> To musicians, probably yes. To everyone else, no.

And to hobbyist and computer hackers who couldn't care less about who's dominating the corporate business world. I choose a Falcon simply because it's more fun than the average boring clone running Winslows. As long as Atari continue to produce computers that are actually fun to use, they will remain competitive with people like myself.

Anyway, this stuff really belongs in .advocacy so... EOD!

-- --
_ /_/___ /_ _____
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4595. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 11:14:35 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2ca4b406@daggskim.ct.se>
Source record: 200520

Gregory Bernath hacked the following on 23 Sep 93 (to All)...

> From: gbernath@oucsace.cs.ohiou.edu (Gregory Bernath)
>
> And can someone tell the CodeHeads to quit playing with the
> pretty screen savers and get the damn bugs out of their code?
>
Why not you? User reports of bugs (specified) is what they need. What kind of
bugs have you encountered?

- satisfied Warp9 user
(illegible signature) Bo Leuf

4596. Re: Questions about MTOS programmi

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 13:03:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A5088@WI2.maus.de>
Source record: 200546

>2.) When GS is ready to display an image, it tops the window that the
>image will be displayed in and then uses the resulting (automatic)
>redraw message to update the window. This doesn't appear to work
>properly under MTOS, although it seems to work fine under plain TOS.
...
>This same behavior apparently occurs under TOS when WINX is being used.

MultiTOS and WINX use smart REDRAW. This means that the window manager sends
only WM_REDRAW messages for dirty portions.

You can switch of this feature of WINX. Add a line like the following in
WINX.INF (PRGNAME without path and extension):

PRGNAME = 4-

Unfortunately MultiTOS no longer merges WM_REDRAW message. So it's not possible
to give you a simple solution.

cu, Martin

4597. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 13:28:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A5089@WI2.maus.de>
Source record: 200547

>It is the gemram program that hangs the system when you access the
>configuration menu. It seems winx has nothing to do with it...

That's right. A new version of GEMRAM (1.6) will come soon (together with WINX 2.2).

Martin

4598. Re: Falcon info

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 13:28:54 UTC
From: techno@zelator.in-berlin.de
Message-ID: <I8MHB5FV@zelator.in-berlin.de>
Source record: 200489

>BTW: How many female ST-Users exist ?

In our local BBS, of 292 Atari users 4 are female. This should give you a guess.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4599. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 13:32:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A5090@WI2.maus.de>
Source record: 200548

>(NOT to use with Calamus SL though :-)

What's your problem with Calamus?

Martin

4600. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 15:30:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDywFB.J9M@mailer.cc.fsu.edu>
Source record: 200521

Patrik Sanfridsson (patrik.sanfridsson@stacken.ct.se) wrote:
> There are some different versions of Dungeon Master. Mine is v1.2 and runs as
> well on my old 520STM w/TOS 1.0 as on my Falcon030 w/TOS 4.01. I also think it
> will run on the TT and STE. Dito for Chaos Strikes Back. (I still LOVE Dungeon
> Master btw!)

In case others don't know, one can check the version of Dungeon Master by
looking at the load/save game dialog. It is at the written at the top.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4601. Re: Atari vs the EXPENSIVE wor

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 16:28:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52649@SL.maus.de>
Source record: 200549

In article 1993Sep24.164745.14127@btree.uucp George Crissman wites:

C>And how long have the MS-DOS users been waiting for WindowsNT?

... And what did they get?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4602. Re: Word Perfect to 1st Word/A

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 16:36:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52650@SL.maus.de>
Source record: 200550

L>There are several simple programs, which strips the <CR><LF> from the
L>text.
Right!

One of them is a German Program&TTP named 'Blinex' (Blank LINe EXtractor).
It's a part of the Idealist-Package.
Look out for the archive called 'IDEATOOL.*'.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4603. Re: Atari UUCP Programs

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 16:36:09 UTC
From: johnmc@mks.com
Message-ID: <1993Sep26.163609.21194@mks.com>
Source record: 200529

In <1J1aac1w165w@ham.almanac.bc.ca> bhawker@ham.almanac.bc.ca writes:

>I am trying to set up my own UUCP site and am running an Atari 1040 STe
>with 4 meg, and a Syquest 44 HD. [...] Anyhow, I was wondering what other
>Atarians are using for UUCP software?

>I have heard a little about Hermes 1.03b, but is it true that
>documentation is only available in German? Are there any other prgms
>that should be looked at that would provide me with a UUCP connection
>at home? I don't have a Dos box, and would prefer to run it on my
>Atari.

This comes up a lot, so perhaps it should be in the FAQ (or is it? I
confess I haven't looked recently.)

UUCP for the ATARI ST...a summary. Additions welcome!

Plusses and minuses are of course mine own opinions. Yours may differ.

Hermes -- probably the most popular, mail and news. Shareware.
Plusses - nice GEM interface, popular. Lots of people to help
you with it, still actively supported.
Minuses - Some people have problems with it under MiNT, the
uucico it uses doesn't handle login sequences of more
than two strings, documentation is still primarily in
German. If you don't read German, you can get it
going, but you'll probably miss some of the nice
features (scheduling & so on).

Mercury -- ancestor to Hermes. Technically shareware (I say that since
I think I saw a note from Rodney saying he didn't care about
Mercury any more, talk to Martin. This may be incorrect.)
Plusses - emulates UNIX rn & elm, so reduced culture shock
switching between them. Both binaries and source
available from the comp.sources.atari.st e-mail
server. More English documentation available. Useful
as a training ground before you move onto Hermes :-)
Minuses - uses the same uucico [family] as Hermes; same problems
with login sequences & MiNT.

Mailtruk -- GFA Basic code for a uucico by John Logajan, available from
atari.archive and (I think) comp.sources.atari.st. Mostly
mentioned for completeness, except that it formed the basis
for the uucico mentioned above and for bauble (below).
Plusses - source available.
Minuses - old, has been superseded by a number of versions.
Not actively supported. Not a bad starting place for

figuring out the uucico 'g' protocol, though.

Bauble -- MiNT-aware uucico & quick'n'dirty mail reader by david 'orc'
parsons, originally intended for STadel BBS.
Plusses - source available from comp.sources.atari.st, reliable,
arbitrary login sequences handled, source is in C,
quite reliable (I use this one)
Minuses - no news, you need orc's personal libraries to compile
source (unless someone converts it to mintlibs). I
have orc's permission to mail these to people, so you
can try it.

Taylor UUCP -- port of Taylor UUCP to MiNT systems. Large.
Plusses - Taylor UUCP is quite sturdy, uucico is robust.
Source mostly available.
Minuses - Supporting features like smail & news software are
still experimental.

Beckemeyer Tools UUCP -- Reasonably faithful BDT implementation of
version 2 UUCP for BDT's multi-tasking C-shell.
Plusses - Looks pretty faithful. I have a very old version,
so I can't comment on the current state of the
software. Commercial, so you can get support.
Minuses - The old manual was pretty skimpy. Could be much
better now, though.

Permission granted to amend, extend, and reproduce, including in FAQs.

John McMullen
--
John McMullen | "These dice have no spots!"
Technical Writer | "Yeah, but I remember where the spots formerly were."
johnmc@mks.com |
| My opinions do not necessarily represent those of MKS.

4604. Re: Megaroids C source code

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 16:45:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52651@SL.maus.de>
Source record: 200451

In article 27u7osINN3of@cronkite.Central.Sun.COM Olivier Bourdon -
SunConnect ICNC wites:

O>Does anybody have it and will be kind to send it to me

The Game? Yeah, but not the sources.
I've got three Folders containing the game in three different lenghtes.
If You can wait some minutes I'll check the differences - if there are any.

...

...

4605. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 17:06:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <113474@hydra.gatech.EDU>
Source record: 200522

In article <1993Sep24.164745.14127@btree.uucp> crissman@btree.uucp (George Crissman) writes:

>In article <CDt7L9.9CE@spcuna.spc.edu> mauritz_c@spcuna.spc.edu
>(Chris Mauritz) writes:

>>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>>: As I said, current versions of MTOS are slow, agreed. But just wait for
>>: the next release...
>>That seems to be the story of every Atari users life....and wait...and wait...
>>and wait...

>And how long have the MS-DOS users been waiting for WindowsNT?

Yeah, and how long did PC users wait for a version of OS/2 that did
what it was supposed to do? I remember reading about it back in 1987.
I knew people who needed a true 32 bit multitasking OS on their PC for
a project. Needless to say, they were forced to give up on the PC
because Microsoft never could deliver.

--
Opinions expressed are my own.

4606. CoNNect & Telecom HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 17:17:05 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <284iqh$9d1@usenet.rpi.edu>
Source record: 200523

Hello, I have just got my falcon030 and I am trying to hook up
to my school's unix network. I have gotten conNect but the one I have is in
German. Since I can't read German menus, I was wondering if I could get the
correct .rsc file to change them <btw I was told getting the correct .rsc file>
would help. If someone can help me please advice me what telecommunications
program will help me. Also my Control pannel won't recognize my IBX modem, for
some odd reason. Please Help me I really need to log on at closer locations
than the Comp. Center.

Much Thanks

Amalaye Oyake
oyake@rpi.edu

4607. Re: The Atari Jaguar News...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 17:24:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52652@SL.maus.de>
Source record: 200452

A>SUNNYVALE, CALIF. (SEPT. 24) BUSINESS WIRE - Atari Corp. (AMEX:ATC)
A>Friday announced its initial list of developers for the Atari Jaguar 64-
A>bit Interactive Multimedia system.

A>Maxis Software
Well, THAT'S a chance for getting Sim-* on an Atari

A>Titus Eurosoft
Mercy!!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4608. Re: Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 17:34:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4nQmixBCOak@semprini.waterloo-rdp.on.ca>
Source record: 200530

In <A15903@AC.maus.de>, Arne Rudolph writes:
> C>The new version of BeforeDawn works very well on my system; if I load
> C>the SilkMouse mouse accelarator, it still locks up. I'll have to send
> C>a copy of this accelarator to the author to see if he can track down
> C>the problem.
>
> I don't mind, if you do so ;-) You can also tell me, where to get SilkMouse
> (ftp preferably) and I'll download it myself!

It's available on GEnie, and possibly atari.archive.umich.edu; if not,
I'll upload it, it's quite nice... You can set it so that 1 cm moved on
the mouse pad is 1 cm moved on screen...

> C>I've also found that I can load more than one ACC (as long as I don't
> C>try to use XControl) under MiNT if I load The Chameleon as well.
>
> _Don't_ use Chameleon under MiNT/MultiTOS or Mag!X. I just doen't work or
> is giving you weird problems like you described. You don't need it with
> MultiTOS, too!

I don't use it, I just have to load it; then I can have TOSWIN and
BeforeDawn both loaded. Very strange, but it's the only way I've been
able to load more than one ACC under MiNT 1.08; I can't load XControl at
all (and this is TOS 1.4, so it should be ok!)...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4609. Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 18:34:29 UTC
From: estrella@u.washington.edu
Message-ID: <284nbl$qfp@news.u.washington.edu>
Source record: 200525

What kind of spport is out there for the Falcon? I used an Atari ST some six years ago and loved the machine, but hated the lack of support. I may look into the purchase of a Falcon if the support factor is large enough to justify the purchase.

4610. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 18:35:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2VCRzG6SVhE@semprini.waterloo-rdp.on.ca>
Source record: 200531

In <15537@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >4M is NOT enough for C++ programming; 8M would be ideal, and so much
> >cheaper than 16M (of which 2M is wasted).
>
> 4M is enough. It just leave much space for anything else. GNU C++ and
> a shell, plus small AUTO and ACC programs, and MiNT. No room left
> for a RAMdisk.

I wasn't able to compile GEM++ on my ST with MiNT and tcsh active in only
4 megs...
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4611. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 18:44:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1c2VN_ywLk_@semprini.waterloo-rdp.on.ca>
Source record: 200532

```
In <15539@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >(us POV-Ray on the basicvue.pov at 320x200 and say how long
> >it took... it takes my ST 4 hours to render the image using +a0.3 +q9;
> >takes a '486/33 with no cache 56 seconds).
>
> Without an FPU, raytracing is orders of magnitude slower, and really
> not worth the waiting... except when you can do it in the background,
> like under MiNT!

That's why I'm so annoyed that Hermes UUCP doesn't work under MiNT...
--
------------------=========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

4612. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 18:49:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vNU8wbUw5JY@semprini.waterloo-rdp.on.ca>
Source record: 200533

In <gp93rjo.748622417@txfs1.hfb.se>, R Johansson writes:
> I posted an article last week asking for FSP sites for the ST/STE.
> I have had some replies, but most of them think I mean FTP sites.
> I do not. I want fSp sites. If there are any good ones. If anyone knows
> where they are.
> If anyone feels like telling me where....

How 'bout telling us what FSP is? What's the "S"?
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4613. Re: Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 18:55:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.q0vFTdIpqe_@semprini.waterloo-rdp.on.ca>
Source record: 200534

In <CHRISTOF.93Sep21152810@wowbagger.pc-labor.uni-bremen.de>, Christoph Koerner writes:
>
> As the subject line reveals, a nethack 3.1.3 binary which runs in 1 MB
> (i.e. with a reduced set of game features) is now available on
> wowbagger.pc-labor.uni-Bremen.de (134.102.228.9).

What did you have to leave out?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4614. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 19:17:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SC&hkrBAwSI@semprini.waterloo-rdp.on.ca>
Source record: 200535

In <748563096snz@falcon.demon.co.uk>, Alex Kiernan writes:
> It depends whether the fonts are encrypted with retail font encoding or
> with OEM coding. All Speedo engines can read retail fonts, but only
> their own OEM coded fonts.
>
> If the Speedo fonts shipped as part of Speedo are OEM coded WP6 wouldn't
> touch them, if they were retail coded then no problem.

This is, IMHO, such a load of crap. WHY would Atari use such a stupid,
proprietary scheme when there are zillions of PD/SW Adobe Type-1 fonts
available, and Adobe seems quite happy to lisence their stuff to anyone?

It doesn't make any sense to me at all (but then again, I've spent the
past several years collecting about 22M of type-1 fonts)... A company
in this sort of state (their financial state and the lack-of-users)
shouldn't be pulling this sort of stupid move.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4615. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 21:04:37 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <285055$3o6@charm.magnus.acs.ohio-state.edu>
Source record: 200526

Followup-To:
Distribution:
Organization: The Ohio State University
Keywords:

Fun thats what started me in the Atari market back in 1982, been with them ever since and on my 5 Atari machine. TT030, 4/4Meg TT/ST RAM, 245Meg HD
Raymond Collins

4616. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 21:21:03 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CDzCn5.EI4@cbnewse.cb.att.com>
Source record: 200527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...

I remember reading somewhere that only a single program can be in
DSP memory at a time. The thing I don't remember is how you remove
a program once its in DSP memory. I thought there was a menu entry
for doing that, but forget where I encountered it (desktop or program
specific menu.) Wayne

4617. help I need a cable!

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 21:28:00 UTC
From: henry.liu@tabb.com
Message-ID: <66.2.216.0N5C4EA0@tabb.com>
Source record: 200460

I need a cable for the atari 800 to hook up my modem. The cable is the same one that you use for hooking up the disk drive to the atari. ANyone know where to get one in Canada?

thanks
Henry (henry.liu@tabb.com)

4618. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 22:12:10 UTC
From: urnash@sterbbs.nl
Message-ID: <gate.4wyiac1w164w@sterbbs.nl>
Source record: 200544

Hi

You said that the iternal XYZ in ConNect does work perfectly.. I don't agree.... all i got were timeout timeout and once again timeout (my st has only 1 mb ram and tos 1.0, perhaps that's the reason....) Anyhow, someone told me that the interternal XYZ in ConNect does only work when the other side also uses conNect.......

I use FZT...... :-)

Uri Shimron

```
+-------------------------------------------------------------------+
| All good things in live are either unhealty, expensive or immoral |
| Uri N. Shimron -- urnash@sterbbs.nl -- fido 2:283/705.? |
+-------------------------------------------------------------------+
```

4619. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 22:38:06 UTC
From: s5200016@nickel.laurentian.ca
Message-ID: <1993Sep26.173806.1@nickel.laurentian.ca>
Source record: 200528

In article <284nbl$qfp@news.u.washington.edu>, estrella@u.washington.edu (Shake the Disease) writes:
> What kind of spport is out there for the Falcon? I used an Atari ST some
> six years ago and loved the machine, but hated the lack of support. I may
> look into the purchase of a Falcon if the support factor is large enough to
> justify the purchase.
>
There's absolutly no support <except for the very few independant coders still using Ataris>.

4620. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 23:32:13 UTC
From: renfro@bnr.ca
Message-ID: <2858pt$cm7@crchh610.bnr.ca>
Source record: 200537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>,
Kendall Helmstetter Gelner <kendall@flammulated.owlnet.rice.edu> wrote:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...
>
>As always, any help is appreciated!!
>
>Thanks,
>--
>---> Kendall Gelner (kendall@rice.edu)

Some programs don't seem to be 'smart' enough to reconfigure the sound
system if SAM is installed. If you remove SAM or at least disable
system sounds, the other programs should work fine. At least, this
is what it took to work on my Falcon.

RandyH

4621. Combination Gemini & HSC bombs

Newsgroup: comp.sys.atari.st
Date: 1993-09-26 23:58:51 UTC
From: gerco@cs.vu.nl
Message-ID: <CDzJy4.79p@cs.vu.nl>
Source record: 200536

Hello,

I'm trying to use HSC1.40 under Gemini (Mupfel really) and
when I start make (without params) there are bombs (2 or 3). This
really sucks. But I don't who to blame or more constructively, what
to do about it. It has to do with the args, so far am I. But I don't
know what to do. I like both and want to use both... Together!

So if any of you hot shots know an answer to my problem,
please respond.

Greetings,
Gerco.
--

+--------------------+---------------------+--------------------------------+
| And may the source |GC Ballintijn | Whatever you did, don't worry, |
| be with you... |Email: gerco@cs.vu.nl | just blame the computer. |

4622. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 00:57:26 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <285dpm$ikv@news.dmpe.CSIRO.AU>
Source record: 200538

NEC 3D? They've got a heap of them here at work....

Sure you don't mean NEC Multisync II Hutch? That's what I use with my ST anf
my FALCON ;^) ....

Mind you, they're as rare as hen's teeth nowadays...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4623. Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 01:21:59 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <285f7n$ink@news.dmpe.CSIRO.AU>
Source record: 200539

The subject line says it all. Is it possible to boot from the autofolder of the floppy in yer Falcon? I really want to play CSB and Dungeon master, and a few others. The Falcon sees bootsectors and (tries to) boot them, but them autoboots the HD in the Falcon. Am I missing something here?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4624. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 02:39:01 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep26203901@flammulated.owlnet.rice.edu>
Source record: 200542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDzCn5.EI4@cbnewse.cb.att.com> trek@cbnewse.cb.att.com (wayne.a.booth) writes:

I remember reading somewhere that only a single program can be in
DSP memory at a time. The thing I don't remember is how you remove
a program once its in DSP memory. I thought there was a menu entry
for doing that, but forget where I encountered it (desktop or program
specific menu.) Wayne

That is true, but the problem I have is that some programs that used
to run just don't run at all any more, weither or not a program is
already in the DSP. Unless I have the first case ever of a DSP virus? :-)

--
---> Kendall Gelner (kendall@rice.edu)

4625. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 02:42:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep26204248@flammulated.owlnet.rice.edu>
Source record: 200543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2858pt$cm7@crchh610.bnr.ca> renfro@bnr.ca (Randy Hoekstra) writes:

Some programs don't seem to be 'smart' enough to reconfigure the sound
system if SAM is installed. If you remove SAM or at least disable
system sounds, the other programs should work fine. At least, this
is what it took to work on my Falcon.

RandyH

Unfortunately, it doesn't help at all to remove SAM... plus AFM worked
before with SAM installed. :-(

--
---> Kendall Gelner (kendall@rice.edu)

4626. Re: doom, gloom and TOS 5

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 03:42:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <285nei$jjf@cville-srv.wam.umd.edu>
Source record: 200545

In article <H.eg.2VCRzG6SVhE@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <15537@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>>
>> >4M is NOT enough for C++ programming; 8M would be ideal, and so much
>> >cheaper than 16M (of which 2M is wasted).
>>
>> 4M is enough. It just leave much space for anything else. GNU C++ and
>> a shell, plus small AUTO and ACC programs, and MiNT. No room left
>> for a RAMdisk.
>
>I wasn't able to compile GEM++ on my ST with MiNT and tcsh active in only
>4 megs...

Perhaps you had some TSRs loaded... I did GEM++ 1.5 on a 4MB ST with a
256K ICD HD cache (read/write), Mint 1.07 (at the time), and the Bash
shell. No problems whatsoever.

4627. Re: USRobotics

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 04:04:00 UTC
From: Jim.Collins@f730.n286.z1.fidonet.org
Message-ID: <749118377.AA00140@dswhq.omahug.org>
Source record: 200174

In a message of <19 Sep 93 15:19:41>, Kevin Boyer (1:286/2) writes:

KB> Does anyone know a phone number to reach USRobotics? I am
KB> interested in their line of modems. Thanks in advance. Kevin

Try reaching US Robotics at 1-800-342-5877.

~

4628. Re: Can my ST teach me to play the piano?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 04:08:44 UTC
From: Jim.Collins@f730.n286.z1.fidonet.org
Message-ID: <749118377.AA00141@dswhq.omahug.org>
Source record: 200175

In a message of <19 Sep 93 03:37:14>, David Forrai (1:286/2) writes:

DF> A newly announced product is available from chro_MAGIC called
DF> Pianistics. Contact chro_MAGIC at:
DF>
DF> chro_MAGIC Software Innovations
DF> 516 North Jackson
DF> Joplin, MO 64801 USA
DF>
DF> Phone: 417-623-7393
DF>
DF> Delphi: JIMCOLLINS (Internet: JIMCOLLINS@delphi.com)
DF> GEnie: J.COLLINS22 (Internet: J.COLLINS22@genie.geis.com)

Thanks for the plug :-) Guitaristics and Pianistics are not exactly new products. They are programs that have been ongoing projects for the past 6 years with continual updates and revisions. Guitaristics is currently at version 1.96 and Pianistics is at version 1.20 - both work on the Falcon030 as well as all other versions of the ST. Look for a new version of Pianistics to be released sometime in January (hopefully in time for NAMM) and a new version of Guitaristics sometime after that.

There are disabled demo versions of the software available on Delphi, GEnie, and our support bbs (+1-417-624-1887 / 24 hours / usr dual).

Jim @ chro_MAGIC Software Innovations
* RAM Gizmo/Pianistics/Guitaristics *

4629. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 04:32:50 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <285qdilNNoki@sheoak.ucnv.edu.au>
Source record: 200470

In article <281mpn$lr1@c3po.jvnc.net> bill@main.morris.org writes:
>
> Yea, a.a is quite busy... when I cant get into a.a, I usually
>nfs mount wuarchive.wustl.edu, which mirrors a.a...
>
I know that there is a mirror of wuarchive on archie.au (plaza.aarnet)
but I can't remember the path to get there. The index files lying
around on archie are fairly unhelpful too. Anyone know where I should
be looking?

Thanks,

Jared
--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

4630. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 05:01:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91670@cup.portal.com>
Source record: 200454

Things have not changed at Atari from the situation six years ago, other than to have gotten worse.

Atari is now giving its full attention to its new game machine, the one year old Falcon is getting very little support from Atari, and barely more than that from anyone else.

BobR

4631. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 06:55:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15645@uqcspe.cs.uq.oz.au>
Source record: 200455

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>$28 for an upgrade?

>Can someone tell me where to get NVDI?

>And can someone tell the CodeHeads to quit playing with the
>pretty screen savers and get the damn bugs out of their code?

My sentiments exactly. Many of the screen savers don't even work on
my TT anyway. Warp-9 doesn't work with MultiTOS (or more importantly
to me, with the current MiNT).

Maybe the problem is just what I suspected when I bought Warp-9: they
aren't debugging Darek's code, just adding more pretty stuff to try to
increase sales.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4632. MOD MAKER

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 08:16:49 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca61536@troed.ct.se>
Source record: 200462

In a message of 26 Sep 93 17:42:40, William Kay wrote:

WK> I am looking for a MOD MAKER program that is High Rez compatible. If
WK> you know of one, could you please tell me where I could get it.
WK> P.S. Source code is fine too (Colour or High Rez) I wouldn't mind that
WK> at all...
WK> Thanks, Will...

Mod Maker = Tracker?

Try to get hold of Audio Sculpture! Works in both mono and colour, and it's the best tracker sofar on the ST/STE ..

(Commercial)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4633. Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 08:16:49 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca61570@troed.ct.se>
Source record: 200463

In a message of 26 Sep 93 21:16:08, Shake The Disease wrote:

ST> What kind of spport is out there for the Falcon? I used an Atari ST some
ST> six years ago and loved the machine, but hated the lack of support. I may
ST> look into the purchase of a Falcon if the support factor is large enough
ST> to
ST> justify the purchase.

Well, you can help. The more Falcon owners the better support.

I have one, and I'm 100% pleased with it.

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

4634. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 08:45:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE08Bs.F8u@barclays.co.uk>
Source record: 200498

```
In article <91670@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> Things have not changed at Atari from the situation six years ago, other
|> than to have gotten worse.
|>
|> Atari is now giving its full attention to its new game machine, the one year
|> old Falcon is getting very little support from Atari, and barely more than
|> that from anyone else.
|>
Wake up & smell the coffee Bob. Atari may well be doing their usual stuff but 3rd
party support for the Falcon is good and growing. I know though that no matter how
much people tell you the reality of the matter, you prefer to ignore it and winge.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4635. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 08:45:42 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep27.084542.28442@cscs.ch>
Source record: 200459

In article vNU8wbUw5JY@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> How 'bout telling us what FSP is? What's the "S"?
>
FSP is the "File slurping protocol", which is similar in function to ftp, but it goes via UDP and not TCP; normally the sending host does not have to support it with so much computing power like for ftp.

Regards,
Ulrich

p.s.: To the original poster: try wuarchive.wustl.edu via fsp, there should be somewhere a list of hosts around.

4636. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:15:00 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Sep27.091500.22310@ajax.rsre.mod.uk>
Source record: 200458

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:
: Followup-To:
: Distribution:
: Organization: The Ohio State University
: Keywords:

: Fun thats what started me in the Atari market back in 1982, been with them ever
: since and on my 5 Atari machine. TT030, 4/4Meg TT/ST RAM, 245Meg HD
: Raymond Collins

Just thought I'd stick my oar in on this one :-)

At home I have many old "home" machines from ZX-81s up to a MEGA2 ST.

Now I know it's a bit old, but it has _none_ of the upgradeable potential of most of the all of the PCs I have available at work - and some of them are older. I could get a SVGA graphics card for 80 UK pounds or 800 UK pounds, hard drives from about 150 UK pounds up to thousands. I can't even get hold of firms very easily to upgrade my ST hardware!

Someone also mentioned WindowsNT being expensive compared with the GEM on the ST (or MultiTOS). However, remember that to get Windows (Not NT) is about the same cost as an upgrade to MultiTOS for my machine!

Nowadays PCs come with an upgradeable motherboard, and you can mix and match components to suit your needs - a big disk, good graphics, fast processor or whatever. That is why the PC is so popular: You can buy a cheap one for games at home or a really fancy one for work.

So where do I get a 256 colour graphics card for a MEGA2 (not STE) for less than 100 UK pounds...or do I save up for a PC? :-}

These ramblings are mine - all mine
Little John

4637. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:22:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE0A0p.FJn@barclays.co.uk>
Source record: 200499

In article <2ca328b4@stacken.ct.se>, patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:
|> Quoting a letter by Iain.Laskey :
|>
|> > From: Iain.Laskey@barclays.co.uk
|> >
|> > Anything from 4.02 onwards is OK. 4.01 is broken badly. The current
|> > version AFAIK
|> > is 4.04 and that's what I'll be upgrading too soon.
|>
|> I've used my Falcon w/TOS 4.01 for six months now and never noticed any serious
|> bugs. What's wrong with it?
It handles 3d GEM badly. This mainly shows on stuff with cascading menus ie they don't. Lattice C uses these a lot. You can only use this properly by running MTOS which has fixed AES code in it. In fact, If you use MTOS and fpatch2, 4.01 is pretty much fine.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4638. Re: CoNNect & Telecom HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:22:58 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <CE0A2B.LEy@dscomsa.desy.de>
Source record: 200456

In article <284iqh$9d1@usenet.rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> Hello, I have just got my falcon030 and I am trying to hook up
>to my school's unix network. I have gotten conNect but the one I have is in
>German. Since I can't read German menus, I was wondering if I could get the

You will find a complete english version of CoNnect 2.20 on
atari.archive.umich.edu : /atari/Telecomm/conn220.lzh
(it is an update file only and perhaps you also need conn210.lzh...)

It contains English menues, description and online help.

Wolfgang

4639. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:25:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE0A6C.FKn@barclays.co.uk>
Source record: 200500

I use Backwards or Magi to autoboot games. Works fine for me.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4640. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:27:26 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <CE0A9r.LHK@dscomsa.desy.de>
Source record: 200457

In article <gate.4wyiac1w164w@sterbbs.nl> urnash@sterbbs.nl (URI SHIMRON) writes:
>has only 1 mb ram and tos 1.0, perhaps that's the reason....) Anyhow,
>someone told me that the interternal XYZ in ConNect does only work when
>the other side also uses conNect.......

This is definately not true. Try to get the latest version of CoNnect
(2.20). There is no zmodem program know to me CoNnect does not work
with.

Wolfgang

4641. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 09:52:41 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <286d59$mnr@info2.rus.uni-stuttgart.de>
Source record: 200461

In <CDvKnJ.K99@mailer.cc.fsu.edu> boyd@gauss.math.fsu.edu writes:

> My understanding is that NVDI is a "software screen accellerator", somewhat
> similar to Warp 9 and such. I seem to remember that there are some
> fundamental differences as well. My questions are:
>
> 1. What does it speed up (everything, VDI calls only, etc.)?
VDI and some BIOS-calls. It also contains a very good GDOS
(The best GDOS I know)
> 2. Can you install both NVDI and Warp 9? Is this good? Is this stupid?
It's st^H^H not very good.
> 3. Do I want it for my particular ST (Mega2ST, running TOS 1.2)?
First I urge you to upgrade your TOS 1.02 (this makes HD-access at least
4 times faster.
TOS > 1.02 + NVDI would be a good idea.

>
> Also, I have seen mention of bugs in Warp 9. I have yet to run into any,
I don't know much about WARP 9.
I know only one bug in NVDI (2.50) and there is a fix for it.

Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

4642. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 10:30:33 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <286fc9$fil@info2.rus.uni-stuttgart.de>
Source record: 200464

In article <286d59$mnr@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>TOS > 1.02 + NVDI would be a good idea.

Sorry, Gerd, you mean TOS 1.04, don't you.
TOS 1.02 and TOS 1.2 are the same, just a different way of spelling.
Correct me, if I'm wrong

--
Ciao
Uwe

4643. MfsfM 1.07 Problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 10:42:13 UTC
From: haebler@uni-muenster.de
Message-ID: <286g25$1989@obelix.uni-muenster.de>
Source record: 200467

Hi,

there seems to be a problem in MfsfM 1.07d with the mfsfm.cnf file.
Some users told me that the system hangs up completly if they call
MfsfM for the first time. This problem is pretty easy to solve. Copy
the file MFSFM.CNF from the distribution in the root of one of your
drives e.g. C:\. There will be no longer problems with this.

Regards,

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

4644. Need new updated program to boot Supra from

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 11:01:18 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <3009.2CA85086@mechanic.fidonet.org>
Source record: 200368

MW> From: winters@access.digex.net (Michael Winters)
MW> I now have a working Supra HD with a Seagate drive some friends installed
MW> in my Supra case (20MB) :--) I need a more updated program that will
MW> allow
MW> you to boot the drive, directly (the hard drive), instead of having to
MW> boot off a floppy. Does anybody know of a more updated program available?

Atari's HDX will allow you to boot directly from the drive. So will ICD's PRO utilities (though they're commercial). However, your drive also must be capable of autobooting to begin with...

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
Note: The opinions stated in this post are only my own!

4645. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 11:12:19 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <286hqj$h35@info2.rus.uni-stuttgart.de>
Source record: 200466

In <286fc9$fil@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de writes:

> In article <286d59$mnr@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de
(Gerd Castan) writes:
> >TOS > 1.02 + NVDI would be a good idea.
^^^ this means greater than
>
> Sorry, Gerd, you mean TOS 1.04, don't you.
> TOS 1.02 and TOS 1.2 are the same, just a different way of spelling.
When he writes that he has TOS 1.2 and I reply he should use a TOS greater
than 1.02, where is the problem?
I assumed that everybody knows that TOS 1.2 is the old name of TOS 1.02.

> Correct me, if I'm wrong
Don't argue if you have the same opinion.

>
> --
> Ciao
> Uwe
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

4646. Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 11:13:50 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <3010.2CA85087@mechanic.fidonet.org>
Source record: 200367

MK> From: mkite@lincoln.gpsemi.com (Martin Kite)
MK> In the FAQ for hardware there is a section about Graphic Cards for the ST
MK> which talks about boards from a company called Matrix Datensystem
MK> or Matrix GmbH but there is no address for them in the faq.

I believe the Matrix card is sold under the name "NovaCard" in the US by Lexicor. You might want to check with them.

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
Note: The opinions stated in this post are only my own!

4647. Seeking free/cheap unix for 4MB Atari Ste

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 11:24:58 UTC
From: CASTRO@FRMOP11.BITNET
Message-ID: <93270.112459CASTRO@FRMOP11.BITNET>
Source record: 200465

I am looking for a cheap/free unix for my little mega ste.
do you know where I could find this.

Thanx a lot
reply to:
castro@frmop11.cnusc.fr

4648. Re: help I need a cable!

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 11:41:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE0GGz.Gnw@barclays.co.uk>
Source record: 200551

```
This should be posted in comp.sys.atari.8bit. They'll be able to help.
If you don't mind mail order then Best electronics will be able to do one.
(408) 243-6950
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4649. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 12:36:21 UTC
From: reschke@math.uni-muenster.de
Message-ID: <286mo5$1dbv@obelix.uni-muenster.de>
Source record: 200468

In article hkrBAwSI@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <748563096snz@falcon.demon.co.uk>, Alex Kiernan writes:
> > It depends whether the fonts are encrypted with retail font encoding or
> > with OEM coding. All Speedo engines can read retail fonts, but only
> > their own OEM coded fonts.
> >
> > If the Speedo fonts shipped as part of Speedo are OEM coded WP6 wouldn't
> > touch them, if they were retail coded then no problem.
>
> This is, IMHO, such a load of crap. WHY would Atari use such a stupid,
> proprietary scheme when there are zillions of PD/SW Adobe Type-1 fonts
> available, and Adobe seems quite happy to lisence their stuff to anyone?
>
> It doesn't make any sense to me at all (but then again, I've spent the
> past several years collecting about 22M of type-1 fonts)... A company
> in this sort of state (their financial state and the lack-of-users)
> shouldn't be pulling this sort of stupid move.
>
> --
> ------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

The Speedo font engine is faster and uses less memory (as compared to the available PS engines).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4650. Re: Seeking free/cheap unix for 4MB Atari Ste

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 12:52:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE0Jrv.H63@barclays.co.uk>
Source record: 200552

```
In article <93270.112459CASTRO@FRMOP11.BITNET>, CASTRO@FRMOP11.BITNET writes:
|> I am looking for a cheap/free unix for my little mega ste.
|> do you know where I could find this.
|>
No such thing I'm afraid. You can buy Minix or use MiNT which is close internally
and can be made to look pretty much the same externally.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4651. kid software on atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 13:05:55 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.749135155@cstw168>
Source record: 200471

Hi,

About a year ago I retrieved the kidprogs subdirectory from
atari.archive.umich.edu.

However, several of these did not run on either my ST or TT.
kv_me1st, kv_fonic and kv_geo1 did run. Unfortunately kv_fonic is not
too interesting since the native language of my kids is dutch. kv_geo1
is just too difficult for 4 year olds.

Does anyone have running versions from either
potato, kv_house, kidsong1 and kidmixup?

Also if someone happens to have other sequences for kv_me1st, or if
someone has the programs kv_park_ or kv_match (which are mentioned in
the doc of a kv_ archive, but which are not available on
atari.archive.umich.edu), I would appreciate a copy (or a pointer to
where I can get them).

Of course other pointers to software suitable for 4 year old children is
also appreciated.

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

4652. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 13:42:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.753.2CA6EDBF@dhhalden.no>
Source record: 200469

In article <286mo5$1dbv@obelix.uni-muenster.de>
reschke@math.uni-muenster.de (Julian Reschke) writes:

[Chris mentions PS Type1 fonts...]

>The Speedo font engine is faster and uses less memory (as compared to the
>available PS engines).

A faster engine doesn't make up for no "gas". What's the point of having a
font engine which doesn't have any readily available fonts?

(I know there are *some* Speedo packs out there, but why not go for the
standard and do it right in the first place??)

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

4653. ISHAR 2

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 14:19:37 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep27.141937.28498@news.unige.ch>
Source record: 200472

Help! I cannot get Ishar 2 to work on my hard disk (Stacey). It
works fine from floppies - but the disk access is a pain in the port -
and I can copy it onto the HD, and even get through the intro.
Then it checks the copy protection on the floppy, and sticks,
announcing a hard disk error (the HD is fine).
Any clever ideas?

tia, Mike

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

4654. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 14:20:00 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <749142658.AA00143@dswhq.omahug.org>
Source record: 200176

I have the following items for sale

SC1224 color monitor (JVC) (old style with good color) $150
ST Replay audio digitizer $25
ICD AdSCSI+ Host Adapter $40
Magnavox video monitor $50
Amiga 500 w/1meg chip ram/1 meg fast ram/3 floppies/color monitor $150

All prices are negotiable.

Reason for selling:

I GOT A FALCON!!!!! :-{)

Later,
Gizmo

4655. Re: Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 14:39:08 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <CHRISTOF.93Sep27163913@wowbagger.pc-labor.uni-bremen.de>
Source record: 200476

```
MIME-Version: 1.0
Content-Type: text/plain; charset=US-ASCII
Content-Transfer-Encoding: 7bit

On Sun, 26 Sep 1993 13:55:54 EST, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
said:

>In <CHRISTOF.93Sep21152810@wowbagger.pc-labor.uni-bremen.de>, Christoph Koerner writes:
>>
>> As the subject line reveals, a nethack 3.1.3 binary which runs in 1 MB
>> (i.e. with a reduced set of game features) is now available on
>> wowbagger.pc-labor.uni-Bremen.de (134.102.228.9).

>What did you have to leave out?

Here's the end of the config.h that was used to make the binary:

/* game features */
/* #define POLYSELF /* Polymorph self code by Ken Arromdee */
#define SOUNDS /* Add more life to the dungeon */
/* dungeon features */
/* #define SINKS /* Kitchen sinks - Janet Walz */
/* dungeon levels */
/* #define WALLIFIED_MAZE /* Fancy mazes - Jean-Christophe Collet */
/* #define REINCARNATION /* Special Rogue-like levels */
/* monsters & objects */
#define KOPS /* Keystone Kops by Scott R. Turner */
#define ARMY /* Soldiers, barracks by Steve Creps */
/* #define SEDUCE /* Succubi/incubi seduction, by KAA, suggested by IM */
/* #define WALKIES /* Leash code by M. Stephenson */
/* #define TOURIST /* Tourist players with cameras and Hawaiian shirts */
/* #define TUTTI_FRUTTI /* fruit option as in Rogue, but which works, by KAA */
#define MUSE /* Let monsters use more things - KAA */
#define MULDGN /* Multi-branch dungeons MRS & IM */
/* difficulty */
#define ELBERETH /* Engraving the E-word repels monsters */
/* #define EXPLORE_MODE /* Allow non-scoring play with additional powers */
/* I/O */
/* #define REDO /* support for redoing last command - DGK */
#define COM_COMPL /* Command line completion by John S. Bien */
#if !defined(AMIGA) && !defined(MAC)
# define CLIPPING /* allow smaller screens -- ERS */
#endif

#ifdef REDO
# define DOAGAIN '\001' /* ^A, the "redo" key used in cmd.c and getline.c */
```

```
#endif

#define EXP_ON_BOTL /* Show experience on bottom line */
/* #define SCORE_ON_BOTL /* added by Gary Erickson (erickson@ucivax) */

#include "global.h" /* Define everything else according to choices above */

#endif /* CONFIG_H */
```

The hardest thing to sacrifice was the Tourist code, but this is
probably inevitable, as it accounts for a major reduction in the code
size.

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

4656. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 15:14:43 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Sep27.151443.5165@porthos.cc.bellcore.com>
Source record: 200474

> My sentiments exactly. Many of the screen savers don't even work on
> my TT anyway. Warp-9 doesn't work with MultiTOS (or more importantly
> to me, with the current MiNT).
>
> Maybe the problem is just what I suspected when I bought Warp-9: they
> aren't debugging Darek's code, just adding more pretty stuff to try to
> increase sales.
>
>
> --
> Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are Free Software |
> _____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

The first issue of Warp-9 did not work with CAD 3D just as Quick ST did
not work with CAD 3D. However, the next upgrade did, and they sent
me that upgrade ($5? $10?). So at least that portion of the code was
improved. I'm not interested in screen-savers so I haven't upgraded since.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4657. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 15:16:29 UTC
From: gbennett@friendly.es.com
Message-ID: <28704d$365@cnn.sim.es.com>
Source record: 200473

In article <1993Sep24.110754.1399@janus.arc.ab.ca>, erkamp@titan.arc.ab.ca writes:
> In article <1993Sep23.192434.6113@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
> >I just bought an Atari 1040ST and I'm looking around for s/w. espaeccialy
> >communications s/w like interlink and flash.
> >
>
> atari.archive.umich.edu is where I usually go...lately I have been having a hard
> time connecting though.
>
If you can't get through to umich, try connecting to wuarchive.wustl.edu
Umich is mirrored. go to the systems/atari directory. Hope this helps!

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

4658. 1040ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 15:19:17 UTC
From: hagen@cwis.unomaha.edu
Message-ID: <1993Sep27.151917.16171@news.unomaha.edu>
Source record: 200475

FOR SALE--1040ST--color monitor, modem, mouse, joystick, much software including word processor, games, and many magazine disks. This unit is in excellent shape. Had to move to another brand of computer to have work compatibility. Will take best reasonable offer over $250. Please E-mail if interested. Thanks.

--
Beverly Hagen
hagen@cwis.unomaha.edu

4659. Re: elm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 16:13:30 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2873faINNna9@coli-gate.coli.uni-sb.de>
Source record: 200477

dunham@mpd.tandem.com (Jerry Dunham) writes:
>
>Is anyone aware of a version of elm being available for the Atari ST
>series of computers? I'm actually looking for just a subset of the
>normal elm functions. I don't care (yet) if it can mail messages; I
>just want to use it to read elm-created mail folders that I've moved
>from my Unix machine to my Atari ST. Any non-elm program that can
>do this (pine?) would be also welcome.

Well, I read your posting, ftp'ed the newest version of elm (2.4 PL22) and
compiled it with no greater problems on my TT... :-)

If there is some interest, I can upload it on some ftp-servers.
MiNT and Minix FS are required because I didn't change any filenames.

PS: trn is also running on my Atari! Interested?

Greetings,
Benni

--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

4660. Areal 90-260MB 2.5" drives--Specs...

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 16:18:29 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Sep27.111829.11540@gw.wmich.edu>
Source record: 200478

Hi!
There was a question about specifications on Areal 2.5" drives, so here's
a post about those specs--sorry, I don't have prices...

Model: A90 A95 A120 A130 A135 A180 A260

Size: 91.5MB 91.5MB 137MB 130MB 130MB 183MB 260MB
Height: 12.4mm 10.5mm 15.5mm 12.4mm 10.5mm 15.5mm 15mm
Width: 69.9mm 69.9mm 69.9mm 69.9mm 69.9mm 69.9mm 69.9mm
Depth: 87.6mm 87.6mm 87.6mm 87.6mm 87.6mm 87.6mm 87.6mm
Access
Time: <15ms <15ms <15ms <15ms <15ms <15ms <15ms
MTBF: ALL 100,000 HOURS
RPMs: ALL 2981 RPM
Data
Rate: 15Mbps 16-30Mbps 15Mbps 16-30 16-30 15Mbps 16-30Mbps
Power: ALL 5VDC +/- 10%
Max Wattage: ALL 4.00W DURING SPIN-UP

I have more spec's but I thought that these would be the ones most
people would be interested in. According to the sales rep when I called
a couple of months ago, these were available on the west coast and from some
mail-order companies. Anyone want to try putting an A260 in their Falcon?

See ya,

Bernard

4661. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 16:33:38 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep27.103339.1407@janus.arc.ab.ca>
Source record: 200379

In article <CDunyE.L7E@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>I've never heard of 'Atari Compendium'. Can you provide mor einfo?
>

Here is something on it I got off a local BBS. I am not responsible for the content:

```
==========================================================================
FOR IMMEDIATE RELEASE
==========================================================================
SOFTWARE DEVELOPMENT SYSTEMS
...is proud to announce...
THE ATARI(tm) COMPENDIUM
==========================================================================
```

Software Development Systems will debut "The Atari(tm) Compendium" at the Southern California Atari Computer Faire v7.0, Saturday and Sunday, September 18th and 19th at the Glendale Civic Auditorium.

Both professional and amateur programmers will find the Compendium the single most valuable reference ever published for Atari computers. The Compendium contains 860 pages of documentation, tables, and diagrams galore. A table of contents follows:

```
TABLE OF CONTENTS
=================

Chapter 1: Introduction to Atari Programming
Chapter 2: GEMDOS
Chapter 3: BIOS
Chapter 4: XBIOS
Chapter 5: Hardware
Chapter 6: AES
Chapter 7: VDI
Chapter 8: Line-A
Chapter 9: Desktop
Chapter 10: XCONTROL
Chapter 11: GEM User Interface Guidelines
Appendix A: Functions by Opcode
Appendix B: Memory Map
Appendix C: Native File Formats
Appendix D: Error Codes
Appendix E: ASCII Table
Appendix F: IKBD Scan Codes
Appendix G: Speedo(tm) Fonts
Appendix H: The Drag & Drop Protocol
```

Contained in the appropriate chapters are complete function references for each Atari system call in an easy-to-read format. The function reference in the Compendium is up-to-date as of MultiTOS 1.08b and TOS 5.0.

Some highlights of topics covered are:

- The TOS file system
- Networking
- GEMDOS/MiNT processes
- MiNT interprocess communication
- The Cookie Jar
- BIOS/XBIOS/GEMDOS Vectors
- Falcon030 Video/Sound Control
- The DSP
- The IKBD Controller
- Utilizing math coprocessors
- Game controllers
- Resources (including new TOS 4.0 resources)
- Window iconification
- VDI Workstations
- True-Color device graphics
- SpeedoGDOS
- Desktop extensibility
- Extensive user interface guidelines
- The most complete memory map ever published
- A complete "graphic" catalog of Speedo characters
- File formats (.GEM, .IMG (including color), .FNT, .RSC)

Programmers using 'C', 'C++', 'Pascal', 'Assembler', or 'BASIC' will all find useful information contained in the Compendium. Each function call is listed with a binding (in 'C' or Assembler as appropriate). In addition, each function reference includes a 'Caveats' section which notes system bugs and which OS version they appear in (and a fix if possible).

The Compendium is professionally bound with a four-color cover in standard 7"x9" format.

The Compendium will be available at your local dealer shortly after its debut at the show and will also be available direct from SDS at the address listed below.

Product Name: The Atari Compendium
ISBN: 0-9638331-0-3

Suggested Retail Price: $49.95

When placing an order with SDS directly please send a check or money order for $49.95 and $4.00 shipping and handling. CA residents add 8.25% sales tax. We accept international orders with international money order only. International customers should add an additional $2.00 S & H.

We are sorry but we cannot accept credit cards.

Contact: Software Development Systems (aka SDS)
996 Redondo Ave. #404
Long Beach, CA 90804

Info: (310) 430-0364 (T-Th 11:00am - 4:00 P.S.T.)

GEnie: S.SANDERS2
Compuserve: 71461,3645
Internet: S.SANDERS2@genie.geis.com

I am curious about this as well.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4662. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 17:55:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep27.175529.27666@newshost.lanl.gov>
Source record: 200485

In article 69M@netcom.com, ekrimen@netcom.com (Ed Krimen) writes:
>
>In article <1993Sep24.115505.27503@solaris.rz.tu-clausthal.de> incp@rz.tu-clausthal.de writes:
>>
>>I wonder if someone knows the difference between the 68881 and 68882 FPU.
>
> 68882
> - 68881
> -------
> 1
>
>
>I saw this done on GEnie once. :-) Was it you, Hutch?

Geez, if it _was_ me Ed, I'd fersure never admit it now! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4663. Re: Falcon FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:04:20 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep27.180420.27689@solaris.rz.tu-clausthal.de>
Source record: 200490

In article 2CA34DCF@mechanic.fidonet.org, Daron.Brewood@f401.n255.z2.FIDONET.ORG (Daron Brewood) writes:
> Original Msg: From Christian Perle (1:3603/330) to All ---->
>
> CP> Have you tried ftp.tu-clausthal.de recently?
>
> What particular directory?
Oh, sorry. I forgot. Here it is:
/pub/atari/falcon

keep falconing,
Chris

4664. Re: Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:06:04 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <287a2c$c7n@nermal.cs.uoguelph.ca>
Source record: 200479

H. Peter White (white@nereid.sal.ists.ca) wrote:
: I'm wondering if some people could give me some input into some PD
: spreadsheets. I'm looking for the ability to read in and write out ASCII style
: files, do some math manipulation, and possibly some graphs. (Plus I use a
: 1040ST).
: Thanks for the comments.

: Peter White
: white@eol.ists.ca
Opus is a very good one...it has a very good graphing facility (using
GDOS), and I think it will read/write text files. Unfortunately, I find
the entry method to be a pain if you're used to Lotus-style entry...you
have to tell Opus what kind of data you're entering, but I suppose you
could get used to it.

I'm told the latest version is 2.31.

THeo

4665. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:27:22 UTC
From: mauritz_c@spcuna.spc.edu
Message-ID: <CE0z9M.Crq@spcuna.spc.edu>
Source record: 200481

David Forrai (gt1448b@prism.gatech.EDU) wrote:
: In article <1993Sep24.164745.14127@btree.uucp> crissman@btree.uucp (George Crissman) writes:

: >In article <CDt7L9.9CE@spcuna.spc.edu> mauritz_c@spcuna.spc.edu
: >(Chris Mauritz) writes:

: >>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >>: As I said, current versions of MTOS are slow, agreed. But just wait for
: >>: the next release...
: >>That seems to be the story of every Atari users life....and wait...and wait...
: >>and wait...

: >And how long have the MS-DOS users been waiting for WindowsNT?

: Yeah, and how long did PC users wait for a version of OS/2 that did
: what it was supposed to do? I remember reading about it back in 1987.
: I knew people who needed a true 32 bit multitasking OS on their PC for
: a project. Needless to say, they were forced to give up on the PC
: because Microsoft never could deliver.

Fortunately, those days are long over. PC users have numerous
choices for 32-bit operating systems, in spite of Msoft trying
to keep them in the dark ages. Linux+X is one of my personal
favorites, though you can also get Nextstep, OS/2, NT (gak..),
and lots of other flavors of Unix.

Let's see how much of a choice the Atari world will have. I
still don't think the Falcon will ever catch on so I will be
very surprised to see other 32-bit multitasking OS's for it.
Geneva sounds very interesting though.

Cheers,

Chris

--
-------------------------+---------------------------------
Christopher Mauritz | This space reserved for some
mauritz_c@spcvxa.spc.edu | future witty saying.
mauritz_c@spcvxe.spc.edu |

4666. FTP sites for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:28:16 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Sep27.182816.7869@ifi.uio.no>
Source record: 200480

I found this text file which I had saved, some time ago;
Hope this will be of help.

Hallvard

>>>>> sderochemont@v44e1.orl.mmc.com (STEVE DEROCHEMONT) (SD) writes:

SD> Thanks for the responses, here is a list of sites people have Emailed.

SD> ST FTP Site List 8-19-93
SD> --
SD> USA : atari.archive.umich.edu /atari

SD> GERMANY : ftp.uni-muenster.de
SD> : ftp.uni-kl.de
SD> : ftp.uni-paderborn.de
SD> : ftp.uni-stuttgart.de
SD> : ftp.tu-clausthal.de [139.174.2.10] /pub/atari
SD> : ftp.informatik.tu-muenchen.d /pub/comp/platfoms/atari
SD> : reseq.regent.e-technik.tu-muenchen.de

SD> If anyone has any other additions (esp. USA sites), feel free to repost
SD> this list.

NL: ftp.cs.ruu.nl /pub/ATARI-ST (also via mail-server@cs.ruu.nl)
--
Piet van Oostrum <piet@cs.ruu.nl>

4667. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:29:21 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep27.182921.28059@solaris.rz.tu-clausthal.de>
Source record: 200492

In article ink@news.dmpe.CSIRO.AU, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>
> The subject line says it all. Is it possible to boot from the autofolder of
> the floppy in yer Falcon? I really want to play CSB and Dungeon master, and a
> few others. The Falcon sees bootsectors and (tries to) boot them, but them
> autoboots the HD in the Falcon. Am I missing something here?

If you want the Falcon to boot from disk _only_, first you should cold boot your machine (CTRL-ALT-rightSHIFT-DEL). When the Atari logo appears, the drive LED flashes once, then the Falcon is doing a memory test. After that, the drive LED is turned on once again. This is the time to _hold down_ the ALTERNATE key. Hold it down until the desktop appears or your game begins to load. Now the hard disk is skipped completely.

Not all versions of Dungeon Master will run on the Falcon. AFAIK, v1.2 will run o.k.

IMHO Dungeon Master is still the best computer roleplaying game.

Chris

4668. Re: pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:30:51 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <287bgr$c7n@nermal.cs.uoguelph.ca>
Source record: 200484

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
: I'm looking for info on pure C. how much, where can I buy it and do I need
: to know german?

: --- eric
Pure C is sold by Gribnif, and costs $275. And yes, I think the program
has not been translated, but you should be able to get by with a good
German/English dictionary.

THeo

4669. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:33:04 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep27123304@flammulated.owlnet.rice.edu>
Source record: 200483

In article <1993Sep27.091500.22310@ajax.rsre.mod.uk> haines@minotaur.dra.hmg.gb (John Haines) writes:
<stuff deleted>

Someone also mentioned WindowsNT being expensive compared with the GEM on the ST (or MultiTOS). However, remember that to get Windows (Not NT) is about the same cost as an upgrade to MultiTOS for my machine!

Ahh, but you GET Windows for free with the ST, it's called the desktop. Multitos gives you multitasking, which only NT (not Windows) gives you. And try running Windows is less than 16 meg (yah I know it SAYS "boots in 12", but that is truly an unusable config)

--
---> Kendall Gelner (kendall@rice.edu)

4670. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 18:34:55 UTC
From: randyh@sad.hp.com
Message-ID: <CE0zM8.Ls2@srgenprp.sr.hp.com>
Source record: 200482

```
Greg Bennett (gbennett@friendly.es.com) wrote:
: In article <1993Sep24.110754.1399@janus.arc.ab.ca>, erkamp@titan.arc.ab.ca writes:
: > In article <1993Sep23.192434.6113@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
: > >I just bought an Atari 1040ST and I'm looking around for s/w. espaeccialy
: > >communications s/w like interlink and flash.
: > >
: >
: > atari.archive.umich.edu is where I usually go...lately I have been having a hard
: > time connecting though.
: >
: If you can't get through to umich, try connecting to wuarchive.wustl.edu
: Umich is mirrored. go to the systems/atari directory. Hope this helps!
: ------------------------------------------------------------------------
: Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
: gbennett@friendly.sim.es.com ^ '
: Evans & Sutherland Simulation Division \___/
: My opinions are my own, nobody else wants them!

: * See Hitchhiker's Guide to the Galaxy (US version)
: ------------------------------------------------------------------------

Another option that I just discovered is msdos.archive.umich.edu.
This gets you into the same archive but through a different machine.
I have never had a problem with this. Once you're in just access
everything like you would on atari.archive.umich.edu.

Randy
--
/*****************************/****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | \_ | // 707-794-3677 //
/*****************************/****************************/
```

4671. WANTED: Deka or Z-Keys for STe.

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 20:18:54 UTC
From: jhurwitz@access.digex.net
Message-ID: <287hre$i2a@access.digex.net>
Source record: 200487

Title sums it up. If you have a Deka(prefered), or Z-Keys to sell, I'll buy it for a resonable price...

-thanx


```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI guru . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

4672. CD ROMS and BBS's...Any SysOps here doing it?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 20:22:33 UTC
From: jhurwitz@access.digex.net
Message-ID: <287i29$ig3@access.digex.net>
Source record: 200488

I was thinking of putting a SCSI CD ROM on my BBS. I would like to talk to anyone who has advice or can point out any information about the subject. Thanx.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI guru . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

4673. Re: Autobooting a floppy on a Falc

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 20:43:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A12191@KI.maus.de>
Source record: 200424

K>The subject line says it all. Is it possible to boot from the
K>autofolder of the floppy in yer Falcon? I really want to play CSB and
K>Dungeon master, and a few others. The Falcon sees bootsectors and (
K>tries to) boot them, but them autoboots the HD in the Falcon. Am I
K>missing something here?
Yeah, i would say so.
Try pressing <ALT> before the Atari HD-driver is loaded, and your Falcon should
boot from drive a:. PS: playing Dungeon Master on the Falcon is a bit faster!!!

Ciao,
Carsten

4674. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 22:55:11 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <287r0f$6ub@charm.magnus.acs.ohio-state.edu>
Source record: 200491

Hutch I always like to see your comments.
By the by are there any new plans for new programs from you on the Atari?
I need some thing to run on a TT030, 4/4Meg TT/ST RAM, 245Meg HD.

Raymond Collins
Do your kids, know were you are?

4675. Re: E_GEM libs (how to use?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-27 23:15:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10806@S2.maus.de>
Source record: 200562

cmedley@wam.umd.edu wrote:

C>I'm curious about how to write a complete application with E_GEM 1.20
C>because I'm not sure what the conventions are that the author is using.

If there's any problem ask the author (me ;-) For the moment there's neither
a german nor an english documentation. It's all a question of time ;-)

Regards,
Criss ...

4676. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 00:02:51 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2ca5a2f5@troedp4.ct.se>
Source record: 200493

> I have another strange problem with my falcon - a number of programs
> seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
> or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
> Load DSP code", or something similar).

Have you dragged them to the desktop? If so, you should set default path to "Application" in desktop menu "Install Application"...could be it... Otherwise it might be that a program running before exited still having "locked" the DSP or something like that (That's why D2D complains I think), try running D2D first and then run the problem-program again...

Well, I'm very far from being an expert but it might help...I haven't experienced any of the problems except D2D:s complaining...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@troedp4.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

4677. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 00:02:51 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2ca5a356@troedp4.ct.se>
Source record: 200494

```
>> Anything from 4.02 onwards is OK. 4.01 is broken badly. The current
>> version AFAIK
>> is 4.04 and that's what I'll be upgrading too soon.
>
> I've used my Falcon w/TOS 4.01 for six months now and never noticed any
> serious bugs. What's wrong with it?
>
> I would wait for TOS 5 though, before I upgrade. It will be a MAJOR
> improvement!

Do you have some certified info on TOS 5?? Please tell us...

**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@troedp4.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****************************************************************
```

4678. Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 00:02:51 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca70ac6@troed.ct.se>
Source record: 200495

In a message of 27 Sep 93 03:26:53, Karl Meyland wrote:

KM> The subject line says it all. Is it possible to boot from the autofolder
KM> of
KM> the floppy in yer Falcon? I really want to play CSB and Dungeon master,
KM> and a
KM> few others. The Falcon sees bootsectors and (tries to) boot them, but
KM> them
KM> autoboots the HD in the Falcon. Am I missing something here?

Press ALTERNATE .. that's been there since TOS 1.6x (or 2.06 maybe) ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4679. software for a home business wanted

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 02:20:59 UTC
From: rge@helix.nih.gov
Message-ID: <1993Sep28.022059.15905@alw.nih.gov>
Source record: 200553

My in-laws want an Atari software package to keep track of their small dress-making business, to keep track of customer lists, inventory and accounting. Can someone suggest something CHEAP?

4680. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 02:50:52 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep28.025052.191138@zeus.aix.calpoly.edu>
Source record: 200554

In article <112822@hydra.gatech.edu>,
David Forrai <gt1448b@prism.gatech.EDU> wrote:
>I am interested in getting a VME video card for my Mega STE. I have
>looked at NOVA and Crazy Dots. Both are nice but NOVA wins out on
>price. I talked to a dealer and he says the Cyril Sunrise card is the
>best, but didn't say why. So I'm hoping that you netters can
>give me some information on this card. US pricing would also be
>appreciated!

I'm one of those guys who would agree with that dealer. I had a
chance to see it in action at the Glendale Atari faire and I've been
regretting my decision to buy my NOVA ever since (of course, at the time I
bought it, it was a good deal but such is hindsight).
One thing to remember is that the Cyrel is the best, _not_ the
cheapest. At the Show it was on special for $1000, normal Retail was
$1500. However, it supports 800x600x_32bit_ (not just 24bit like the
NOVA), it was _much_ faster in all resolutions (it has something like
twice the pixel clock of the NOVA...128MHz sounds right) and it had the
ability to intercept calls to the hardware so that most software that is
not "video expansion aware" worked fine in the TT or ST compatibility
modes. Also, unlike the NOVA, the Cyrel is all on the VME card, whereas
the NOVA is a VME adapter to a black box containing was is esentially a
ATI 24-bit graphics card.

That being said, the NOVA is still a good card. In most
resolutions, it is faster than the built-in video of a TT. It is pretty
solid in coping with other software. The only slowness I have ever
noticed is when redrawing large 24 or 16 bit graphics. A friend who
bought Studio Photo wanted to see how it looks in 24bit color so he
borrowed my machine and Studio Photo didn't work in either 16 or 24bit
color, but that may or may not be NOVA's fault (Gemview and CoNnect work
without a hitch, in fact so did 1stword (not plus, the original that came
with the first STs)) however it worked fine in all paleted resolutions.
Since Studio Photo was shown on a Cyrel, he knew it worked with that card.
I'm happy with it, I just wish I had a better monitor <grin>. I almost
forgot, NOVA comes with a utility that lets you make custom resolutions so
you can exploit the limits of your monitor (you are just limited to
640x480 in 24bit color), and can use a hardware-scrolled virtual desktop
(scroll around in a 1024x1024 region with a 640x480 window, etc.).

>--
>Opinions expressed are my own.

-Mike Baffoni
Happy Nova user.

<who secretly wishes he had the money for a Cyrel>

4681. Re: tar with SCSI support

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 03:09:49 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep28.030949.100464@zeus.aix.calpoly.edu>
Source record: 200555

I realize you said you wanted something on a command-line, but if
you get Diamond Backup III when its released in October, you probably
might change your mind about GEM=bad (or unusable or inflexible, etc.). I
saw the prerelease at the Glendale show and I was very impressed. You can
save macros, prefs, it supports both ACSI and SCSI ports of the TT and the
SCSI port of the Falcon, UNIX's TAR (it may even support Unix compress for
tar.z files), their own Diamond Back format, on-the-fly compression, and
any tape drive that follows the SCSI-I convention.

If you have ever used Fastback, the fileselection is very similar.

-MikeB

4682. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 03:14:50 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Sep28.031450.103270@zeus.aix.calpoly.edu>
Source record: 200556

In article <1993Sep23.015138.2814@oucsace.cs.ohiou.edu>,
Gregory Bernath <gbernath@oucsace.cs.ohiou.edu> wrote:
>$28 for an upgrade?
>
>Can someone tell me where to get NVDI?
>
>And can someone tell the CodeHeads to quit playing with the
>pretty screen savers and get the damn bugs out of their code?

Toad sells NVDI. I don't have the number, but I bet plenty of
other people do.

I agree. Not only is Warp9 buggy, but it doesn't work with _any_
video cards and it doesn't work with MTOS.

Actually, since my NOVA card mostly replaces the VDI anyway, all I
really need is a good backgounder that works with video cards, and a
screen saver (NOVA has a screen blanker which works fine, but neither
Warp9 nor BeforeDark work with it).

>--
>Greg Bernath gbernath@oucsace.cs.ohiou.edu

-MikeB

4683. MAC ROMS FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 04:10:29 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <9309280409.AA08941@magnusug.magnus.acs.ohio-state.edu>
Source record: 200557

I have a set of used ROMS for the Spectre 128/GCR. Tested in my unit and work just fine. Currently these guys are getting $300 a set from TOAD computers. Make me an offer and Ill get back to you as soon as possible. Please give me a couple days and then mail me again if I dont reply in a timely manner, Im extremely busy and sometimes dont read my mail for several days.

---------->

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is even harder for the average ape to
/ | \ \// believe that he has descended from man.
- H. L. Mencken

4684. Re: Falcon performance (was Re: Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 04:18:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <288duu$7gs@charm.magnus.acs.ohio-state.edu>
Source record: 200558

>Tacking a 16Mhz CPU onto an 8Mhz system only gives modest improvements,
>even with a sizable onboard RAM cache... 50% in an average environment
>seems to be about the max, unless you happen to have code that executes
>in very tight loops.
>
>This is exactly the same trick Intel plays with its "DX2 speed doublers".
>
>Fast if it doesn't have to go outside the cache, not much faster if it does.

Strange thing is, I used to have and AdSpeed, and I was not expecting double
speed from my applications, but literally everything was absolutely double
speed; Calamus screen redraws, loading files into or saving them from Touchup,
and a ton of other things which I sat down with a stop watch and timed. Overall
I could not have been happier with my AdSpeed board.
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is even harder for the average ape to
/ | \ \// believe that he has descended from man.
- H. L. Mencken

4685. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 04:30:57 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <288em1$7h6@charm.magnus.acs.ohio-state.edu>
Source record: 200559

I have a TT030 and to autoboot Dungeon Master I must turn on my machine and press the space bar as so as the monitor comes on (you will hear the click if done to fast there will be no sound) this prevents the machines RAM test and drops the screen resolution to ST low rez. Next, you must hold down the Alternate key immediately after pressing the space bar.

4686. Stalker on Falcon w MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 05:38:19 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CE1uBw.ECx@freenet.carleton.ca>
Source record: 200561

Have any Falcon owners out there succesfully used Stalker with Multitos?
I like Connect but I am more familliar with Stalker V3.02.

Thanks
Jack
--

!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

4687. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 08:15:53 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Sep28.081553.15435@ajax.rsre.mod.uk>
Source record: 200563

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: In article <1993Sep27.091500.22310@ajax.rsre.mod.uk> haines@minotaur.dra.hmg.gb (John Haines) writes:
: <stuff deleted>

: Someone also mentioned WindowsNT being expensive compared with the GEM on
: the ST (or MultiTOS). However, remember that to get Windows (Not NT) is
: about the same cost as an upgrade to MultiTOS for my machine!

: Ahh, but you GET Windows for free with the ST, it's called the
: desktop. Multitos gives you multitasking, which only NT (not Windows)
: gives you. And try running Windows is less than 16 meg (yah I know it
: SAYS "boots in 12", but that is truly an unusable config)

: --
: ---> Kendall Gelner (kendall@rice.edu)

OK then. I have on my work PC a word processor and a graphics package running, and a file manager. OK it is slow, but I can type away at my word processor, then check my disk space, perhaps send the file over kermit and then go back to my word processing - all without exiting a program. And the file transfers carry on in the background (albeit slowly). Don't I need MultiTOS to do that on my ST?

4688. Re: E_gem120 and Lattice

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 08:39:08 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CE22p9.JMF@cs.bham.ac.uk>
Source record: 200564

In article <A10766@S2.maus.de> Christian Grunenberg writes:
>E>I'm slowly working my way through them fixing them one by one, but it's
>E>a lot of work. Didn't realise how incompatible Pure C was to Lattice.
>
>If you're using the MiNT-library, there should ;-) be no problem...
>
>E>I don't understand the requirement for the mint libs, are they
>E>absolutely necessary?
>
>If you're using Lattice, they are necessary (for the moment). There are so
>many differences between Lattice- and MiNT-/Pure-libraries that it would take
>lots of time to fix it.
>

The problem is not the libraries, but the definitions in the header files. I tried building E_GEM1.2 using Lattice 5.5 a few days ago, without Mint libs. The main problem is in the use of the AES OBJECT structure: Pure C thinks the ob_spec field is a union of pointers to TEDINFO, ICONBLK etc. Lattice C users know the ob_spec is a void *!

The quickest way to change it was to nick the definitions of OBJECT from the GEMFast libs, and then globally change OBJECT to XOBJECT to avoid clashing with the Lattice aes.h definition.

The library now works, 99.9%. (The clipbrd_save() and clipbrd_load() bus error at the moment, I'm tracking it down) There are a few mis-declarations, like having int * where short * is required (save_clipping() etc)

Is there any documentation (in English??) for using E_GEM?

4689. Re: tar with SCSI support

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 09:03:59 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Sep28.090359.6020@zaphod.earth.ox.ac.uk>
Source record: 200566

In article <1993Sep28.030949.100464@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
> I realize you said you wanted something on a command-line, but if
>you get Diamond Backup III when its released in October, you probably
>might change your mind about GEM=bad (or unusable or inflexible, etc.). I
>saw the prerelease at the Glendale show and I was very impressed. You can
>save macros, prefs, it supports both ACSI and SCSI ports of the TT and the
>SCSI port of the Falcon, UNIX's TAR (it may even support Unix compress for
>tar.z files), their own Diamond Back format, on-the-fly compression, and
>any tape drive that follows the SCSI-I convention.
>-MikeB

This is all very well, but can it handle Minix partitions and Spectre partitions?

I know that Tar would also be useless for a Spectre partition.

It would be nice if there were a package which could do both image dumps of partitions (for formats such as Spectre) and also handle non-MSDOS(TOS) formats such as the increasingly popular Minix format.

Any takers?

Steve

PS. tar.z is GNU gzip format, as is tar.gz. tar.Z is Unix compress format.
PPS. In my environment I CAN'T use GEM as I haven't got the MultiTOS multitasking AES and run MiNT with memory protection turned on. I also only have one very small boot TOS partition, the rest are all Minixfs. If I could do without the TOS partition I would!
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4690. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 09:04:43 UTC
From: error@stack.urc.tue.nl
Message-ID: <288unb$cdt@tuegate.tue.nl>
Source record: 200565

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>A faster engine doesn't make up for no "gas". What's the point of having a
>font engine which doesn't have any readily available fonts?

>(I know there are *some* Speedo packs out there, but why not go for the
>standard and do it right in the first place??)

In the Netherlands Compo has over 1000 fonts availabe I heard, a lot of
them converted Postscript fonts for Speedo.
The only thing that bothers me about speedo is that there is no font
editor for sale yet.

Erlend.

4691. Re: ISHAR 2 (Falcon version?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 09:10:39 UTC
From: andrew@minster.york.ac.uk
Message-ID: <749207438.6257@minster.york.ac.uk>
Source record: 200589

I understand that a specific Falcon version of ISHAR 2 exists with
better graphics (256c) and sound(stereo).
Do I order a special version or is it included with the ST/STe version?

-Andrew

4692. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 09:59:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE26Ex.8K6@barclays.co.uk>
Source record: 200410

```
In article <288em1$7h6@charm.magnus.acs.ohio-state.edu>,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
|> I have a TT030 and to autoboot Dungeon Master I must turn on my machine and
|> press the space bar as so as the monitor comes on (you will hear the click if
|> done to fast there will be no sound) this prevents the machines RAM test and
|> drops the screen resolution to ST low rez. Next, you must hold down the
|> Alternate key immediately after pressing the space bar.
Use Noroach from Atari to bypass the self test.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4693. Re: Word Perfect to 1st Word/ASCII

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 10:45:14 UTC
From: hesche@franc.cs.tu-berlin.de
Message-ID: <2894js$5l4@news.cs.tu-berlin.de>
Source record: 200568

In article <CDttr4.JnD@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:

> I am looking for a program that can convert WP files to
> an Atari-common filt-type (1st word, Signum, ASCII)
> Do you know where I can find it? (FTP/BBS)??

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/Edit/word2wp1.lzh, converts Rich-Text-Format (*.RTF) to 1st Word +
(*.DOC).

Ciao
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4694. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca7cefa@troed.ct.se>
Source record: 200567

In a message of 27 Sep 93 11:26:00, Wolfgang Wander wrote:

WW> This is definately not true. Try to get the latest version of CoNnect
WW> (2.20). There is no zmodem program know to me CoNnect does not work
WW> with.

If a users using anyting but a harddrive, downloads an archive from my BBS (I'm using XYZ v2.02Beta, my patched version with extended "Timeout-Timers") ConNect will send "Transfer aborted" when the user is saving to disk .. thus my BBS doesn't update the download flag ..

Common program, about 50% of all Zmodem programs have this.

I'm not complaining on ConNect though, you're probably doing the right thing in your Zmodem ... We'll just have to make another patch for XYZ .. (Too bad it isn't supported at all anymore .. hard to disassemble C programs ..)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4695. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 11:31:59 UTC
From: jont@harlqn.co.uk
Message-ID: <JONT.93Sep28113159@ml.harlqn.co.uk>
Source record: 200569

In article <CDywFB.J9M@mailer.cc.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

In case others don't know, one can check the version of Dungeon Master by looking at the load/save game dialog. It is at the written at the top.

Whilst on the subject of DM and CSB. There are some parts of CSB that I can see by looking through the walls but have never found a way into. The bit that's particularly puzzling me at present is an area near the southwest corner of the top level. Anyone know how to get in there?
--

Jon Thackray jont@harlqn.co.uk 44 223 872522 (voice)
Harlequin Ltd. 44 223 872519 (fax)
Barrington Hall
Barrington
Cambridge CB2 5RG
England

4696. 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 12:06:47 UTC
From: b_kirsch@mubo.saar.de
Message-ID: <1993Sep28.120647.3115@mubo.saar.de>
Source record: 200409

16-BIT-MUSIC-EDITOR (Tracker) for Falcon finally available!!!

Hello Musicians!
Finally, there is a CD-Quality-Music-Editor for the Atari Falcon! (The first in the world for any computer?)
The program named "Deluxe Mjuzakk Zerbastel Kit" is Shareware and runs on a Falcon with at least 4 MB of Ram, Harddisk and VGA-Monitor.

Some Features:

-The editor-concept is similar to the good(?) old soundtrackers (MOD-editors), but more comfortable.
--The DSP is able to mix and change the frequency of around 6 tracks in realtime and CD-quality! With worse quality, there are up to 10 tracks.
-You are able to use more than 40 different samples with no length-limitation in one song.
-You can choice the stereo-position of every sample while using only one track.
-There is a sample-editor to cut, loop and reverse a sample. (DSP-effects (echo, filters, pitch...) are possible by using any harddiscrecorder-software (Winrec, Musicom...))
-The program works with 16-Bit- AVR-, SND-, and DVS- (packed or unpacked) Samples.

The shareware-version of this program (with german documentation) should be available at:

-Maus Saarbruecken Tel. +49 681/3904998
-ftp-server ftp.uni-erlangen.de

and other ftp-servers.

enjoy!

4697. Heat 'n Serve C mailinglist opened

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 12:33:56 UTC
From: error@stack.urc.tue.nl
Message-ID: <289avk$ddt@tuegate.tue.nl>
Source record: 200570

It finally has happened,

after a week of trying and bugging system administration the Heat 'n
Serve C mailinglist is opened.
To subscribe send mail to hsc-request@stack.urc.tue.nl with subject
subscribe
or send it to the same address with subject help to get some help first.
There is still one minor problem, but that will be fixed soon en is
explained in the help file/welcome message.
The hsc mailinglist is meant for discussion of everything that might be
of interest for programmers that use Heat 'n Serve C or maybe even the
original Sozobon C.
Subjects could be: libs, example code, programmers utilities, bugs in
HnS C, how to..., why won't this .... etc.

Erlend.

4698. Re: Splitting/Reassembling files.

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 12:45:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.g4cmZwWR1Pg@semprini.waterloo-rdp.on.ca>
Source record: 200579

In <CDxB5x.81r@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> Does anyone know of any program that splits/reassembles files in gem?
> Something that works like unix command "cat" is what I'm shooting for...
> Thanks for the time.

How about... cat? It's in the GNU Text Utils or built into the Mupfel
shell, both of which can be found on atari.archive or its mirrors.

Beware; Mupfel's cat is incredibly slow. Glacial, in fact.
--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4699. Re: Stalker on Falcon w MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 12:47:24 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <289bos$iv8@titan.ucs.umass.edu>
Source record: 200571

In article <CE1uBw.ECx@freenet.carleton.ca>,
Jack Kitowicz <ac382@Freenet.carleton.ca> wrote:
>
>Have any Falcon owners out there succesfully used Stalker with Multitos?
>I like Connect but I am more familliar with Stalker V3.02.
>

STalker should work fine on a Falcon with MultiTOS. The most important thing
you need to do to get it to work is turn off STalker's memory protection flag.
Also, if you want to use speeds above 19200, you need to set the communication
port to be TT/Mega STe Modem Port 1.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

4700. new?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 13:22:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1459@usdtsg.DaytonOH.NCR.COM>
Source record: 200573

Well, my local newsfeed has kinda been down for the past week. So, any new exciting announcements or anything I missed? (other than the usual .advocacy stuff :-)

Anyways, to keep on subject for the group, here's a nice setup for those [Mega]STe users who'd like to view pictures with good quality and who don't have a graphics card:

-get a copy of Gemview and Double2
(double2 is that one that lets you have a screen twice as high)

-boot into ST LOW, and load in DOUBLE2 in *interlaced* mode
(left-shift held down during the load)

-the screen should now be in 320x400x16 mode interlaced

-load in Gemview

-under the preferences (or the other one under it?) set DITHERING to 16 GRAY

-now when you load in pictures (particularly GIF or JPG) you'll get a 320x400x16 grayscale picture which looks rather good considering only 16 colors (if you don't set the Dithering to grayscale, the picture probably won't look as good, though it would be in color)

-in grayscale mode, using the shrink or enlarge (half/double) option makes the resulting picture look good; in 16 color mode, doing a shrink doesn't look quite that good (real funky color scheme)

-I believe that the screen snapshot program that comes with Gemvieww *will* work in this doubled mode

Anyways, just thought someone may be interested...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"yes, I said all the words, for the most part..." - Ash

4701. Re: pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 13:27:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CE2G14.1Gs@jonh.wimsey.bc.ca>
Source record: 200401

thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
>: I'm looking for info on pure C. how much, where can I buy it and do I need
>: to know german?

>Pure C is sold by Gribnif, and costs $275. And yes, I think the program
>has not been translated, but you should be able to get by with a good
>German/English dictionary.

If you know a bit of C, there's very little need for a German
dictionary. The online help may not be as useful, but it's great as a
quick reference for how a function call is put together, without digging
through a book for it.
The biggest drawback is that if you want to use the macro assembler,
you'll definately have some work figuring out the directives. I found it
easier to clip out the hjelp pages and run them through the
German-English translator program. Gribnif, of course, provides support
on GEnie.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4702. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 13:30:23 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CE2G6o.1L2@jonh.wimsey.bc.ca>
Source record: 200402

estrella@u.washington.edu (Shake the Disease) writes:

>What kind of spport is out there for the Falcon? I used an Atari ST some
>six years ago and loved the machine, but hated the lack of support.

I don't think even the most ardent Atari supporter would say that
support has improved since the release of the Falcon. I think in the
Seattle area, there's one store in Redmond, and maybe Xanth, if they
still support Atari.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4703. Multisync Problem with the ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 14:03:18 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Sep28.100318.15877@umiami.ir.miami.edu>
Source record: 200574

I am using a Multisync monitor with my MEGA ST4 and have had it for over 3 years. Now, of late, it has began to act weird. After powering off, it would seem that there is an extra charge that hangs in there for a few seconds before discharging. ALso, it takes longer now for it to lock onto the ST's signal. ANy suggestions on what might be wrong?

Thanks
Mark Santora

4704. MiNT & TCSH novice questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 14:04:11 UTC
From: CHRISTOPHG@BIOMED.UIO.NO
Message-ID: <289g8r$ohc@hermod.uio.no>
Source record: 200572

Hello

I've just installed MiNT V0.95 and TCSH for MiNT. Now I have a few questions:
- cshrc.csh contains a line to set the prompt which has no effect. Any other commmand in there is executed properly. If I try to do a source on this file the "set prompt" isn't performed either. What's wrong?
- when MiNT is started at system boot something like a key-click is enabled. This is not the case when starting MiNT form GEM. Perhaps I should add that I am not very familiar with UNIX and TERMCAP. Has it something to do with this?
- All my files belong to "wheel" or "0". Trying to change the ownership with chown results in an error (illegal function number). Any ideas?
- somewhere in the readme of TCSH is stated that cursor up is or can be mapped to previous command (CRTL-L). How?

I think that's all for the moment. Any help would be appreciated.
Perhapts I should add that the system is a TT running in ST-mode.

Regards
Christoph Gartmann

+---+
| Christoph Gartmann Phone : +49-761-5108-465 Fax: -221 |
| Max-Planck-Institut fuer PSI : PSI%(0262)45050160374::GARTMANN |
| Immunbiologie Internet: gartmann@immunbio.mpg.de |
| Stuebeweg 51, Postach 1169 |
| D-7800 Freiburg, FRG |
+------------- Do you know MENUE, the user environment for VMS? -------------+

4705. Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:01:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CE2KE5.EGB@westminster.ac.uk>
Source record: 200575

Hi dear Atariers,

Has anyone of you ever used Unix Windows (uw.arc, uw.tar.Z, uwREADME in a.a). The readme file supplied goes on about Mac stuff, and I was wondering if it is possible to use the program on the atari to access my X-Windows account from home. Is this a X-Windows clone. Will it give a motif feel to my Atari screen when logged on to a X-server?

Replies would be appreciated, from people who have been exposed to this.

TTFN

-Danny
--
****
*
D.Bhabuta (Dan The Man !!) *
vctec@uk.ac.westminster ****

4706. Help, I can't unzip!

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:15:45 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <11700@tekig7.PEN.TEK.COM>
Source record: 200576

Hmm, maybe I should have reworded the subject line.

Specifically, I can't unzip files I've gotten from atari.archive.
When I try using the versions of unzip that run on Unix (unzip V1.0)
or my PC, they report something like "unknown compression method" for
each file in the zip archives. I tried downloading three unzips for
the ST as well. (I have a 520ST.) The results were:

unzip41.arc:
Same results as the PC and Unix versions.
gzip06st.zoo:
From desktop with -d flag, nothing loaded, it just exits.
Running from gulam, it reports tos error -39: not enough memory.
stzip23.tos:
(There were no docs with this one.)
Running from desktop, with nothing loaded, it just exits.
Running from gulam, I get two bombs.

I also tried downloading gzip107st.zoo from the Othergnu directory, but it
seems it's been deleted since I got the index.

Anybody know which version of zip I need for a 520ST?
Or if they all need 1Mb, is there a newer version I can compile for Unix?
Or even (shudder) a newer binary for a PC?

Thanks,
George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

4707. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:17:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep28.151717.205@newshost.lanl.gov>
Source record: 200582

In article ikv@news.dmpe.CSIRO.AU, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>NEC 3D? They've got a heap of them here at work....
>
>Sure you don't mean NEC Multisync II Hutch? That's what I use with my ST anf
>my FALCON ;^) ....
>
>Mind you, they're as rare as hen's teeth nowadays...

Nope, I meant the old NEC 3D, which is ALSO rare as a foul's dental work. It
is (was) one of the few quality monitors which could sync LOW enough for Atari.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4708. Re: UPGRADE NOTICE __WARP 9__ to version 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:31:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep28.153129.3512@newshost.lanl.gov>
Source record: 200583

In article 15645@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>
>>$28 for an upgrade?
>
>>Can someone tell me where to get NVDI?
>
>>And can someone tell the CodeHeads to quit playing with the
>>pretty screen savers and get the damn bugs out of their code?
>
>My sentiments exactly. Many of the screen savers don't even work on
>my TT anyway. Warp-9 doesn't work with MultiTOS (or more importantly
>to me, with the current MiNT).
>
>Maybe the problem is just what I suspected when I bought Warp-9: they
>aren't debugging Darek's code, just adding more pretty stuff to try to
>increase sales.

Whoa, hold on there, gentlemen! In the first place, the new Warp 9 upgrade
_is_ MultiTOS compatible, is it not?. You can make your own decision about
whether or not it is worth the upgrade price.

Secondly, Darek's original code wasn't buggy in the first place, it just was
not written for a multitasking environment. Methinks there is considerably
more to the issue that what you are giving John and Charles credit (or undue
flames) for. I could do without the screen font gizmo, but like the extendo
save screen savers. If you prefer NVDI and consider it a better value, that's
fine and dandy. But please do NOT accuse the CodeHeads of "just adding pretty
stuff to increase sales." That's neither true or warranted, IMHO.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4709. Windows 3.1 driver for Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:42:03 UTC
From: osuna@isi.ee.ethz.ch
Message-ID: <CE2MA5.Gs1@bernina.ethz.ch>
Source record: 200580

Where can I get a Windows 3.1 driver for an Atari Laser printer
(?? 605) from? Is it possible at all to connect the Atari printer
directly to the PC? It would be sufficient to copy the printable file
on floppy, pass it to the Atari computer and print the file from
there with the Atari printer.

I do not think that it is necessary to buy a new laser printer if one
wants to "upgrade" from Atari to PC. ;-)

Thanks for any hints

Jose

4710. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:44:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep28.154414.6557@newshost.lanl.gov>
Source record: 200584

In article h35@info2.rus.uni-stuttgart.de, CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>In <286fc9$fil@info2.rus.uni-stuttgart.de> stud30@iris9.csv.ica.uni-stuttgart.de writes:
>
>> In article <286d59$mnr@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>> >TOS > 1.02 + NVDI would be a good idea.
> ^^^ this means greater than
>>
>> Sorry, Gerd, you mean TOS 1.04, don't you.
>> TOS 1.02 and TOS 1.2 are the same, just a different way of spelling.
>When he writes that he has TOS 1.2 and I reply he should use a TOS greater
>than 1.02, where is the problem?
>I assumed that everybody knows that TOS 1.2 is the old name of TOS 1.02.
>
>> Correct me, if I'm wrong
>Don't argue if you have the same opinion.

And it would not do YOU any harm to try being less of a jerk when someone
makes an honest, yet polite, mistake.

Come on, Gerd... lighten up, will ya???

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4711. PhotoChrome and GIF's

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 15:55:26 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CE2MwF.ML5@bailgate.gpsemi.com>
Source record: 200577

Hi,

Having looked at a few GIF viewers/convertors, PhotoChrome 3 (I think that's the version I've got) seems very good - Apart from when you want to view a gif that is bigger than 320x200 and doesn't have that aspect ratio. I know the "Squash Gif" option is there - but this doesn't keep the aspect ratio so the pictures get distorted.

Is there a newer version that keeps the correct shape, or is there another way round this ?

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================== (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think of a witty comment - there are more important things in life ...

4712. Re: tar with SCSI support

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 16:10:18 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.764.2CA861EA@dhhalden.no>
Source record: 200578

In article <1993Sep28.030949.100464@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

> I realize you said you wanted something on a command-line, but if
>you get Diamond Backup III when its released in October, you probably
>might change your mind about GEM=bad (or unusable or inflexible, etc.). I
>saw the prerelease at the Glendale show and I was very impressed. You can
>save macros, prefs, it supports both ACSI and SCSI ports of the TT and the
>SCSI port of the Falcon, UNIX's TAR (it may even support Unix compress for
>tar.z files), their own Diamond Back format, on-the-fly compression, and
>any tape drive that follows the SCSI-I convention.
^^^^^^^^^^^^^^

This might sound like a stupid question, but does this mean that we can hook up a DAT drive to the machine and get away with it? So far I've only seen support for the "usual" tapes.

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

4713. Re: MiNT & TCSH novice questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 16:26:46 UTC
From: wiesand@wmfiz1.uni-wuppertal.de
Message-ID: <289ok6$2ul@wmwap1.math.Uni-Wuppertal.DE>
Source record: 200581

In article <289g8r$ohc@hermod.uio.no>, CHRISTOPHG@BIOMED.UIO.NO (Christoph Gartmann) writes:
|> Hello
|>
|> I've just installed MiNT V0.95 and TCSH for MiNT. Now I have a few questions:

You should go for the sources of the most recent version (1.08 for the public in the moment) soon. What did you get with tcsh? There is a port by Eric R. Smith containing manual pages and a sample tcsh.rc which helps a lot. There is also a port compiled with -mbaserel which saves lots of memory with newer versions of MiNT when you run scripts.

|> - cshrc.csh contains a line to set the prompt which has no effect. Any other
|> commmand in there is executed properly. If I try to do a source on this
|> file the "set prompt" isn't performed either. What's wrong?

Some of the characters describing the prompt format have to be escaped. Many of them have an alternative form. Did you try these? What prompt format do you want?

|> - when MiNT is started at system boot something like a key-click is enabled.
|> This is not the case when starting MiNT form GEM. Perhaps I should add that I
|> am not very familiar with UNIX and TERMCAP. Has it something to do with this?

No, I guess. I think you switched off the keyclick in the control panel of the desktop. But this is never invoked when you specify tcsh as INIT in mint.cnf. There should exist some small program to switch off the keyklick from the auto folder/mint.cnf.

|> - All my files belong to "wheel" or "0". Trying to change the ownership with
|> chown results in an error (illegal function number). Any ideas?

You`re using the standard TOS filesystem, aren`t you? It doesn`t support things like owners (users or groups). If you want this feature (and many, many more) you need a minix filesystem. And if you want it to be of any use you have to run the init-suite on startup.

|> - somewhere in the readme of TCSH is stated that cursor up is or can be mapped
|> to previous command (CRTL-L). How?

Use the bindkey command. It`s explained in tcsh.man. And it`s done in the sample rc file mentioned above. I could post the relevant parts if you`re interested.

Bye,
Stephan

4714. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 16:53:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1461@usdtsg.DaytonOH.NCR.COM>
Source record: 200590

In article <CE2KE5.EGB@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>Hi dear Atariers,

Atarians, even :-)

>Has anyone of you ever used Unix Windows (uw.arc, uw.tar.Z, uwREADME in a.a).
>The readme file supplied goes on about Mac stuff, and I was wondering if it is
>possible to use the program on the atari to access my X-Windows account from
>home. Is this a X-Windows clone. Will it give a motif feel to my Atari screen
>when logged on to a X-server?

No, I don't think that Unix Windows is an Xwindows clone or anything
like that. From what I've tried of it, the main intent of the
program is to allow a user to have multiple "windows" into a unix
system through one login. For instance, you could have say three windows
open, each at a command line. Then do different things in each
"session/window." That way you can get a lot done with one line
out (from your computer/modem to the unix box)...

I haven't tried the MAC version; the Atari ST version allows I think
7 or 10 windows; the PC version is full screen for each "window" (you
toggle full-screens to get between each); I think the Windows 3.x
version is similar to the ST's...

I believe the "server" (the part that runs on the unix box) should
work regardless of which computer you're using to access it (at least the
ones I've mention, anyways; maybe the Amiga as well if they have the
UW front end)...

A slightly easier way to get multiple sessions (although this
isn't as fancy as UnixWindows) is to get "Screen" which lets anyone with
a VT100 (ANSI?) emulator to toggle between sessions/windows...

As for Xwindows clones, I dunno. (a question from me to the net:
how does MGR compare to Xwindows in terms of purpose, features, etc?)

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"what do deer think when they're staring into the headlights of an
oncoming car?"

"hmmm, is that a Buick?"...

-some standup comedian I can't think of...

4715. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 16:54:00 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <289q78$gnn@vixen.cso.uiuc.edu>
Source record: 200585

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: Hi dear Atariers,

: Has anyone of you ever used Unix Windows (uw.arc, uw.tar.Z, uwREADME in a.a).
: The readme file supplied goes on about Mac stuff, and I was wondering if it is
: possible to use the program on the atari to access my X-Windows account from
: home. Is this a X-Windows clone. Will it give a motif feel to my Atari screen
: when logged on to a X-server?

unix windows is a simple line multiplexer. it gives you up to 7 or so
simultaneous text based sessions. It is pretty nice for home work, but
it has nothing to do with graphics or X windows. There is an atari client
for UW. I think the latest mac clients can do some tek emulation, but
I don't know at what level the atari client is. In all cases you need
to install the uw server on your host machine.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

4716. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:01:52 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CE2pz5.CD8@cs.vu.nl>
Source record: 200587

And if you have info, I would like it too...

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

4717. 6502 Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:03:10 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.749235790@p4.cs.man.ac.uk>
Source record: 200411

Can anybody point me to a 6502 microprocessor emulator that can be used as a basis for a 6502-based computer emulator. I was thinking in particular about the Acorn Electron.

Also it would be nice to hear from anyone who has tried writing emulators and who might have a few hints.

Cheers.
Andy.

4718. VDI co-ordinates

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:09:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <289r43$9vq@sol.ctr.columbia.edu>
Source record: 200586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, this is a very simple VDI question... How does GEM interpret
the VDI co-ordinates when it is given (for example) a v_bar call?
Is it the entire GEM screen, or relative to the active window, or
what ?

All help appreciated...

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4719. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:13:11 UTC
From: kendall@sawwhet.owlnet.rice.edu
Message-ID: <KENDALL.93Sep28111311@sawwhet.owlnet.rice.edu>
Source record: 200593

In article <1993Sep28.081553.15435@ajax.rsre.mod.uk> haines@minotaur.dra.hmg.gb (John Haines) writes:

OK then. I have on my work PC a word processor and a graphics package running, and a file manager. OK it is slow, but I can type away at my word processor, then check my disk space, perhaps send the file over kermit and then go back to my word processing - all without exiting a program. And the file transfers carry on in the background (albeit slowly). Don't I need MultiTOS to do that on my ST?

Not nessicarily - you can use desk accessories, or something like juggler to do task switching (which is what you are doing). I will concede that the Desktop alone is somewhat less functional than Windows (though if you use desk accessories wisley, not much - I could do all you described)

But with MutliTos, I get all of that and much more - I get real preemptive multitasking, Like I can start a download going, then start some image loading, then go back to my WP and type away. WIndows alone is just not this cooperative... I have to use Windows at work, and find Multitos a lot nicer.

--
---> Kendall Gelner (kendall@rice.edu)

4720. Need help converting NeoChrome to DOS image format

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:14:29 UTC
From: wjr@pacific.uucp
Message-ID: <289rdl$r8v@netline-fddi.jpl.nasa.gov>
Source record: 200588

I am looking for a way to convert Atari NeoChrome images over
to some PC (DOS) format, such as PCX. The NeoChrome images
are standard 320x200x16color.

Are there any conversion programs available to do this?

I have tried to convert the images manually, but I can't
figure out how the NeoChrome Images are stored. I do have
a file discription of NeoChrome format, but it doesn't seem
to be correct. Subtracting the header (something like 128k)
you are left with a 32000 byte file which contains data for
a 320x200 images. This works out to 4 bits per pixel, or
2 pixels per byte (with DN valaues of 0-15 for each pixel),
which is what I expect. But, when I split each bytes to make
a 320x200 array, the pixels do not match the original image.

I have assumed that byte 1 represents pixels 1 and 2 (on scan
line 1), byte 2 represents pixels 3 and 4, and so on. This seems
to be incorrect, but I can't find another way to do it.

If someone has a simple images converter, this problem will
be moot, otherwise if someone can explain how the NeoChrome
image is stored, I would be grateful. If you can tell me
how to convert a 32000 byte NeoChrome image into a 320x200
array with pixel values ranging 0-15, I can do the rest.

Thanks

Joe
--
W. Joseph Rhea / RHEA-FX / wjr@pacific.jpl.nasa.gov

4721. Connect WOES with Async IBX modem

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 17:54:57 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <289tpi$8gq@usenet.rpi.edu>
Source record: 200591

Hi, and thanks for all the stuff, well let me get down to business,
I have gotten connect up on my F030, even in multitasking mode but
THERE IS ONE BIG PROBLEM. I am not sure if connect understands my modem
my school uses the Asynchronous IBX modem for dorm-unix communicattions.
Once you get a telecom package, and hook the modem cables and IBX plugs
(an IBX plug is just a telephone jack), you should get a prompt
that says "Welcome to IBX", no dial-up neccessary. This
should happen immediately you hook up. However I do not
know how to find such a prompt in coNnect, or even if coNnect understands
my IBX async modem. The question is how do I start up coNnect ....
for use as a terminal for my situation ?

Thanks again ... Mr. Amalaye Oyake ...
oyakea@rpi.edu

4722. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 18:20:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52820@SL.maus.de>
Source record: 200425

S>There's absolutly no support
Sure ...
Because MultiTos and Speedo (and Atari Works) have been released once and there
are no other Versions than 1.00
And TOS 4.01 is the only one existing.
That's WRONG!

The Falcon IS supported:
Speedo has been actualised, TOS 4.04 is released, MultiTos too.
And new Files are included in the Falcon-package:
Audio Fun Machine and SAM (not too good but a beginning)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4723. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 18:23:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.740279@cix.compulink.co.uk>
Source record: 200592

In article <gate.4wyiac1w164w@sterbbs.nl>, urnash@sterbbs.nl (URI SHIMRON) writes:
>Hi
>
>You said that the iternal XYZ in ConNect does work perfectly.. I don't
>agree.... all i got were timeout timeout and once again timeout (my st
>has only 1 mb ram and tos 1.0, perhaps that's the reason....) Anyhow,
>someone told me that the interternal XYZ in ConNect does only work when
>the other side also uses conNect.......
>
This is not true. You probably have a problem with handshaking or
something else. Best thing is to contact the author for advice.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4724. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 18:42:10 UTC
From: saj@chinet.chinet.com
Message-ID: <CE2uMC.HDn@chinet.chinet.com>
Source record: 200595

In article <15645@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>
>>$28 for an upgrade?
>
>>Can someone tell me where to get NVDI?
>
>
>>And can someone tell the CodeHeads to quit playing with the
>>pretty screen savers and get the damn bugs out of their code?
>
>
>My sentiments exactly. Many of the screen savers don't even work on
>my TT anyway. Warp-9 doesn't work with MultiTOS (or more importantly
>to me, with the current MiNT).
>

Well, I'll go along with the old idea that a program is most useful in the long run if it does one thing very well. But the whole point of the latest version of Warp-9 is that it DOES work on the Falcon with MultiTOS. And as such, it's the Codeheads's first effort at a Falcon TSR. I presume that this version will break under some circumstances, but I presume too that there'll be a couple of free upgrades before the next for-money one, just like last time.

Steve

4725. Re: Nethack 3.1.3 - 1 MB binar

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 18:49:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52821@SL.maus.de>
Source record: 200426

```
C>What did you have to leave out?
GEM support?
```

4726. Re: VDI co-ordinates

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 18:55:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28a1asINN1js0@rs1.rrz.Uni-Koeln.DE>
Source record: 200594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <289r43$9vq@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>Ok, this is a very simple VDI question... How does GEM interpret
>the VDI co-ordinates when it is given (for example) a v_bar call?
>Is it the entire GEM screen, or relative to the active window, or
>what ?

VDI screen coordinates normally have their origin in the upper lefthand
corner of the screen. The origin definitely does not depend on the
position of the active window, because the AES is "above" the VDI.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4727. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:30:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.740689@cix.compulink.co.uk>
Source record: 200596

In article <CE0z9M.Crq@spcuna.spc.edu>, mauritz_c@spcuna.spc.edu (Chris Mauritz) writes:
>
>Let's see how much of a choice the Atari world will have. I
>still don't think the Falcon will ever catch on so I will be
>very surprised to see other 32-bit multitasking OS's for it.
>Geneva sounds very interesting though.
>
And there's also Magix2. I think it's pretty good considering the number
of TOS machines as opposed to PCs.

Ofir ogal@cix.compulink.co.uk

4728. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:30:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.740690@cix.compulink.co.uk>
Source record: 200597

In article <CDxAov.1rH@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Also, regarding nvdi, much as I was a fan of it on my mega, the
>numbers didn't look all that impressive for the new Falcon version, at
>least the numbers for 256 colour mode posted a few months ago from their
>first Falcon release. Have they managed to do better now?
>

NVDI is even more effective on the Falcon. I had to run lots of tests for a review I did a while back, so I know what I'm on about.

Ofir ogal@cix.compulink.co.uk

4729. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:30:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.740693@cix.compulink.co.uk>
Source record: 200598

In article <2ca5a356@troedp4.ct.se>, magnus.thylander@troedp4.ct.se (Magnus Thylander) writes:
> >
> > I would wait for TOS 5 though, before I upgrade. It will be a MAJOR
> > improvement!
>
>Do you have some certified info on TOS 5?? Please tell us...
>
I wouldn't wait for TOS 5, it's still in very early stages, can't say more
I'm afraid...

Ofir ogal@cix.compulink.co.uk

4730. RFI problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:31:32 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Sep28.193132.8718@oucsace.cs.ohiou.edu>
Source record: 200408

When I turn on my 1040STf, the whole FM radio band gets filled with static, for at least a 100ft radius or more. It's not the monitor or floppy drives or hard drive, it's definitely the computer. As far as I know, all the pieces of the RF shield are present and installed correctly, and there have been no hardware hacks made on this machine.

Can anybody give me a clue on how to track down/fix this? Or should I just strip it down and sell the pieces, before the FCC tracks me down?

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4731. Re: Help with Falcon audio input!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:35:39 UTC
From: wilsont@rahul.net
Message-ID: <CE2x3H.EuD@rahul.net>
Source record: 200414

In <KENDALL.93Sep21223705@flammulated.owlnet.rice.edu> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>Whenever I hook up a stereo cable between my Falcon and the headphone
>jacks on my stereo, all I get is a horrible HUM from the Falcon, and
>garbage (but load garbage) for the input instead of what I am trying
>to sample.

Try attenuators, they work for me.

```
/--|======
falcon-| |
\--|======
^ ^
| +---------------------minjack to RCA attenuator
single to double minijacks
```

the falcon doesn't like 'powered' inputs into the mic jack.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4732. Re: Need help converting NeoChrome to DOS image format

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:39:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1462@usdtsg.DaytonOH.NCR.COM>
Source record: 200406

In article <289rdl$r8v@netline-fddi.jpl.nasa.gov> wjr@pacific.uucp (Joe Rhea) writes:
>I am looking for a way to convert Atari NeoChrome images over
>to some PC (DOS) format, such as PCX. The NeoChrome images
>are standard 320x200x16color.
>
>Are there any conversion programs available to do this?

I believe that Gemview handles NEO pics, and the registered version
will let you save to GIF, BMP, and other formats. GIF and BMP alone
are quite popular and would be easy to deal with on the PC side as well...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"what are the keynote speeches at the Mime Convention, do you know?..."

4733. Re: Need help converting NeoChrome to DOS image format

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 19:41:51 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28a41v$5nd@nermal.cs.uoguelph.ca>
Source record: 200599

Joe Rhea (wjr@pacific.uucp) wrote:
: I am looking for a way to convert Atari NeoChrome images over
: to some PC (DOS) format, such as PCX. The NeoChrome images
: are standard 320x200x16color.
: Are there any conversion programs available to do this?
: I have tried to convert the images manually, but I can't
: figure out how the NeoChrome Images are stored. I do have
: a file discription of NeoChrome format, but it doesn't seem
: to be correct. Subtracting the header (something like 128k)
: you are left with a 32000 byte file which contains data for
: a 320x200 images. This works out to 4 bits per pixel, or
: 2 pixels per byte (with DN valaues of 0-15 for each pixel),
: which is what I expect. But, when I split each bytes to make
: a 320x200 array, the pixels do not match the original image.
You can't do that because of Atari's weird interleaved video memory. As near as I can remember, in low rez, the first bits of the first four pixels are stored, then the second bits, then the third, then the fourth, and then the next four pixels are stored in the same manner. I could be wrong about the details...

Anyway, there should be numerous programs that'll convert a .NEO pic to a GIF picture. Try atari.archive

THeo

4734. Re: E_gem120 and Lattice

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 20:07:21 UTC
From: alex@falcon.demon.co.uk
Message-ID: <749246841snz@falcon.demon.co.uk>
Source record: 200600

In article <CE22p9.JMF@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>The problem is not the libraries, but the definitions in the header
>files. I tried building E_GEM1.2 using Lattice 5.5 a few days ago,
>without Mint libs. The main problem is in the use of the AES OBJECT
>structure: Pure C thinks the ob_spec field is a union of pointers to
>TEDINFO, ICONBLK etc. Lattice C users know the ob_spec is a void *!

As of 5.6 (RSN honest) I introduced a couple of macros which if defined
get auto-substituted in to allow for these kind of redefs; IIRC its along
the lines of

#define __OB_SPEC union ob_spec

where a union ob_spec is something you already declared.

--
Alex Kiernan
alex@falcon.demon.co.uk

4735. FAX software

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 21:16:22 UTC
From: rcd@cbnewsj.cb.att.com
Message-ID: <CE31rE.B0r@cbnewsj.cb.att.com>
Source record: 200403

I would like to send a FAX while in Mac emulation mode (using
Spectre GCR) on an Atari ST. Is there any MAC FAX software that works
under Spectre GCR, given that I have a U.S. Robotics Sportster
14.4 FAX-modem?

Thanks,

Rana Dutt
rcd@mt747.att.com

4736. Re: Stereo to Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 21:20:20 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Sep28.212020.20022@beaver.cs.washington.edu>
Source record: 200404

In article <CDx5q9.E4o@darkside.osrhe.edu> bh@okcforum.osrhe.edu (Bill Hallman) writes:
>kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner)wrote:
>
>>Whenever I hook up a stereo cable between my Falcon and the headphone
>>jacks on my stereo, all I get is a horrible HUM from the Falcon, and
>>garbage.....
>
>

[suggestions for an attenuator on a line-level output]

For what it's worth, I've plugged a cable into my Falcon mic from both my receiver headphone out and my CD player headphone out and recorded with absolutely no problems at all. From my limited understanding of audio impedances, you just have to make sure the the impedance of the ouput device is lower than the impedance of the input device. This is why you can plug a headphone out from a CD player (typically about 32-100 ohms) into a line level on your stereo, which is like 10K ohms or something similarly huge. My local Atari dealer told me from the Falcon specs that that headphone output on the Falcon needs to drive a 32 ohm or greater load (like most any pair of headphones are), which means it's no loss of quality to plug into your stereo since the stereo has an input impedance of many K ohms.

Now, for the mic part of things, I believe (don't quote me on this, I wrote it down a long time ago but since forgot) that anything <1000 ohms is OK to plug into the Falcon mic. Which would mean that a headphone output (32 ohms) is fine to plug in, while a line level output (10s of K ohms) is not.

If anyone has anything to add to this or other questions feel free to add more. I think the main point is that you can plug headphone outputs into just about anything (provided you can adjust the volume to a reasonable level) since they're pretty much at the low end impedance-wise (well, except for amplified speaker leads but who would want to plug that into their Falcon :-)

P.S. -- When recording from headphone jacks I usually set the input gain a lot lower than with a microphone.

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4737. Re: 50hz games?

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 21:26:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CE327w.8sF@mailer.cc.fsu.edu>
Source record: 200405

Steven Whatley (swhatley@blkbox.COM) wrote:
> Hi,

> I am having probles with games that change sync rate. The two games in
> particular are CENTIPEDE and KABOOM. I have an Atari 120v SC1224 color
> monitor. These gaems make the vertical sync go crazy. Any help will
> be appreciated.

I had to make a one time adjustment to my SM1224 to get rid of this. I
remember "Star Wars" scrolled vertically until I did this.

Do you mean you have problems because the programs in question don't
automatically switch Hz? If so, there is a 50 Hz booter program available
It switches sync rates, then prompts for a new disk in drive A, then
reboots (while preserving the 50Hz sync). It should be on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4738. Problems with WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 21:34:00 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2ca8b050@p12.f202.n281.z2.fidonet>
Source record: 200256

Hi!

I have encountered some problems with WINX 2.1. Are these known problems or
is my setup to blame?

Problem with:

LED: When calling eg. the control panel, LED's topped window isn't redrawn
after I closed the control panel. An untopped one is redrawn.
Using the drop down menu is impossible. If I select an entry, the
program does not react and the menu entry (eg. Edit) stays
inverted. Now if I don't select an entry in a drop down menu, but
only let it drop down and then click somewhere else outside the
drop down menu, and then press a key, 'nothing' happens. I have to
press that key again for it to appear in a window. (while I am eg.
writing a message)

EASE: When I resize a window in such a manner that it becomes larger,
the area inside the window isn't redrawn properly. I keep seeing
the sliders and the arrows, etc. (difficult to explain, this one ;-)

My WINX.INF:

```
.GLOBAL = 5-

.LOCAL =
= # GEM-Desktop
TC* = 1- 11- # Beispiel fuer eine Applikation, die keine Kontroll-
# elemente an hinteren Fenstern erlaubt und ihre
# Fenster nicht links rausschieben laesst
EASE* = 1- 3- 4- 5- 6- 7- 8- 9- 10- 11- 12-
LED* = 1- 3- 7- 11-
```

I use this on a TT 4/4, with NVDI 2.50 and ROMRAM.

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

4739. Re: Autobooting a floppy on a Falc

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 22:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49246@M4.maus.de>
Source record: 200168

>The subject line says it all. Is it possible to boot from the
>autofolder of
>the floppy in yer Falcon? I really want to play CSB and Dungeon master,
>and a
>few others. The Falcon sees bootsectors and (tries to) boot them, but
>them
>autoboots the HD in the Falcon. Am I missing something here?

Hold down <Alternate> when the Atari logo first shows up, release it when your
game begins reading from floppy.

4740. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 22:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49247@M4.maus.de>
Source record: 200170

>A faster engine doesn't make up for no "gas". What's the point of having
>a
>font engine which doesn't have any readily available fonts?
>
>(I know there are *some* Speedo packs out there, but why not go for the
>standard and do it right in the first place??)

If I remember correctly, Bitstream has more than 1000 fonts ready for purchase, which will all work fine on SpeedoGDOS.

I've tried several sources - Bitstream Facelift fonts taken from my Canon Bubblejet 20 box, some COMPO additional fonts for That's Write and others.

Result: 51 fonts instead of 14 :-)

bye, Peter

4741. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-28 23:09:13 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2ca73d25@troedp4.ct.se>
Source record: 200407

> The subject line says it all. Is it possible to boot from the
> autofolder of the floppy in yer Falcon? I really want to play CSB and
> Dungeon master, and a few others. The Falcon sees bootsectors and
> (tries to) boot them, but them autoboots the HD in the Falcon. Am I
> missing something here?

You have two options I think, either use the GREAT ST-Emulator BackWard v2.1 which automatically boots up the disk for you (and get a lot of ST-games to work on the Falcon), or you could try to hold <ALTERNATE> on bootup, and wait for your Falcon to read the disk drive once, read the harddrive shortly, immediately efter the harddrive stops "whizzing" you should let go of <ALTERNATE>....With a little luck this will work...(of course you have to set the NV-RAM to boot up in ST-Low)... Is there another way???

```
***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@troedp4.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

4742. Motif-like GUI (early) available at UMich!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 00:12:21 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CE374o.2y9@ryn.mro4.dec.com>
Source record: 200412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I just came back from vacation, and had MANY mail messages asking
for my Motif-like GUI demo...

It has been uploaded to the UMich archives as ICON.ARC, and I
encourage you to grab it, and try it!

NOTE - COLOR MONITOR REQUIRED!

Thanks!

John

4743. Pagestream to IBM Wordperfect?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 01:04:33 UTC
From: selick@csa.bu.edu
Message-ID: <28amv1$cdt@news.bu.edu>
Source record: 200413

Is there any way to convert IBM WordPerfect files into Pagestream, and output from Pagestream a WordPerfect file? How about doing it with Encapsulated Postscript?

-Steve
selick@csa.bu.edu

4744. Re: MiNT & TCSH novice questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 01:20:52 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep29.012052.1033@ibr.cs.tu-bs.de>
Source record: 200416

CHRISTOPHG@BIOMED.UIO.NO (Christoph Gartmann) writes:

>I've just installed MiNT V0.95 and TCSH for MiNT. Now I have a few questions:
>- cshrc.csh contains a line to set the prompt which has no effect. Any other
> commmand in there is executed properly. If I try to do a source on this
> file the "set prompt" isn't performed either. What's wrong?

Did you type a '=' without spaces around it after the 'prompt', i.e.
set prompt='something'? Some people confuse the syntax of set with that
of setenv.

>- All my files belong to "wheel" or "0". Trying to change the ownership with
> chown results in an error (illegal function number). Any ideas?

Do you try this on a GEMDOS partition or a minix partition? Only the
minix fs knows about owners of files.

>- somewhere in the readme of TCSH is stated that cursor up is or can be mapped
> to previous command (CRTL-L). How?

You can do that with the program xkey. I don't remember the syntax, though.
I also don't know, if there is a way to do that in tcsh.

Urs

4745. Re: UPGRADE NOTICE __WARP 9__ to version 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 01:28:26 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <113862@hydra.gatech.EDU>
Source record: 200417

In article <1993Sep28.153129.3512@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Secondly, Darek's original code wasn't buggy in the first place,

Really? I seem to remember getting a demo of Warp 9 shortly after
Codehead aquired the rights to Quick ST where John Eidsvoog said that
Charles Johnson fixed somewhere between 20 and 30 bugs in Darek's
code.
--
Opinions expressed are my own.

4746. Re: Modem/Terminal programs... favourites?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 02:05:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1463@usdtsg.DaytonOH.NCR.COM>
Source record: 200420

In article <memo.740279@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>In article <gate.4wyiac1w164w@sterbbs.nl>, urnash@sterbbs.nl (URI SHIMRON) writes:
>>You said that the iternal XYZ in ConNect does work perfectly.. I don't
>>agree.... all i got were timeout timeout and once again timeout (my st
>>has only 1 mb ram and tos 1.0, perhaps that's the reason....) Anyhow,
>>someone told me that the interternal XYZ in ConNect does only work when
>>the other side also uses conNect.......
>>
>This is not true. You probably have a problem with handshaking or
>something else. Best thing is to contact the author for advice.

I have found at least two slightly different situations that seem to
depend on who you are connected to. On the unix system at work (like the
one I'm using right now) I can do a zmodem transfer (SZ FILE.TTP or
whatever) and everything works as is..s.

However, I've found that if I want to do a zmodem transfer from my PC
to GEnie, I need to have "Force Ackn" set on (and No Multitasking
sometimes helps as well). I haven't had this situation on any BBS or
anything else - just on GEnie...

Anyways, those settings may eliminate the timeouts...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"there's nothing sure in Life but Death and Texas..." - Kelly Bundy

4747. BLOODWYCH HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 02:13:48 UTC
From: d9250788@zac.riv.csu.edu.au
Message-ID: <1993Sep29.121348.1@zac.riv.csu.edu.au>
Source record: 200418

I don't suppose someone around here could lend me a hand with Bloodwych?

--

"I refuse to disclaim, because my disclaimers tend to offend."
James Joseph Dominguez
d9250788@zac.riv.csu.edu.au

4748. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 03:21:28 UTC
From: Lexicor@world.std.com
Message-ID: <CE3Int.Hq0@world.std.com>
Source record: 200419

In article <1993Sep28.025052.191138@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>In article <112822@hydra.gatech.edu>,
>David Forrai <gt1448b@prism.gatech.EDU> wrote:
>>I am interested in getting a VME video card for my Mega STE. I have
>>looked at NOVA and Crazy Dots. Both are nice but NOVA wins out on
>>price. I talked to a dealer and he says the Cyril Sunrise card is the
>>best, but didn't say why. So I'm hoping that you netters can
>>give me some information on this card.

> I'm one of those guys who would agree with that dealer. I had a

Me not...well then..guess why ;) <grin>

>chance to see it in action at the Glendale Atari faire and I've been
>regretting my decision to buy my NOVA ever since (of course, at the time I

THat's very unfortunate....however you are able to upgrade to a SUperNOVA with
regular NOVA if supergraphics is what you want....:) and I'd say SuperNOVA
is on par with the Cyrell.

>bought it, it was a good deal but such is hindsight).

Maybe not ;)

> One thing to remember is that the Cyrel is the best, _not_ the
>cheapest. At the Show it was on special for $1000, normal Retail was

hmmmm....;) a little quick on that one :) There are SUperNOVA and MAtrix
TC1208 Graphics Cards around too you know ;)

>$1500. However, it supports 800x600x_32bit_ (not just 24bit like the
>NOVA), it was _much_ faster in all resolutions (it has something like

Cyrell is a very fine card...however I'd say that the Card to compare the
Cyrel with is the SuperNOVA not regular NOVA as that cost's about 529 U$D
which happens to be about 1000 U$D cheaper than the regular Cyrell Retail..
I mean if that is a problem..I guess you've got a lot of money ;)

Also the SUperNOVA IS a 32bit Graphics Card and both Cyrell as well as the
SUperNOVA can display 640x480 in 32bit Color Graphics (not 800x600x32bit as
both boards have 2 Megabyte VRAM and 800x600x32bit wouldn't fit in VRAM)

The SUperNOVA regular retail is 999.99 U$D :)

>twice the pixel clock of the NOVA...128MHz sounds right) and it had the

SuperNOVA has 135 MHZ, regular NOVA has 90MHZ

>ability to intercept calls to the hardware so that most software that is

Did you try using the Emulator.PRG with the NOVA?

>not "video expansion aware" worked fine in the TT or ST compatibility
>modes. Also, unlike the NOVA, the Cyrel is all on the VME card, whereas
>the NOVA is a VME adapter to a black box containing was is esentially a
>ATI 24-bit graphics card.

The SUperNOVA is essentially a Graphics Ultra Pro from ATI, which is a 32bit
Graphics Card..once again ;)

And what is the advantage of that? You can use one of the best and most
respected graphics cards in the PC Market not only on your TT or Mega STE
but also on your PC if you wished to do so, considering the way the market
is heading...the SUperNOVA allows you to go both directions. If you read the
CICERO Extrablatt, they commended that idea and concept.

>
> That being said, the NOVA is still a good card. In most

It sure is..so is the Cyrell but you can't really compare NOVA and Cyrell,
you're comparing a 529 U$D product to a 1500 U$D product...I'd say that
Cyrell needs to be compared with the SUperNOVA or the Matrix TC1208 which
is unfortunately not available in the USA.

>resolutions, it is faster than the built-in video of a TT. It is pretty
>solid in coping with other software. The only slowness I have ever

The added strenght of the NOVA is it's compatibility and software that
comes along with it, eg. ReSWTICh that allows you to switch the
resolution and colors without a reboot. Also it has a very fine VMG allowing
you to produce whatever resolution you like on your board.

>I'm happy with it, I just wish I had a better monitor <grin>. I almost
>forgot, NOVA comes with a utility that lets you make custom resolutions so
>you can exploit the limits of your monitor (you are just limited to
>640x480 in 24bit color), and can use a hardware-scrolled virtual desktop
>(scroll around in a 1024x1024 region with a 640x480 window, etc.).

What's also interesting is that NOVA Boards can be upgraded..you can use
the same board in a Mega ST, Mega STE or TT...just need the adaptor which
is available. What is also interesting is that you can use your NOVA on a
regualar 1040 or 520!

>
>-Mike Baffoni
>Happy Nova user.
><who secretly wishes he had the money for a Cyrel>
>

Yat Siu
Happy SUperNOVA user <grin>

Ps: Well Mike...if you really want 32bit Graphics and high speed you can upgrade your NOVA to a SUperNOVA...

4749. Panasonic KX-P1124 24-pin printer for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 03:21:33 UTC
From: Rob-G@cup.portal.com
Message-ID: <91862@cup.portal.com>
Source record: 200421
Cross-posted to: misc.forsale.computers.pc-clone,comp.sys.atari.st

For Sale:

My roommate is selling his Panasonic KX-P1124 24-pin, dot matrix printer, so he can get a laser printer. This thing is in pristine condition, with manual, and we think the original box too (the box is in a friend's garage, so we have to look for it).

He's asking $150 plus shipping.

Please send me mail if interested, and I'll pass it onto him. Thanks!

Rob-G@cup.portal.com

4750. Re: BLOODWYCH HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 03:49:45 UTC
From: simon@hurricane.seas.ucla.edu
Message-ID: <simon.749274585@hurricane>
Source record: 200422

In <1993Sep29.121348.1@zac.riv.csu.edu.au> d9250788@zac.riv.csu.edu.au writes:

>I don't suppose someone around here could lend me a hand with Bloodwych?

>--

>"I refuse to disclaim, because my disclaimers tend to offend."
> James Joseph Dominguez
> d9250788@zac.riv.csu.edu.au

Hmm, I played this a LONG time ago...and completed it, but I doubt I can
lend much of a hand at this point...Post what you need and maybe I can help...
Anyhow, the ending was REAL poor, but getting there was ok...Anyhow, does
anyone know if the Eternal Dagger was ever made for the Atari ST? (SSI game)

-Simon

4751. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 04:58:50 UTC
From: dud@stein1.u.washington.edu
Message-ID: <28b4ma$dag@news.u.washington.edu>
Source record: 200423

mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

> I'm one of those guys who would agree with that dealer. I had a
>chance to see it in action at the Glendale Atari faire and I've been
>regretting my decision to buy my NOVA ever since (of course, at the time I
>bought it, it was a good deal but such is hindsight).
> One thing to remember is that the Cyrel is the best, _not_ the
>cheapest. At the Show it was on special for $1000, normal Retail was
>$1500. However, it supports 800x600x_32bit_ (not just 24bit like the
>NOVA), it was _much_ faster in all resolutions (it has something like
>twice the pixel clock of the NOVA...128MHz sounds right) and it had the
>ability to intercept calls to the hardware so that most software that is
>not "video expansion aware" worked fine in the TT or ST compatibility
>modes. Also, unlike the NOVA, the Cyrel is all on the VME card, whereas
>the NOVA is a VME adapter to a black box containing was is esentially a
>ATI 24-bit graphics card.

You have the Nova VME 16m, don't you? Same here. The SuperNova is much
better. It has a 135Mhz bus and does 32bit color to 800x600 as well. Of
course it's another $400 more than the 16m, but less than the Cyrel.
I've never seen either the Cyrel or the SuperNova in action though, so I
can't say for sure which is better...

Dan Aylward
dud@u.washington.edu

4752. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 05:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5771@MS.maus.de>
Source record: 200166

In article <jonal.753.2CA6EDBF@dhhalden.no>, JON ARVID LOVSTAD
(jonal@dhhalden.no) wrote:
>>The Speedo font engine is faster and uses less memory (as compared to the
>>available PS engines).
>
>A faster engine doesn't make up for no "gas". What's the point of having a
>font engine which doesn't have any readily available fonts?
>
>(I know there are *some* Speedo packs out there, but why not go for the
>standard and do it right in the first place??)

I think that you can get around 1000 different Speedo fonts from Bitstream.
Of course it would be nice if there were more, if they were cheaper, if
you could convert PS fonts and so on...

But come on: FSM was slow, used *totally* strange fonts and was broken
regarding Line-A. Now we finally got Speedo, it works, there are fonts
(and you can really buy it).

4753. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 06:06:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91882@cup.portal.com>
Source record: 200428

If anyone needs to "wake up and smell the coffee", it's people wearing Atari Corp issue rose colored glasses...

There's a little third-party support for the Falcon, that's true.. but there's very little from Atari itself, and a market can't grow very much on the shoulders of independents alone.

Atari has virtually dropped the Falcon... what makes you think the little guys can make it go when Atari would rather play video games..?

(So tell me.. what exactly is a "whinge"..? :)

BobR

4754. Hardware documentation 6.0 available

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 06:26:59 UTC
From: goemon@venice.mps.ohio-state.edu
Message-ID: <28b9rj$qpk@sol.ctr.columbia.edu>
Source record: 200427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The (in?)famous "Hardware documentation", revision 6.0 is now available.

It lists every known (and unknown) hardware register in every Atari
from the ST to the Falcon030, and everything in between. It also
details most of the register's functions.

This document is available on your favorite atari ftp site, or if you
can't get it, I can email a copy to you. It will be compressed
and uuencoded, however. No exceptions.

It is available on most atari ftp sites as "hardware.txt".

-Dan

4755. FTP Mail - Addresses? (decwr*?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 07:04:32 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.8iGuPReofUY@elfhaven.ersys.edmonton.ab.ca>
Source record: 200240

Hi,

I remember someone saying that there was an ftpmail server at "decwrl.*"
but I cannot remember the rest of the name. Could someone send me an
E-Mail message telling me (incoming news is broken right now, so any
replies need to be in E-Mail).

The reason that I am asking is that ftpmail@doc.ic.ac.uk no longer seems
to be operating (or at least my messages to that address vanish into
a black hole).

Thanks!

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

4756. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 07:22:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15675@uqcspe.cs.uq.oz.au>
Source record: 200434

bo.leuf@daggskim.ct.se (Bo Leuf) writes:

>Gregory Bernath hacked the following on 23 Sep 93 (to All)...

> > From: gbernath@oucsace.cs.ohiou.edu (Gregory Bernath)
> >
> > And can someone tell the CodeHeads to quit playing with the
> > pretty screen savers and get the damn bugs out of their code?
> >
>Why not you? User reports of bugs (specified) is what they need.

I think CodeHead is well aware that Warp-9 doesn't run under MTOS - they
don't need user bug reports. Warp-9 doesn't work well with WINX either,
which is another example of an operating system change.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4757. Re: Help with Falcon audio input!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 07:32:32 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep29013232@flammulated.owlnet.rice.edu>
Source record: 200431

In article <CE2x3H.EuD@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

In <KENDALL.93Sep21223705@flammulated.owlnet.rice.edu> kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>Whenever I hook up a stereo cable between my Falcon and the headphone
>jacks on my stereo, all I get is a horrible HUM from the Falcon, and
>garbage (but load garbage) for the input instead of what I am trying
>to sample.

Try attenuators, they work for me.

```
/--|======
falcon-| |
\--|======
^ ^
| +---------------------minjack to RCA attenuator
single to double minijacks
```

the falcon doesn't like 'powered' inputs into the mic jack.

For give my ignorance, but where can I get an attenuator? I tried building one from a diagram I got a while ago, but it didn't do the job... so where could I buy one? I've already got enough cables to adapt almost any jack to any other jack in the known universe, so that's not a problem.

```
--
Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
I walk the path Electronic.
```

```
--
---> Kendall Gelner (kendall@rice.edu)
```

4758. Re: Stalker on Falcon w MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 08:01:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.743254@cix.compulink.co.uk>
Source record: 200430

In article <CE1uBw.ECx@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>Have any Falcon owners out there succesfully used Stalker with Multitos?
>I like Connect but I am more familliar with Stalker V3.02.
>

STalker works with MTOS on Falcon, but Connect achieves higher transfer rates and is generally more MTOS friendly.

Ofir ogal@cix.compulink.co.uk

4759. Re: Stuck in Warhead (different place)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 08:24:10 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2ca94643@p1.f503.n285.z2.fidonet>
Source record: 200221

In a message of <Fri 24 Sep 93 16:50>, Mickey Boyd (2:281/202.0) writes:

MB> I once completed Warhead up to the Berzerker portion, which I
MB> think I could now complete due to all the great advice on the net
MB> recently. Thus, I booted up Warhead for the first time in eons,
MB> and am embarassed to admit that I cannot get past the black hole.
MB> I quadspace to the black hole, get a message saying "Danger,
MB> etc." and at that point I either get sucked in,
MB> or I quadspace out and fail the mission. I can't remember what I
MB> did to get past this before, and all my saved games are gone :-(.
MB> Can anyone give me a hint? Thanks in advance.

Just quadspace directly back to Solbase after you get the message that says
you're in danger.

See ya!

Christiaan Kamstra

+---+
| FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 |
+---+
| Bearboard ST BBS +31-10-4840224 | Over 6000 files! 1 Gigabyte! |
| 24 hours online 14k4 V42bis | Atari ONLY!! |
+---+

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4760. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 08:24:22 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2ca9467a@p1.f503.n285.z2.fidonet>
Source record: 200220

In a message of <Fri 24 Sep 93 21:23>, Mickey Boyd (2:281/202.0) writes:

MB> My understanding is that NVDI is a "software screen accellerator",
MB> somewhat similar to Warp 9 and such. I seem to remember that
MB> there are some fundamental differences as well. My questions
MB> are:
MB> 1. What does it speed up (everything, VDI calls only, etc.)?

It replaces the VDI with a faster and more extended VDI. So it speeds up
about everything your ST does with its screens. It also gives you GDOS.

MB> 2. Can you install both NVDI and Warp 9? Is this good? Is this
MB> stupid?

It's stupid ;-) Unless you want to see loadsa bombs! :-))

MB> 3. Do I want it for my particular ST (Mega2ST, running TOS 1.2)?

If you are satisfied with Warp 9: No. If not: yes. I have both, and for
things like terminals and online stuff I use NVDI, becaus Warp lowers my
CPS rate. For normal use I use Warp 9. (I really like the screensavers)

MB> Also, I have seen mention of bugs in Warp 9. I have yet to run
MB> into any, but I don't run MTOS. Is this where the bugs show
MB> up?

I haven't seen any...

See ya!

Christiaan Kamstra

+---+
| FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 |
+---+
| Bearboard ST BBS +31-10-4840224 | Over 6000 files! 1 Gigabyte! |
| 24 hours online 14k4 V42bis | Atari ONLY!! |
+---+

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4761. Re: PhotoChrome and GIF's

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 08:52:36 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <D3omac1w165w@sys6626.bison.mb.ca>
Source record: 200445

mkite@lincoln.gpsemi.com (Martin Kite) writes:

> Hi,
>
> Having looked at a few GIF viewers/convertors, PhotoChrome 3 (I think that's
> the version I've got) seems very good - Apart from when you want to view
> a gif that is bigger than 320x200 and doesn't have that aspect ratio. I
> know the "Squash Gif" option is there - but this doesn't keep the aspect
> ratio so the pictures get distorted.
>
One thing bout P3 that irritates me is that if the gif is smaller than
320*200 it blows it up. Still, just to have that line going up and down
is worth having the program.

4762. Saving Falcon resolution screens to file

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:13:13 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Sep29.101314.609@cathy.ijs.si>
Source record: 200433

Does anybody have a utility capable of saving the screen to a file on a Falcon?
There used to be a lot of savers that would make a .PI[123], or a
monochrome .IMG file, but is there anything that would enable me to save
a 256 or TC resolution on the Falcon?

FTP-able, preferably....

Thank you very much.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

4763. TTram 4mb -> 16mb DIP SETTINGS ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:19:26 UTC
From: mluoto@plootu.Helsinki.FI
Message-ID: <28bjuu$rjb@plootu.Helsinki.FI>
Source record: 200432

hello,
anyone KNOW whitch dip switch I should switch when replacing the TT's
old 1mb simms with 4mb ones ?

--
email: Markku.Luoto@Helsinki.Fi # Literally "living in my office"
(will find me where ever...) # . . .
fax: +358-0-4524015 ***from 6.Sept->*** # ...But underestanding is the
voice: +358-0-426114 *** -5091656) ***** # beginning of acceptance...

4764. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:30:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A12580@KI.maus.de>
Source record: 200169

```
SD>Speedo has been actualised, TOS 4.04 is released, MultiTos too. And
SD>new Files are included in the Falcon-package: Audio Fun Machine and
SD>SAM (not too good but a beginning)
And Falc_d2d - a harddiskrecorde with some nice dsp-fx.

Ciao,
Carsten
```

4765. Cyril Sunrise video c

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:30:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5347.1288.uupcb@nezuld.com>
Source record: 200399

```
YW>What's also interesting is that NOVA Boards can be upgraded..you can u
YW>the same board in a Mega ST, Mega STE or TT...just need the adaptor wh
YW>is available. What is also interesting is that you can use your NOVA o
YW>regualar 1040 or 520!
YW>
YW>Yat Siu
YW>Happy SUperNOVA user <grin>
YW>
Yat, this is the first I've heard that any color graphics board could be
used on a non-Mega ST(E). I have a 1040 STE with 4MB and a 16MHz Adspeed
installed, space inside the case is mighty tight. Can I install/use a NOVA
card?? If so could you talk a little bit bout the specs (and hey Mike you
wanna sell that Nova card then :>...)

--Dirk--

--- WinQwk 2.0 a#0
```

4766. Re: Need help converting NeoChrome to DOS image format

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:39:23 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CE405o.zK@cs.uct.ac.za>
Source record: 200448

In <289rdl$r8v@netline-fddi.jpl.nasa.gov> wjr@pacific.uucp (Joe Rhea) writes:

>I am looking for a way to convert Atari NeoChrome images over
>to some PC (DOS) format, such as PCX. The NeoChrome images
>are standard 320x200x16color.

>Are there any conversion programs available to do this?

Go look at atari.archive.umich.edu there should be a lot of stuff in there
which does what you want to do.

>I have tried to convert the images manually, but I can't
>figure out how the NeoChrome Images are stored. I do have
>a file discription of NeoChrome format, but it doesn't seem
>to be correct. Subtracting the header (something like 128k)
>you are left with a 32000 byte file which contains data for
>a 320x200 images. This works out to 4 bits per pixel, or
>2 pixels per byte (with DN valaues of 0-15 for each pixel),
>which is what I expect. But, when I split each bytes to make
>a 320x200 array, the pixels do not match the original image.

>I have assumed that byte 1 represents pixels 1 and 2 (on scan
>line 1), byte 2 represents pixels 3 and 4, and so on. This seems
>to be incorrect, but I can't find another way to do it.

Wrong.

The way the ST's screen works (which is also the way Neochrome saves) is as
follows:

for each 4 consecutive bytes in the file, you have 8 bits. (right?)
The screen is divided into bit-planes, where the first byte holds bit-plane 0,
the second byte bit-plane 1, up to the 4th byte, which holds bit-plane 3.
Then the process is repeated.

Now how this eventually gets displayed:

```
bit-plane byte contents of byte
0 1 1 0 0 1 0 1 1 0
1 2 1 1 1 0 1 1 0 1
2 3 0 0 0 1 1 0 1 1
3 4 1 0 0 0 0 0 1 1
| | | | | | | |
1st pixel colour -------~ | | | | | | |
2nd pixel colour ---------~ | | | | | |
3rd pixel colour -----------~ | | | | |
4th pixel colour -------------~ | | | |
```

5th pixel colout ---------------~ | | |
6th pixel colour ----------------~ | |
7th pixel colour -----------------~ |
8th pixel colour ---------------------~

So, for the first pixel, you take bit 1 of bitplane 0 as the MSB, and move
down to bit 1 of bitplane 3 which is LSB.

How the bit-planes themselves are arranged: bytes 1-4 contains the 1st 8 pixels
of scan-line 1, bytes 5-9 contain the next 8 pixels, bytes 10-13 the next 8,
etc...

If you want a better explanation, email me, and I'll spend a bit more time
explaining it. This was only put together in a bit of a rush, so my apologies
if this is not too clear.

>If someone has a simple images converter, this problem will
>be moot, otherwise if someone can explain how the NeoChrome
>image is stored, I would be grateful. If you can tell me
>how to convert a 32000 byte NeoChrome image into a 320x200
>array with pixel values ranging 0-15, I can do the rest.

>Thanks

>Joe
>--
>W. Joseph Rhea / RHEA-FX / wjr@pacific.jpl.nasa.gov

cool

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

4767. Infocom adventure game interpreter for Atari ST (new)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 09:59:37 UTC
From: joedal@dfi.aau.dk
Message-ID: <joedal.749296777@dfi.aau.dk>
Source record: 200435

Wasn't any of you angry when the good old Infocom adventure games was republished - for PC and Mac only? Fortunately, it is possible to play these games on Atari ST machines. The games are distributed as machine-independent game files and an interpreter to run the games.

The games themselves are commercial, distributed in two many-games packages at a fairly low price. But without an interpreter you will not get much fun out of them. The good news is that some people (who call themselves InfoTaskForce) has written a portable freeware interpreter that can run all the text-only games.

In June I ported this interpreter to Atari ST computers, but there was a bug in my port, so it didn't work properly with all games.

THE BUG HAS NOW BEEN FIXED!

The interpreter works for all game version <= 5 (i.e. all text-only games).

The interpreter have been uploaded to the archive of Interactive Fiction (i.e. adventure games and the like) on ftp.gmd.de.
Look in the directory
/if-archive/infocom/interpreters/itf/
for:

atari.itf-bin.zoo Binaries and documentation. What you need to play infocom games with the program (of course you also needs the games themselves - buy them for PC and play them on your Atari ST).
The files are packed with Zoo version 2.1. If you don't have Zoo then get
/if-archive/download-tools/atari/atar-zoo.tos
first.

atari.itf-src.zoo Source code with full documentation. Includes the original files (some of which are slightly modified to make Sozobon C version 2.0 compile them) along with two new files ATARI_IO.H and ATARI_IO.C with the Atari-specific code.

ftp.gmd.de is in Germany, Europe. If you are living in the US you should download the files from the mirror archive on wuarchive.wustl.edu.
Look in the directories
/mirrors/if-archive/...

Notes: The Infocom game files can be bought as the game packages
The Lost Treasures Of Infocom
The Lost Treasures Of Infocom II

for PC and played on your Atari ST. They are rather cheap for
the amount of games you get, really.
But if you are the "never-buy" type (also if you aren't) you
should grab the file
if-archive/games/infocom/curses_g
This is a FREE game, written by Graham Nelson, that is made to
run with Infocom game interpreters. Try it - it's good!

+---+
Lars J	dal	Q: What's the difference between a quantum
email: joedal@dfi.aau.dk	mechanic and an auto mechanic?
Physics student at the	A: A quantum mechanic can get his car into
University of Aarhus	the garage without opening the door.
Denmark	-- David Kra
+---+

4768. QWK Offline Readers.

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 10:05:54 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.097z@tbag.tscs.com>
Source record: 200251

What are all of the names to the Atari ST QWK Offline Readers. I have tried IMHO1.01 and MT-QWK. And they both don't work with IBM QWK reply packets. I upload the reply packets. And the BBS says it recieved the packet. But the BBS also says no Replies imported. Is all of the Atari ST QWK-OLR's like this. I hope not.. Since there is not one single Atari ST BBS in Tampa, Fl.
Clifton Mothershed!

4769. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 10:35:21 UTC
From: djs@jet.uk
Message-ID: <1993Sep29.103521.14594@jet.uk>
Source record: 200438

In <288unb$cdt@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:
>...
>The only thing that bothers me about speedo is that there is no font
>editor for sale yet.
And no bloody PostScript driver.
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4770. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 11:05:22 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <28bq5i$74b@news.cs.tu-berlin.de>
Source record: 200436

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I think CodeHead is well aware that Warp-9 doesn't run under MTOS - they
>don't need user bug reports. Warp-9 doesn't work well with WINX either,
>which is another example of an operating system change.

Another reason to buy NVDI instead of Warp 9.

I still simply don't understand why you americans stick so much to this
dirty Codehead-hack, while there's NVDI, which has allways ben WAY cleaner.

4771. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 11:47:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE462D.16y@barclays.co.uk>
Source record: 200391

In article <91882@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> There's a little third-party support for the Falcon, that's true.. but
|> there's very little from Atari itself, and a market can't grow very much
|> on the shoulders of independents alone.
Sure, Atari aren't doing very much for the Falcon. In the UK at least though there are colour adds in the computer magazines - full page. They have shipped MTOS, Speedo, Works and TOS 5 is on the way. You can buy programmers docs for the Falcon. There isn't much else they can do really. They make hardware, not software.

There is *plenty* of 3rd party software - especially for a relativly new machine. The quality of the PD alone is very good.

|> Atari has virtually dropped the Falcon... what makes you think the little
|> guys can make it go when Atari would rather play video games..?
Atari *are* concentrating on the Jag but who wouldn't given there financial position and the current trend in home computing v consoles. They're only doing what I would do in their shoes. They are a small firm who are finally doing some fairly smart moves to keep afloat. This *is* a new concept for them. Where exactly is your justification for the statement that Atari have dropped the Falcon? They make them, they sell them, they are still working on the system software.

|> (So tell me.. what exactly is a "whinge"..? :)
It's what you do all the time. I don't wear rose tinted glasses and I can see and admit to Ataris problems. What I will NOT do though is talk them into the ground by spreading rumours and false assumptions based on a narrow perception of what is going on.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4772. drum computer

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 12:06:00 UTC
From: BC26@ibm3090.rz.uni-karlsruhe.de
Message-ID: <19930929120610BC26@ibm3090.rz.uni-karlsruhe.de>
Source record: 200437

I'm searching a PD program for ST which allows zou to program rythem
like on a drumcomputer

Reply to bc26@imb3090.ry.uni-karlsruhe.de

Schoene Gruesse...

```
-------- __@
------ '\<,-
---- (*)/ (*) maex.
----------------
```

Und Tschyss...

BC26@ibm3090.rz.uni-karlsruhe.de
Zur Not auch Telephon
0721/691452 (priv)
0721/6083514 (job)

Konventionell: Maex A. Guerth, Lachnerstr.1 ,76131 Karlsruhe

4773. Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 12:30:19 UTC
From: etxpell@etlxd20.ericsson.se
Message-ID: <9309291230.AA20041@etlxd22u.ericsson.se>
Source record: 200439
Cross-posted to: comp.sys.atari.st,rec.music.makers,rec.music.makers.synth

Hello,

I'm an (so far) ignorant guitarist, about to enter the world of MIDI. I have an old Atari ST collecting dust somewhere, and I'm thinking of buying a synth module to use with my 4-track, both to generate drums but also to generate some bass and keyboard sounds.

The module I'm thinking of is the Boss DS-330 Dr. Synth, which in itself doesn't contain any programming functions (as far as I know, anyway). Now I wonder, does anyone have any experience with music programs for the ST (sequencers etc)? Since I'm a complete novice when it comes to MIDI, and these kind of programs, I don't really know what to look for - what kind of programs that exist, public domain vs. commercial ones, what's possible to do with them etc...

If someone could help me with some ideas, recommendations, descriptions of possible set-ups (email or posts), I would be most grateful.

Cheers,
Pelle ,,, ?
`O-O'
--oOOO-(_)--OOOo---
Pelle Arvinder ___ ___ _ _ ___ __ ___ _ ___ _ _ __ ___ ___
Ericsson Limited | _ \ __| | | | | __| / | _ \ |/ / | \| | \| __| _ \
TC 3.1.2 | _/ _|| |_| |_| _| / _ | / /| | | | \ _|| /
Charles Avenue |_| |___|___|___|___| /_/|_|____/ |_|_|_|___/___|__\
Burgess Hill
West Sussex RH15 9UB Phone: +44 444 234787 ECN: 832 4787
United Kingdom Email: etxpell@mega.ericsson.se Memo: ETX.ETXPELL

4774. More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 12:49:25 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Sep29.124925.3778@infodev.cam.ac.uk>
Source record: 200440

Some more news which you may or may not have heard before

A "consumer" version of the falcon will be released soon.
It will be in a tower case although modelled to look more like a hi-fi.
It will not have a cartridge port or a scsi port(?).
It is mainly to attract new customers, "serious" users will need to get the
ste style falcon.

(It would be nice to have a real falcon in a separate keyboard/case style)

A German company called dhouse(?) has made a piece of software (I don't know
what it is called) which will allow virtual memory on the Falcon. Price around
60 uk pounds. It should be available in the next couple of weeks.

I am *EXTREMELY* happy at the moment. Cambridge Business Software are in the
process of opening a shop in Cambridge (5mins away from where I live) At last I
can actually see atari products before I buy them.
BTW they are selling 4/65Mb falcons for 850 uk pounds...
I want one I want one!!!!!

Falcon's which have 4megs of memory but a drive bigger than the normal 65mb have
been swapped around by the dealers (from original machines without a hard drive)
and so only come with a floppy version of multitos. This isn't an awful lot of
use!
Atari will also not take any notice of warranties if you need to send it back
because the dealers have opened the machine up. You are only left with the
dealers warranty.

BTW I do not work for Cambridge Business Software but I will be buying lots of
stuff from them :-)

Phil

--
Phil Davey
(E-mail pd@mbuc.bio.cam.ac.uk)

4775. How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 13:00:04 UTC
From: gbrnnign@unix2.tcd.ie
Message-ID: <gbrnnign.749307604@unix2.tcd.ie>
Source record: 200441

Hello ye all!
I've been getting a couple of demos from wuarchive. Problem is the files are
big.
eg. chaos.msa is 850k
How/what do I do to get this split this onto floppies.
Note. I don't have a hard disk
My atari is an ST520.
I'll probably need a bit of explanation!

Thanx,
Gar

email: gbrnnign@unix2.tcd.ie

4776. FOR SALE: complete 1040ST system!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 13:19:32 UTC
From: (unknown)
Message-ID: <1993Sep29.131932.16736@NCRTimes.stpaul.ncr.com>
Source record: 200442

After many years with my trusty ST I'm moving on and selling my complete system - *ALL* the following for $299.99 (OK, $300)+shipping or make me an offer if you're interested in individual items:

Hardware:
--> 1040ST (1Meg, 3.5"FD)
--> SC1224 Color Monitor
--> TimeKeeper Real Time Clock
--> Supra 2400 external modem w/cable and manuals
--> Joystick, mouse, printer cable, joystick extender cables

Misc:
--> All ST manuals
--> Abacus Atari ST Internals book
--> Abacus Atari ST Gem Programming book

Software:
--> Mark Williams C Compiler package (full package with books and Resource Construction Set)
--> WordWriterST
--> Falcon (Spectrum Holobyte) + Mission Disks 1 + 2
--> Gunship (Microprose)
--> Dungeon Master
--> Arctic Fox
--> Star Trek - the Rebel Universe
--> Bubble Bobble
--> Black Lamp
--> Blasteroids
--> Joust
--> Gridiron football

PLUS 100's of other assorted programs including games, utilities, art, music, demos, etc. (I'll include every ST disk I own...80+)

E-mail me at "kevin.wein@stpaul.ncr.com" and we'll work something out!

Thanks,

Kevin

4777. Re: VDI co-ordinates

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 13:34:00 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Sep29.073155.9962@peavax.mlo.dec.com>
Source record: 200429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <289r43$9vq@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk
(Simon Gornall) writes...
>Ok, this is a very simple VDI question... How does GEM interpret
>the VDI co-ordinates when it is given (for example) a v_bar call?
>Is it the entire GEM screen, or relative to the active window, or
>what ?

It's relative to the *screen* origin.

>All help appreciated...
>
>Simon.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4778. Re: 6502 Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 13:36:32 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28c310$es1@nermal.cs.uoguelph.ca>
Source record: 200443

Andrew Silver (silvera@p4.cs.man.ac.uk) wrote:
: Can anybody point me to a 6502 microprocessor emulator that can be
: used as a basis for a 6502-based computer emulator. I was thinking
: in particular about the Acorn Electron.
: Cheers.
: Andy.
The Apple][emulator in the Emulators directory of atari.archive is
basically a 6502 emulator. You have to load the operating system from
disk, if I recall correctly, so you should, in theory, be able to use it
to emulate an Electron...But the question arises: Why? Wouldn't it be
easier just to buy an old Electron (unless they're rare/expensive)?
Emulating it on a regular ST will be _slower_ than the real thing.

THeo

4779. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 13:44:30 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep29.084430.17319@cobra.uni.edu>
Source record: 200444

In article <91882@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> If anyone needs to "wake up and smell the coffee", it's people wearing
> Atari Corp issue rose colored glasses...
>
> There's a little third-party support for the Falcon, that's true.. but
> there's very little from Atari itself, and a market can't grow very much
> on the shoulders of independents alone.
>
> Atari has virtually dropped the Falcon... what makes you think the little
> guys can make it go when Atari would rather play video games..?

When is the Jaguar comming out?

>
> (So tell me.. what exactly is a "whinge"..? :)
>
> BobR

Peter

4780. 68882 coprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:07:20 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Sep29.140720.7105@infodev.cam.ac.uk>
Source record: 200446

Are all 68882 coprocessors the same?
I might be able to buy one which is from a mac and I am wondering if it will
work in a falcon.
Does it have to be a certain speed or am I thinking of something else?

Thanks for any help,
Phil

--
Phil Davey
(E-mail pd@mbuc.bio.cam.ac.uk)

4781. Re: Hardware documentation 6.0 available

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:14:59 UTC
From: gruber@austin.ibm.com
Message-ID: <CE4Cwz.1rpK@austin.ibm.com>
Source record: 200449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> It is available on most atari ftp sites as "hardware.txt".
>
> -Dan
>

Dan,
At this time I'm unable to access the ftp site, could you please
upload it to this newsgroup ? Thanks,
Scott

4782. TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:23:44 UTC
From: schweitz@reich.uni-koblenz
Message-ID: <28c5pgINN3hc@mailhost.uni-koblenz.de>
Source record: 200447

Hi folks!

I'm looking for a VME graphics card for my TT. I'm interrested in:
- a fast card (faster than TT med would be fine)
- a cheap card (up to 1000 DM)
- True Color with at least 640*480 pixels (not for permanent working)
- a quick and compatible VDI-driver with True Color abilities or
- a card supported by NVDI(ET4000), btw. does it support TC?
- a flickerfree resolution of 800*600 for permanet working without slowing down the whole system

At the moment I'm thinking about buying a NOVA 16M VME, a Megavision300, a Spektrum TC or a Crazy Dots II.

So, if you know something about these card, if you are satisfied with one of them or if you would never buy the one you have got, if you can compare some of them, please write your experiences!

Thanks in advance!

This space is left free on purpose.

4783. Fair Dinkum & Missionware RTC (Was Re: 68881 or 68882 FPU?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:26:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep29.142650.3729@newshost.lanl.gov>
Source record: 200450

In article 6ub@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>Hutch I always like to see your comments.
>By the by are there any new plans for new programs from you on the Atari?
>I need some thing to run on a TT030, 4/4Meg TT/ST RAM, 245Meg HD.
>
>Raymond Collins

Thanks Ray. Strange you should mention that because yes, there are some new projects in the works (although I can't provide details just yet). ;-)

While we are on the subject, allow me to invite all netters with GEnie access to tonight's Real Time Conference hosted jointly by Missionware Software and Fair Dinkum Technologies. The conference begins at 10 pm Eastern Time (7 pm Pacific) and you can join us by typing m475;2 at any GEnie prompt.

The purpose of tonight's RTC is to answer any questions about the recently announced venture in which Missionware Software has retained the exclusive rights to all of Fair Dinkum's current Atari software, to include:

Crossword Creator II
Word Search Creator
Puzzle Pack
The Cryptographer
Cyberdrome-The HoverJet Simulator (by Rhea-FX)

Beginning October 1st, Missionware will be the sole source for these titles (outside of your dealer, of course). I am _not_ abandoning the Atari platform, however! Far from it. I will still be providing maintenance and product support to Missionware for these titles and we have several enhancements in mind for them as well. All I am doing is letting Missionware take over the marketing end of the business so I can devote more time to programming for the Atari (not to mention potential Mac and PC projects).

To ensure adequate support, GEnie officials have consented to establish a new product support CATegory for Missionware Software through which I'll be online to answer any questions about specific Fair Dinkum/Missionware products.

Thanks for your time and I hope to 'see' you at the GEnie RTC tonight, 9/29/93.

Cheers,

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____

_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________

4784. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:32:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep29.143223.4630@newshost.lanl.gov>
Source record: 200351

In article F8u@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>In article <91670@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>|> Things have not changed at Atari from the situation six years ago, other
>|> than to have gotten worse.
>|>
>Wake up & smell the coffee Bob. Atari may well be doing their usual stuff but 3rd
>party support for the Falcon is good and growing. I know though that no matter how
>much people tell you the reality of the matter, you prefer to ignore it and winge.

Yeh, but ya gotta just love Bob for his consistency. :)

Now, where's my old mate Peter Sinclair been these days? Falcon shopping? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4785. Re: software for a home business wanted

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:35:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep29.143550.5284@newshost.lanl.gov>
Source record: 200353

In article 15905@alw.nih.gov, rge@helix.nih.gov (roger erickson) writes:
>
>My in-laws want an Atari software package to keep track of their small
>dress-making business, to keep track of customer lists, inventory and
>accounting. Can someone suggest something CHEAP?

Hmmm, I don't know of any 'all-in-one' software for the Atari that does all
that, Roger. For managing customer lists I like TRACKER/ST. I'm afraid
I'm not familiar with what accounting software is available these days for
the Atari, however. Anybody else care to offer a suggestion?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4786. STalker for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:45:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep29.144501.7154@newshost.lanl.gov>
Source record: 200354

I have a brand new copy of STalker, the latest version 3, that I bought direct from the Gribnif boys (Dan and Rick) at the Glendale Show. I purchased it for a friend erroneously and I don't need it. Do you? It's still in shrink wrap, of course, and I'll sell it for my cost of $35 including 2-day shipping.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4787. RE: CyReL Sunrise graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 14:49:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.37617.4514.0N184D87@canrem.com>
Source record: 200357

Hi Mike,

thanks for the nice words about our graphics cards. Did you by
any chance check out our software offers at the show. We do have
quite a bit more than 'just graphics cards'.

We are just releasing the new versions of our VDI drivers, once
again, we've improved the speed of the redraws and added some
features like the CyReL Ambiance Desktop Image Manager, which
allows you to either install a custom color palette fading (and enjoy
those absolutely stunning 16.7 million color hues) or your favourite
image in the desktop background. All this can most of the time be done
WITHOUT wasting your main memory. Special routines utilize the cards
memory to the maximum and take advantage of the extra fast redraw
capabilities. A special version for 'non-CyReL M16-1280' users will be
available shortly.

If you have any more questions, please feel free to drop me a note.

Thanks,

Ralf.

4788. Re: Help, I can't unzip!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 15:33:57 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <11738@tekig7.PEN.TEK.COM>
Source record: 200356

Nevermind. I got recent unzip sources from SIMTEL and built the Unix version.

4789. Geneva icon move problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 15:37:44 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28ca48$5r2@galaxy.ucr.edu>
Source record: 200352

I have Geneva 1.0 and NeoDesk 3.04 on my system. I noticed a small bug(?) in the system. Whenever I move an icon, only the top half moves. The bottom stays in its original position. When I click on the icon, in the new position, the icon is redrawn in full. The bottom part of the icon in its original position stays until that part of the screen in redrawn. I tried removing all DAs and TSRs to no effect. Am I doing something wrong? This seems like a pretty big bug not to be mentioned.

--Paul
phruby@ucrengr.ucr.edu

4790. Re: Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 15:49:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE4H9w.36B@barclays.co.uk>
Source record: 200392
Cross-posted to: comp.sys.atari.st,rec.music.makers,rec.music.makers.synth

In article <9309291230.AA20041@etlxd22u.ericsson.se>, etxpell@etlxd20.ericsson.se (Pelle Arvinder) writes:
|> Hello,
|>
|> I'm an (so far) ignorant guitarist, about to enter the world of MIDI. I have
|> an old Atari ST collecting dust somewhere, and I'm thinking of buying a
|> synth module to use with my 4-track, both to generate drums but also to
|> generate some bass and keyboard sounds.
First out. You'll really need at least a 1Mb ST.

|> The module I'm thinking of is the Boss DS-330 Dr. Synth, which in itself
|> doesn't contain any programming functions (as far as I know, anyway). Now
|> I wonder, does anyone have any experience with music programs for the ST
|> (sequencers etc)? Since I'm a complete novice when it comes to MIDI, and
|> these kind of programs, I don't really know what to look for - what kind of
|> programs that exist, public domain vs. commercial ones, what's possible to
|> do with them etc...
You can pretty much do what ever you want! You have sequencers which will provide multitrack programming. PD ones tend to only go to 32track. Commercial ones go to 64 track, 96 tracks and probably more. via expansion boxes. You can sync to SMPTE as well if required. These sequencers allow entry of notes in step time or via staves although generally only the better ones allow stave input (Notator). You can edit sequences, copy them about, add patch change info and just about any other MIDI msgs like pitchbend etc.

You can run voice editors that will allow you to edit/change the voices on your synths.

You can run software that with a suitable mixing desk will allow you to automate the final mix of a piece after first programming in the appropriate details.

You may also sample to disk via certain packages on the ST. With a Falcon, direct to HD sampling is much easier. Cubase Audio is a very nice sequencer with built in direct to HD sampling.

MIDI allows you to daisy chain many devices together including reverbs, synths, guitar MIDI pickups and more. All the control information for such setups can be stored/edited from within most sequencers.

|> If someone could help me with some ideas, recommendations, descriptions of
|> possible set-ups (email or posts), I would be most grateful.
MIDI is both a simple thing once you have got the hang of it and what you can do with it, but also quite hard to understand when you first meet it. Persevere. DOn't worry about asking questions.

```
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4791. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:08:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE4I67.3CL@barclays.co.uk>
Source record: 200393

In article <1993Sep29.124925.3778@infodev.cam.ac.uk>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
|> A "consumer" version of the falcon will be released soon.
|> It will be in a tower case although modelled to look more like a hi-fi.
|> It will not have a cartridge port or a scsi port(?).
|> It is mainly to attract new customers, "serious" users will need to get the
|> ste style falcon.
This sounds too stupid even for Atari. I can't believe they would release a Falcon with no SCSI. What would you do with it?

|> (It would be nice to have a real falcon in a separate keyboard/case style)
Too right.

|> A German company called dhouse(?) has made a piece of software (I don't know
|> what it is called) which will allow virtual memory on the Falcon. Price around
|> 60 uk pounds. It should be available in the next couple of weeks.
There are at least 2 such programs. Outside is available as a PD demo that's adds 2 MB of virtual RAM. Nice for GIFs. :-)

|> I am *EXTREMELY* happy at the moment. Cambridge Business Software are in the
|> process of opening a shop in Cambridge (5mins away from where I live) At last I
|> can actually see atari products before I buy them.
I thought their shop opened months ago..... I've certainly rung them enough times at there newer address. Is this a second shop?

|> Falcon's which have 4megs of memory but a drive bigger than the normal 65mb have
|> been swapped around by the dealers (from original machines without a hard drive)
|> and so only come with a floppy version of multitos. This isn't an awful lot of
|> use!
Eh? MultiTOS is MultiiTOS. There isn't a floppy version.

|> Atari will also not take any notice of warranties if you need to send it back
|> because the dealers have opened the machine up. You are only left with the
|> dealers warranty.
This isn't uncommon. A few shops (GAsteiner) sell Falcons with drives upto 240Mb built in.

|> BTW I do not work for Cambridge Business Software but I will be buying lots of
|> stuff from them :-)
Very good firm indeed. You wont go far wrong dealing with them.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4792. Re: TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:14:06 UTC
From: Lexicor@world.std.com
Message-ID: <CE4IFI.80n@world.std.com>
Source record: 200355

In article <28c5pgINN3hc@mailhost.uni-koblenz.de>,
Thomas Schweitzer <schweitz@reich.uni-koblenz.de> wrote:
>Hi folks!
>
>I'm looking for a VME graphics card for my TT. I'm interrested in:
>- a fast card (faster than TT med would be fine)
>- a cheap card (up to 1000 DM)
>- True Color with at least 640*480 pixels (not for permanent working)
>- a quick and compatible VDI-driver with True Color abilities or
>- a card supported by NVDI(ET4000), btw. does it support TC?
>- a flickerfree resolution of 800*600 for permanet working without slowing down the
> whole system
>
>At the moment I'm thinking about buying a NOVA 16M VME, a Megavision300, a Spektrum TC or
a Crazy Dots II.

Ok, I have all those cards that you are considering with me and my personal
favourite is NOVA VME 16 and second inline is the CRDOT's. However, the NVDI
doesn't run on it, but it doesn't have to because the NOVA VDI is fully
rewritten and is exactly as fast as the NVDI when run on a Falcon. NOVA has
already a built in 24bit VDI and cost I think in Germany (which is prolly
where you would get it) about 699DM,

It has software such as ReSWITCH that allows you to switch the physcial screen
rez and resolution without rebooting.
Emulator.prg will automatically emulate the standard ST resolutions so that
you can run the whole board via a single monitor
The accessory which includes naturally rez. switching into virtual modes,
screen saver, hor&ver shifting etc.
VMG for Video Mode generation etc.

It can go up to 90MHZ, 800x600 can definately go flicker free, however you need
the required monitor too ;)

It is very fast, especially the 24bit Driver at 640x480 is one of the fastest
I have seen for that price range. The Compatiblity is very high, I'd say with
NOVA you are on the right track.

I don't think the NVDI ET-4000 supports TC, only the special CRDOT's version...
anyone?

>
>So, if you know something about these card, if you are satisfied with one of them or
>if you would never buy the one you have got, if you can compare some of them, please write
your experiences!
>

>Thanks in advance!

Yat
Think NOVA! ;)
a very happy NOVA user :) (and SuperNOVA 32bit)

>
>---
>
> This space is left free on purpose.
>
>---

4793. Minnesota Atari ST users group meetiing

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:35:03 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CE4JI6.90y@news.cis.umn.edu>
Source record: 200358

The October meeting of the Minnesota Atari ST (MAST) users group will be on Friday, October 15 at L.R. Data, 2676 E Co Rd E, White Bear Lake. The meeting time is 7:30 pm. This month's meeting will include a swap meet.

I'm putting this out now so that people in the Twin Cities area (Minnesota and extreme western Wisconsin) have plenty of time to make plans to attend the meeting. If you have any questions about MAST, our PD/Shareware library, or about receiving our newsletter, please send me e-mail.

- David Paschall-Zimbel

4794. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:37:15 UTC
From: mcookson@flute.aix.calpoly.edu
Message-ID: <1993Sep29.163715.131436@zeus.aix.calpoly.edu>
Source record: 200359

Billy D'Augustine <bill@main.morris.org> wrote:
> Yea, a.a is quite busy... when I cant get into a.a, I usually
>nfs mount wuarchive.wustl.edu, which mirrors a.a...

No. archive.umich is NOT at all very busy. They are just very
restrictive. They allow 10 to 60 anon ftp users depending on the time.

wuarchive allows 200.

A few years ago, umich was a decent place. Now I still like the
speed, but you can never count on getting on. (At any time)

- mike

4795. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:53:28 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28cei8$1dg@usenet.INS.CWRU.Edu>
Source record: 200360

In article <1993Sep27.084542.28442@cscs.ch> kuehn@cscs.ch writes:
>In article vNU8wbUw5JY@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>> How 'bout telling us what FSP is? What's the "S"?
>>
>FSP is the "File slurping protocol", which is similar in function to ftp,
>but it goes via UDP and not TCP; normally the sending host does not have to
>support it with so much computing power like for ftp.
>
>Regards,
>Ulrich
>
>p.s.: To the original poster: try wuarchive.wustl.edu via fsp, there should be
> somewhere a list of hosts around.

i had a list of fsp hosts, but none of them work anymore. they change
every week or so. besides, transferring with fsp is like downloading
something with a 300 bd modem compared to ftp. i don't see why fsp is
still around... slow, constanly changing, horrid user interface, etc...
i guess it's supposed to be an underground protocol for pirates and computer
porno freaks, but i don't see how using a different protocol can aid in
those activities. it's not like the authorities are stupid and can't compile
fsp on their machine... ??? sometimes even computer people are irrational.

--Bart

4796. Re: Stalker on Falcon w MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:55:34 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep29.165534.15828@brtph560.bnr.ca>
Source record: 200254

In article <CE1uBw.ECx@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
|>
|> Have any Falcon owners out there succesfully used Stalker with Multitos?
|> I like Connect but I am more familliar with Stalker V3.02.
|>
|> Thanks
|> Jack

I had problems with Stalker on my TT with MTOS (1.04 and up) but I solved the problem with a call to Gribnif.

There are to things to try first, from Gribnif:

If you are running STalker with MultiTOS, make sure that you have its memory protection flag turned off. STalker will not work correctly in memory protected mode.

Second, from myself:

Change Stalker to run in supervisory mode (I used Neodesk's show info to change it)

I prefer the second method because memory protection is still enforced for all other programs, and Stalker can access the serial port control registers.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4797. Re: Help, I can't unzip!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 16:58:20 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep29.165820.8137@solaris.rz.tu-clausthal.de>
Source record: 200364

In article 11700@tekig7.PEN.TEK.COM, georgew@tekig1.PEN.TEK.COM (George Walker) writes:
> Hmm, maybe I should have reworded the subject line.
>
> Specifically, I can't unzip files I've gotten from atari.archive.
> When I try using the versions of unzip that run on Unix (unzip V1.0)
> or my PC, they report something like "unknown compression method" for
In fact the compression method is unknown to these programs. It is the 'deflate'
method (included in ZIP versions >=2.0).

> stzip23.tos:
> (There were no docs with this one.)
There _are_. This program is a self-extracting archive. Just run it from the desktop
and it will unpack itself. If it exits immediately after starting, check if your
disk is write-protected or if you have enough free memory.
STZip can handle the 'deflate' method. It's the best Atari ZIP you can get!

ciao,
Chris

+--------------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Leibnizstr. 24/107 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany |
+--+

4798. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 17:38:09 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28ch61$55g@usenet.INS.CWRU.Edu>
Source record: 200361

In article <CE2KE5.EGB@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>Hi dear Atariers,
>
>Has anyone of you ever used Unix Windows (uw.arc, uw.tar.Z, uwREADME in a.a).
>The readme file supplied goes on about Mac stuff, and I was wondering if it is
>possible to use the program on the atari to access my X-Windows account from
>home. Is this a X-Windows clone. Will it give a motif feel to my Atari screen
>when logged on to a X-server?
>
>Replies would be appreciated, from people who have been exposed to this.
>
>TTFN
>
>-Danny

uw is definitely not x windows. uw just multiplexes terminals over a serial
line. in other words, you'll have multiple gem windows on your ST showing
output from multiple unix shells running on the remote machine. this
works very well, especially at higher speeds (9600+), but you can't run
things like xclock or xload, xv, etc... for that, you would really need to
be connected through an ethernet network. i suppose it could be done
with slip and xserver software (I heard it exists...), but it would be slow!

--Bart

4799. Re: Saving Falcon resolution screens to file

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 18:09:33 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CE4nrx.F2@freenet.carleton.ca>
Source record: 200362

In a previous article, Matija.Grabnar@ijs.si (Matija Grabnar) says:

>Does anybody have a utility capable of saving the screen to a file on a Falcon?
>There used to be a lot of savers that would make a .PI[123], or a
>monochrome .IMG file, but is there anything that would enable me to save
>a 256 or TC resolution on the Falcon?
>
>FTP-able, preferably....
>
>Thank you very much.
>--
>"My name is Not Important. Not to friends. But you can call me mister Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and an Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
> I speak for no one but myself.
>

There is an accesory that comes with gemview which will let you save any
size of IMG file in up to 8bit resolution. I think it is called SNAPSHOT.

--

!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
------------------------ac382@freenet.carleton.ca-----------------------------

4800. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 18:37:13 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749327833@acp5>
Source record: 200363

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>things like xclock or xload, xv, etc... for that, you would really need to
>be connected through an ethernet network. i suppose it could be done
>with slip and xserver software (I heard it exists...), but it would be slow!

Yes, you're perfectly right. I tried it with a 14400 baud connection using
not slip but term. It's really slow and only makes sense with X programs that
don't change the appearance of their windows too often.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4801. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 18:55:48 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep29.185548.28840@cscs.ch>
Source record: 200365

In article 1dg@usenet.INS.CWRU.Edu, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
> i had a list of fsp hosts, but none of them work anymore. they change
> every week or so. besides, transferring with fsp is like downloading
> something with a 300 bd modem compared to ftp. i don't see why fsp is
> still around... slow, constanly changing, horrid user interface, etc...
> i guess it's supposed to be an underground protocol for pirates and computer
> porno freaks, but i don't see how using a different protocol can aid in
> those activities. it's not like the authorities are stupid and can't compile
> fsp on their machine... ??? sometimes even computer people are irrational.
>
That is simply bullsh*t; there are integrated unser interfaces around that feel
much like ftp (have you tried to connect via telnet to an ftp port? Then you have
NO user interface). The speed depends very much on the priority the server process
has on the remote machine; in fact, under some circumstances, fsp can even be faster
than ftp. If your sites are all gone, that might be due to the fact that you
might be using the wrong servers.

Ulrich

4802. Strange Falcon Problem... Help again, please!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 19:22:53 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep29132253@flammulated.owlnet.rice.edu>
Source record: 200377
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, this time I have a really wierd problem with my Falcon... It
now locks up when doing certain things.

To be more precise, the machine locks up and I hear "static" through
my speakers when:

I try to save SCSI info in diamond edge
I try to start SETUP going (from the MINT install kit)
or when I access any of the three lowest "help" menu items from SETUP.

So, any ideas? All other things seem to work OK, so far - these are
the only times the problem occurs.

Thanks,

--
---> Kendall Gelner (kendall@rice.edu)

4803. Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 19:56:45 UTC
From: randyh@sad.hp.com
Message-ID: <CE4sqM.8Kv@srgenprp.sr.hp.com>
Source record: 200366

I can get a pretty good deal on a Quantum LPS105S and I was wondering if anyone out there has had any experience with them? I have an older ICD Host adapter, will it work with this drive? Do I need to disable parity or anything? Also, is it quiet? It probably is but the 20 meg Supra I have now is very loud. Don't want another one like that.

Thanks, Randy

--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

4804. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:08:32 UTC
From: gerco@cs.vu.nl
Message-ID: <CE4tA9.4KA@cs.vu.nl>
Source record: 200370

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>works very well, especially at higher speeds (9600+), but you can't run
>things like xclock or xload, xv, etc... for that, you would really need to
>be connected through an ethernet network. i suppose it could be done
>with slip and xserver software (I heard it exists...), but it would be slow!

You don't need an ethernet connect or slip, you definetly do need an Xserver
(what else is gonna show the stuff on your screen). And you need also someway
of redirecting the remote X-socket to a local X-socket. This can be done by
the program 'term' which is distributed with Linux packages.

So, if there is an Xserver working under MiNT (I would like that), then the
packages could in no time be ported. You have then effectively created your
own X-terminal. Ofcourse running X-programs locally is out of the question
(well feasiable for the Falcon/TT), they are too huge!

Greetings,
Gerco.

PS: Yes, term is slow!
--

+--------------------+---------------------+--------------------------------+
| And may the source |GC Ballintijn | Whatever you did, don't worry, |
| be with you... |Email: gerco@cs.vu.nl | just blame the computer. |

4805. CSTEX author's email address

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:14:09 UTC
From: randyh@sad.hp.com
Message-ID: <CE4tJM.9Az@srgenprp.sr.hp.com>
Source record: 200369

Could someone please send me CSTEX author's email address?

Thanks,
Randy
--
/*****************************/****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/****************************/

4806. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:16:45 UTC
From: gerco@cs.vu.nl
Message-ID: <CE4tny.4ov@cs.vu.nl>
Source record: 200372

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>works very well, especially at higher speeds (9600+), but you can't run
>things like xclock or xload, xv, etc... for that, you would really need to
>be connected through an ethernet network. i suppose it could be done
>with slip and xserver software (I heard it exists...), but it would be slow!

You don't need an ethernet connect or slip, you definetly do need an Xserver
(what else is gonna show the stuff on your screen). And you need also someway
of redirecting the remote X-socket to a local X-socket. This can be done by
the program 'term' which is distributed with Linux packages.

So, if there is an Xserver working under MiNT (I would like that), then the
packages could in no time be ported. You have then effectively created your
own X-terminal. Ofcourse running X-programs locally is out of the question
(well feasiable for the Falcon/TT), they are too huge!

Greetings,
Gerco.

PS: Yes, term is slow!
--

+--------------------+---------------------+--------------------------------+
| And may the source |GC Ballintijn | Whatever you did, don't worry, |
| be with you... |Email: gerco@cs.vu.nl | just blame the computer. |

4807. Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:29:25 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep29.202925.101304@zeus.aix.calpoly.edu>
Source record: 200371

I was thinking of picking up CALAMUS, but I know nothing about it other
than it is a Desktop Publishing program of some sort. What printers
does it support; Only Laser, or EPSON?? Can it import .GIF pictures.
Does it require 1MEG or more. Does it require > TOS 1.0, or a H.D.??

any info would be appreciated!

Thanks in advance.

Chris.

--
((((((|)))))))
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4808. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:33:34 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Sep29.203334.22581@brtph560.bnr.ca>
Source record: 200259

In article <1993Sep28.081553.15435@ajax.rsre.mod.uk>, haines@minotaur.dra.hmg.gb (John Haines) writes:
|> Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
|> : In article <1993Sep27.091500.22310@ajax.rsre.mod.uk> haines@minotaur.dra.hmg.gb (John Haines) writes:
|> : <stuff deleted>
|>
|> : Someone also mentioned WindowsNT being expensive compared with the GEM on
|> : the ST (or MultiTOS). However, remember that to get Windows (Not NT) is
|> : about the same cost as an upgrade to MultiTOS for my machine!
|>
|> : Ahh, but you GET Windows for free with the ST, it's called the
|> : desktop. Multitos gives you multitasking, which only NT (not Windows)
|> : gives you. And try running Windows is less than 16 meg (yah I know it
|> : SAYS "boots in 12", but that is truly an unusable config)
|>
|> : --
|> : ---> Kendall Gelner (kendall@rice.edu)
|>
|> OK then. I have on my work PC a word processor and a graphics package
|> running, and a file manager. OK it is slow, but I can type away at my word
|> processor, then check my disk space, perhaps send the file over kermit and
|> then go back to my word processing - all without exiting a program. And
|> the file transfers carry on in the background (albeit slowly). Don't I
|> need MultiTOS to do that on my ST?

Nope. But you will end up using up your three of your six permanent processes (Desk accessories) for word processing, telecommunications, and command shell. All this in 512k of memory. :)

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

4809. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:43:03 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Sep29.164303@helix.nih.gov>
Source record: 200374

In article <1993Sep29.143223.4630@newshost.lanl.gov>,
hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article F8u@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
|> >In article <91670@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com
writes:
|> >|> Things have not changed at Atari from the situation six years
ago, other
|> >|> than to have gotten worse.
|> >|>
|> >Wake up & smell the coffee Bob. Atari may well be doing their usual
stuff
|> >but 3rd party support for the Falcon is good and growing. I know
though
|> >that no matter how much people tell you the reality of the matter,
you
|> >prefer to ignore it and winge.
|>
|> Yeh, but ya gotta just love Bob for his consistency. :)
|> Now, where's my old mate Peter Sinclair been these days? Falcon
shopping? :)
|>

Apparently, he is off looking for a Jaguar in an IBM store ;^)

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

4810. ***** ST Stuff FOR SALE !!!! ********

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:52:08 UTC
From: carrollw@ucs.orst.edu
Message-ID: <28cshp$l4s@gaia.ucs.orst.edu>
Source record: 200375

I Have the following for sale!!!!

Xtra-RAM delux memory expantion board:
Can add up to 4 Meg using SIMMs

TOS Expan. board (from CODEHEAD)
Upgrade to TOS 2.6 Chips included

Atari Color Monitor

3.5 DS/DD Master Drive

I.B. 5 1/4 drive for the ST

Word Perfect for the ST (with papers)

Respond to carrollw @ ucs.orst.edu

4811. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:56:31 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <28cspv$sj0@usenet.rpi.edu>
Source record: 200373

What directory is it in ?
I know a lot of guys who could not find it.

- Amal

/* my prob: getting connect to work on IBX 9600buad modem */

4812. Re: Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 20:56:41 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <28csq9$rcv@reznor.larc.nasa.gov>
Source record: 200376

In article <CE4sqM.8Kv@srgenprp.sr.hp.com>, randyh@sad.hp.com (Randy Hosler) writes:
|> I can get a pretty good deal on a Quantum LPS105S and I was wondering if
|> anyone out there has had any experience with them? I have an older ICD
|> Host adapter, will it work with this drive? Do I need to disable parity
|> or anything? Also, is it quiet? It probably is but the 20 meg Supra I
|> have now is very loud. Don't want another one like that.
|>
|> Thanks, Randy

I've once had this drive with my former MEGA-4, in an external case.
The performance of the LPS105S is EXCELLENT. It is quiet, very fast
and very reliable. I never had any problem with the drive.

The drive was connected to the computer with an ICD host adapter.
IMO, it shouldn't be important how old your adapter is.

Unfortunately, I can't tell you anything about the parity.

Chris.

4813. lexicor & cybercube

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:05:43 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <28ctb7$sqq@usenet.rpi.edu>
Source record: 200378

Great graphics cards and stuff .... you guys really
compete fiercely. BTW will the price of the sunrise card "ever" fall ?
I can't even dream of "dreaming" of affording such a card.
I'd buy a car first. But I'm sure it's nice and very powerful.

4814. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:27:23 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28cujr$kns@nermal.cs.uoguelph.ca>
Source record: 200380

Mark Cookson (mcookson@flute.aix.calpoly.edu) wrote:
: No. archive.umich is NOT at all very busy. They are just very
: restrictive. They allow 10 to 60 anon ftp users depending on the time.
: wuarchive allows 200.
: A few years ago, umich was a decent place. Now I still like the
: speed, but you can never count on getting on. (At any time)

: - mike
Use BART...I requested an index, and it appeared in my mailbox in
literally minutes, about 180K, and this in the middle of the day.

THeo

4815. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:27:44 UTC
From: alex@falcon.demon.co.uk
Message-ID: <749338064snz@falcon.demon.co.uk>
Source record: 200382

In article <CE3Int.Hq0@world.std.com> Lexicor@world.std.com writes:
>SUperNOVA can display 640x480 in 32bit Color Graphics (not 800x600x32bit as
>both boards have 2 Megabyte VRAM and 800x600x32bit wouldn't fit in VRAM)

Um, 800x600x32 is 1875Kb of RAM which last time I looked fitted into 2Mb;
certainly the Cyrel Sunrise M16-1280 card I'm using at the moment does
800x600x32bit...

--
Alex Kiernan
alex@falcon.demon.co.uk

4816. Re: Saving Falcon resolution screens to file

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:33:42 UTC
From: alex@falcon.demon.co.uk
Message-ID: <749338422snz@falcon.demon.co.uk>
Source record: 200383

In article <1993Sep29.101314.609@cathy.ijs.si> Matija.Grabnar@ijs.si writes:

>Does anybody have a utility capable of saving the screen to a file on a Falcon?
>There used to be a lot of savers that would make a .PI[123], or a
>monochrome .IMG file, but is there anything that would enable me to save
>a 256 or TC resolution on the Falcon?

If you're interested in commercial ones ImageCopy2 from the ST Club (in the
UK) is superb (writes TIFF & IMG).

--
Alex Kiernan
alex@falcon.demon.co.uk

4817. **FOR SALE: SPECTRE GCR w/ ROMS**

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:42:53 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Sep29.134253.1@aurora.alaska.edu>
Source record: 200381

I have a Spectre GCR with 128K Mac Roms and some PD software and stuff
for sale. It works great, But a friend of mine went to Russia and gave me
his old mac.
I'm asking $175 plus shipping for the whole thing.
Send me a message if you need more info.

4818. Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 21:57:10 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <749343703.AA00595@byte.bbs.no>
Source record: 200397

>If someone could help me with some ideas, recommendations, description
>possible set-ups (email or posts), I would be most grateful.

I think you will find CuBase (from Steinberg) to suit your needs...
Alternativly Creator or Notator (both from C-lab)...

(personally I think those are the only ones if you want the best)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

4819. For Sale: 1040ST System (cheap)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 22:36:33 UTC
From: David Talaga <talaga@uclac1.chem.ucla.edu>
Message-ID: <28d2li$88r@news.mic.ucla.edu>
Source record: 200384

I have the following:

1040st 1MB/internal DSDD
Atari RGB Monitor
Atari Mono Monitor
Atari 20MB HD
External DSDD Floppy
Epson JX-80 Color Dot Matrix Printer
Digi-Eyes Color Video Digitizer
Spectre GCR Mac Emulator
Happy Discovery Cart
Cordless Mouse
Atari 1200bps Modem
Supra 2400bps Modem

Various Original Software (Mark Williams' C, Word Perfect, Games, etc.)
Tons of STart+disks (if you want them)

And probably more that I've forgotten.

$600

If you want one of the Peripherals !! make an offer.

David Talaga
UCLA Department of Chemistry
Talaga@uclac1.chem.ucla.edu

4820. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 23:08:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15679@uqcspe.cs.uq.oz.au>
Source record: 200385

incp@rz.tu-clausthal.de (Christian Perle) writes:

>IMHO Dungeon Master is still the best computer roleplaying game.

Other than NetHack.

--
Warwick
(actually, I too am impressed by Dungeon Master - mainly because it runs
on my TT. I would have thought that one of the more recent games - Amber*
for example - would be better)
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4821. Re: Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 23:12:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15681@uqcspe.cs.uq.oz.au>
Source record: 200388

christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:

>/* game features */
>/* #define POLYSELF /* Polymorph self code by Ken Arromdee */

BUMMER!

>The hardest thing to sacrifice was the Tourist code, but this is
>probably inevitable, as it accounts for a major reduction in the code
>size.

At least removing the tourist has minimal effect on other classes (except
for players that like to use PYEC!).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4822. Re: FSP sites..(Yes, fSp-sites, not fTp)

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 23:18:38 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28d54e$a19@usenet.INS.CWRU.Edu>
Source record: 200386

In article <1993Sep29.185548.28840@cscs.ch> kuehn@cscs.ch writes:
>In article 1dg@usenet.INS.CWRU.Edu, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>> i had a list of fsp hosts, but none of them work anymore. they change
>> every week or so. besides, transferring with fsp is like downloading
>> something with a 300 bd modem compared to ftp. i don't see why fsp is
>> still around... slow, constanly changing, horrid user interface, etc...
>> i guess it's supposed to be an underground protocol for pirates and computer
>> porno freaks, but i don't see how using a different protocol can aid in
>> those activities. it's not like the authorities are stupid and can't compile
>> fsp on their machine... ??? sometimes even computer people are irrational.
>>
>That is simply bullsh*t; there are integrated unser interfaces around that feel
>much like ftp

i must not have seen them... the standard distribution doesn't have an
intererface... and don't tell me a bunch of utility programs is an interface..

>(have you tried to connect via telnet to an ftp port? Then you have
>NO user interface).

i fail to see why somebody would telnet to an ftp port.

> The speed depends very much on the priority the server process
>has on the remote machine;

which means that usually it has low priority

> in fact, under some circumstances, fsp can even be faster
>than ftp.

yea, under "some circumstances"... under some circumstances, dos
can be a good OS... under some circumstances a man can be a woman...
etc, etc..

>If your sites are all gone, that might be due to the fact that you
>might be using the wrong servers.

oh... yea, the "wrong" servers... ok then, can you give me some "correct"
servers?

--Bart

4823. Re: Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 23:28:10 UTC
From: Lexicor@world.std.com
Message-ID: <CE52Iz.2w5@world.std.com>
Source record: 200387

In article <3010.2CA85087@mechanic.fidonet.org>,
Bill Jones <Bill.Jones@p0.f370.n231.z1.FIDONET.ORG> wrote:
>MK> From: mkite@lincoln.gpsemi.com (Martin Kite)
>MK> In the FAQ for hardware there is a section about Graphic Cards for the ST
>MK> which talks about boards from a company called Matrix Datensystem
>MK> or Matrix GmbH but there is no address for them in the faq.
>
>I believe the Matrix card is sold under the name "NovaCard" in the US by Lexicor. You might want to check with them.
No no no :) Matrix Cards are Matrx Card from Matrix...NOVA is sold in the USA
by Lexicor but are in fact from Computerinsel..they are two different products.

Yat :)

>
>--
>Internet: mechanic.fidonet.org
>UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
>Note: The opinions stated in this post are only my own!

4824. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-09-29 23:28:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15682@uqcspe.cs.uq.oz.au>
Source record: 200389

hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 69M@netcom.com, ekrimen@netcom.com (Ed Krimen) writes:
1>incp@rz.tu-clausthal.de writes:
2>>
3>>I wonder if someone knows the difference between the 68881 and 68882 FPU.
4>
5> 68882
6> - 68881
7> -------
8> 1
9>
0>I saw this done on GEnie once. :-) Was it you, Hutch?

>Geez, if it _was_ me Ed, I'd fersure never admit it now! :)

To get back to earth, note that the 68882 really IS one more than the 68881,
because the 68882 is basically a 68881 with two execution units in it.
(or so I'm told)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

4825. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 00:02:56 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28d7ng$dmq@usenet.INS.CWRU.Edu>
Source record: 200390

In article <CE4tA9.4KA@cs.vu.nl> gerco@cs.vu.nl (Ballintijn GC) writes:
>[blah blah] Ofcourse running X-programs locally is out of the question
>(well feasiable for the Falcon/TT), they are too huge!

well, if someone ports real unix over to the ST, that'll be great...
i've worked on HP 9000/320 workstations which run on a 68020 and /340
(68030's), and they're quite acceptable workstations... so, i think it's
entirely possible to run Unix and X on all ST's... (well, maybe the
68000's would have to be accelerated)... the problem would be the small
screen...

>Greetings,
> Gerco.

--Bart

>PS: Yes, term is slow!

i believe you...

4826. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 00:07:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28d7vp$2bc@news.dmpe.CSIRO.AU>
Source record: 200396

Well Hutch, It seems as if we have a big box of hen' teeth down here - the contempible I am typing on at the moment uses a NEC MultiSync 3D, and there's a few more around .....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4827. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 00:08:48 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749347728@pv0a27.vincent.iastate.edu>
Source record: 200395

In <28cspv$sj0@usenet.rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

> What directory is it in ?
>I know a lot of guys who could not find it.

>- Amal

>/* my prob: getting connect to work on IBX 9600buad modem */

I could not find it either.... It would be really nice to play around with...
Oh well...
--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

4828. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 00:36:53 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep30.003653.8792@ibr.cs.tu-bs.de>
Source record: 200394

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

> well, if someone ports real unix over to the ST, that'll be great...
>i've worked on HP 9000/320 workstations which run on a 68020 and /340
>(68030's), and they're quite acceptable workstations... so, i think it's
>entirely possible to run Unix and X on all ST's... (well, maybe the
>68000's would have to be accelerated)... the problem would be the small
>screen...

No, the problem would be that the ST has no mmu (no real mmu), which
can map logical to physical addresses and protect memory from unwanted
access.

Urs

4829. Re: UPGRADE NOTICE __WARP 9-- to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 00:42:36 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28da1s$ap5@galaxy.ucr.edu>
Source record: 200398

If Warp 9 doesn't work under MTOS, why not just get Geneva and call it a day? Warp 9 works fine with Geneva. Geneva is faster, better AES and more compatible than MTOS will ever be.

--Paul
phruby@ucrengr.ucr.edu

4830. Re: Combination Gemini & HSC bombs

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:37:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4ta2c5galXc@semprini.waterloo-rdp.on.ca>
Source record: 200205

In <CDzJy4.79p@cs.vu.nl>, Ballintijn GC writes:
> Hello,
>
> I'm trying to use HSC1.40 under Gemini (Mupfel really) and
> when I start make (without params) there are bombs (2 or 3). This
> really sucks. But I don't who to blame or more constructively, what
> to do about it. It has to do with the args, so far am I. But I don't
> know what to do. I like both and want to use both... Together!

There is a bug in the dLibs strtoul() (I think... it was one of the
str*() functions) that Ian seems to have forgotten to fix... It showed
up really early in the 1.40 beta test, and was fixed real soon... Ian
should learn to use RCS or something to track bugfixes! ;-)

The fix involves rebuilding the dLibs library, and then rebuilding all
of the utilities. Not something you can do easily. :-\
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4831. Re: elm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:42:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.55nIpEzFDCA@semprini.waterloo-rdp.on.ca>
Source record: 200207

In <2873faINNna9@coli-gate.coli.uni-sb.de>, Benjamin Lorenz writes:
> Well, I read your posting, ftp'ed the newest version of elm (2.4 PL22) and
> compiled it with no greater problems on my TT... :-)
>
> If there is some interest, I can upload it on some ftp-servers.
> MiNT and Minix FS are required because I didn't change any filenames.
>
> PS: trn is also running on my Atari! Interested?

Yes, please, both! I'll kiss your feet! :)

I was trying to compile elm, but I couldn't get the Configure script to
run properly. :-(So far, I've been too lazy to do it by hand...

Now on to get Taylor going, and I'll be able to ditch this slow TOS fs
and use minixfs for my news and email (I guess Hermes will have to go
too then...).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4832. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:44:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zZbaAoIAmr2@semprini.waterloo-rdp.on.ca>
Source record: 200209

In <284nbl$qfp@news.u.washington.edu>, Shake the Disease writes:
> What kind of spport is out there for the Falcon? I used an Atari ST some
> six years ago and loved the machine, but hated the lack of support. I may
> look into the purchase of a Falcon if the support factor is large enough to
> justify the purchase.

Atari's support for the Falcon is about what it was for the ST, if not
worse.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4833. Re: ISHAR 2

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:47:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iCIKXgJnDD2@semprini.waterloo-rdp.on.ca>
Source record: 200206

In <1993Sep27.141937.28498@news.unige.ch>, Mike Morris writes:
> Help! I cannot get Ishar 2 to work on my hard disk (Stacey). It
> works fine from floppies - but the disk access is a pain in the port -
> and I can copy it onto the HD, and even get through the intro.
> Then it checks the copy protection on the floppy, and sticks,
> announcing a hard disk error (the HD is fine).
> Any clever ideas?

Not a solution, but... Does this mean ISHAR 2 will work in monochrome,
or do you have a severely mutated STacey?

So far, Wonderland is the only resolution-independant game I've found...
and it's much nicer to play in monochrome (thanks to the extra screen
area).
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4834. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:51:28 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep29.215128.17356@cobra.uni.edu>
Source record: 200400

In article <1993Sep29.164303@helix.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> In article <1993Sep29.143223.4630@newshost.lanl.gov>,
> hutch@bellman.lanl.gov (John Hutchinson) writes:
> |> In article F8u@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
> |> >In article <91670@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com
> writes:
> |> >|> Things have not changed at Atari from the situation six years
> ago, other
> |> >|> than to have gotten worse.
> |> >|>
> |> >Wake up & smell the coffee Bob. Atari may well be doing their usual
> stuff
> |> >but 3rd party support for the Falcon is good and growing. I know
> though
> |> >that no matter how much people tell you the reality of the matter,
> you
> |> >prefer to ignore it and winge.
> |>
> |> Yeh, but ya gotta just love Bob for his consistency. :)
> |> Now, where's my old mate Peter Sinclair been these days? Falcon
> shopping? :)
> |>
>
> Apparently, he is off looking for a Jaguar in an IBM store ;^)

I am back.. More good news. New Quadras out on October 4. The first 040 Mac Quadra with monitor and keyboard for $1500 list.

Quadra 605 4/80 with monitor $1500
Quadra 610 8/160 with 25 mhz 040 and ethernet for $1549 list
Quadra 650 8/230 with 33 mhz 040 and ethernet for $2299 list

As usual the Falcon has lost the price/performance. Lets see Atari can beat its last quartely sales of six million with a three million quarter. Can Atari go lower than that and survive with massive layoffs? Stay tuned for further details.

Peter Sinclair-Day
University of Northern Iowa

>
> --
> Rick Venable (301) 496-1905 |=| "Eschew
> FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
> Bethesda, MD 20892 USA |=|

> rvenable@helix.nih.gov |=| -- the Phantom Nerd

Don't E- Mail me please...

4835. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 02:55:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Rqd7JjPPFaw@semprini.waterloo-rdp.on.ca>
Source record: 200208

In <286mo5$1dbv@obelix.uni-muenster.de>, Julian Reschke writes:
> The Speedo font engine is faster and uses less memory (as compared to the available
> PS engines).

I'll agree that it's faster than ATM (since I've used both on the same
hardware), but the memory requirements are worse, and Speedo's _really_
slow if you have more than about 10 fonts active.

I'd be willing to wait a little longer for fonts to render if they were
type-1; there are thousands available for free or for low ShareWare
fees. I have an Atari, I'm used to waiting... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4836. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 03:20:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91957@cup.portal.com>
Source record: 200253

What I find very amusing is the number of "Atari supporters" who apparently have nothing to say in answer to the original question that started this thread.

John Hutchinson: So you'd rather belittle the answer I gave than give one of your own..? Who's being predictable now..?

Richard Venable: You think your post was amusin? Why not save the net bandwith with your "Atari cheerleader" comments, and give a useful answer to the original question?

You wasted over 1K of space, including a large .sig, to say essentiallly nothing.

I have to wonder why it is none of you have tried to answer the question about the state of the Atari market now, as compared to six years ago...

Maybe you're afraid to take a non-rose colored look at it..?

(Or shall we just lie to the guy, so he'll have to suffer along too..?)

BobR

4837. ST-Keep.

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 03:34:04 UTC
From: guest@gandalf.otago.ac.nz
Message-ID: <guest.1.749360044@gandalf.otago.ac.nz>
Source record: 200252

Posted for a friend.

I am looking for a bulletin board package called ST Keep. I was told that I might have some luck finding it somewhere here so if anyone's got it (or knows where it is), gimme a yell.

{post here - Ed}

Thanks in Advance.

4838. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 04:45:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91964@cup.portal.com>
Source record: 200255

Sorry, I don't frequent High Street Atari shops, or read UK magazines.

My experience is that Atari promised great things for the Falcon,
and they did not deliver.

Atari dealers are even harder to find, there is NO advertising, and
even the hard-core developers are pissed off at the non-support.

I can't report on what's happening elsewhere, only my own direct experience.
If you call that "whining", then that's really too bad. The truth may not
be pleasant, but it's a truthful answer to the original question that
was asked here.

Why not answer the original message with your own experiences instead of
turning it into personal attacks and a flame war..?

BobR

4839. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 05:55:58 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep29235558@flammulated.owlnet.rice.edu>
Source record: 200264

In article <1993Sep30.003653.8792@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

> well, if someone ports real unix over to the ST, that'll be great...
>i've worked on HP 9000/320 workstations which run on a 68020 and /340
>(68030's), and they're quite acceptable workstations... so, i think it's
>entirely possible to run Unix and X on all ST's... (well, maybe the
>68000's would have to be accelerated)... the problem would be the small
>screen...

No, the problem would be that the ST has no mmu (no real mmu), which
can map logical to physical addresses and protect memory from unwanted
access.

Not a problem for TT's and Falcon's, which can do both these things.
And have a larger screen area..

--
---> Kendall Gelner (kendall@rice.edu)

4840. From C to C++

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 06:58:30 UTC
From: pinstall@dec5.ulb.ac.be
Message-ID: <3076@rc1.vub.ac.be>
Source record: 200260

Hello C++ world,

I have writtten a middel size (about 20 000 lines) in Turbo C 2.0 with the GEM
interface on a megaST4 TOS 1.4 that I would like to improve with C++ extension.

If I remind correctly there is G++ which could do the job, does it ?
What do i need that for ?
What are the common pitfall in the conversion ?
Is there other solution ?

Any advice wellcome !

Patrick INSTALLE (pinstall@vub.ac.be)

4841. NVDI

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca9deca@stacken.ct.se>
Source record: 200257

> From: jhenders@jonh.wimsey.bc.ca (John Henders)
>
> Also, regarding nvdi, much as I was a fan of it on my mega, the
> numbers didn't look all that impressive for the new Falcon version,
> at least the numbers for 256 colour mode posted a few months ago from
> their first Falcon release. Have they managed to do better now?

I haven't got the exact figures right now, but I can say this much: The 256 colour mode now feels about as fast as the 16 color mode without it.

I might post a full benchmark for you later...

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4842. NVDI on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca9f3b8@stacken.ct.se>
Source record: 200258

I've been running some benchmarks with NVDI on my Falcon and this is what I
came up with. The '!!!'s indicates some remarkable good results IMHO.

Programs in \AUTO: TCACHE60.PRG SPEAKOFF.PRG FPATCH2.PRG NVDI.PRG MACCEL34.PRG
SLECTRIC.PRG SB_DEMO.PRG
DA's: XCONTROL.ACC

All tests done with GEM Bench v3.10 . Ofir Gal 5.8.93

```
==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
==========================================
GEM Dialog Box: 1.230 317%
VDI Text: 0.360 1065%
VDI Text Effects: 0.980 846%
VDI Small Text: 0.495 860%
VDI Graphics: 2.330 398%
GEM Window: 0.765 199%
Integer Division: 1.545 100%
Float Math: 2.605 102%
RAM Access: 1.050 104%
ROM Access: 1.135 102%
Blitting: 0.880 131%
VDI Scroll: 1.120 254%
Justified Text: 1.720 210%
VDI Enquire: 0.675 254%
==========================================
Average: 353%
Graphics: 453%
CPU: 102%

==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
Reference = TT + Fast RAM + FPU
==========================================
GEM Dialog Box: 1.230 256%
```

```
VDI Text: 0.360 1205%
VDI Text Effects: 0.980 737%
VDI Small Text: 0.495 824%
VDI Graphics: 2.330 251%
GEM Window: 0.765 133%
Integer Division: 1.545 49%
Float Math: 2.600 4%
RAM Access: 1.045 63% !!!
ROM Access: 1.130 61%
Blitting: 0.885 193%
VDI Scroll: 1.115 256%
Justified Text: 1.720 231%
VDI Enquire: 0.675 161%
==========================================
Average: 316% !!!
Graphics: 424% !!!
CPU: 44%

==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE + Blitter
==========================================
GEM Dialog Box: 1.230 371%
VDI Text: 0.360 1391%
VDI Text Effects: 0.980 1251%
VDI Small Text: 0.495 1108%
VDI Graphics: 2.330 611%
GEM Window: 0.765 172%
Integer Division: 1.545 286%
Float Math: 2.600 115%
RAM Access: 1.045 150%
ROM Access: 1.130 139%
Blitting: 0.885 196%
VDI Scroll: 1.115 358%
Justified Text: 1.720 283%
VDI Enquire: 0.675 246%
==========================================
Average: 476% !!!
Graphics: 598% !!!
CPU: 172%

==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
```

```
Reference = ST, No Blitter
==========================================
GEM Dialog Box: 1.230 686%
VDI Text: 0.360 3723%
VDI Text Effects: 0.980 2397%
VDI Small Text: 0.495 2013%
VDI Graphics: 2.330 1111%
GEM Window: 0.765 511%
Integer Division: 1.545 582%
Float Math: 2.600 217%
RAM Access: 1.045 301%
ROM Access: 1.130 279%
Blitting: 0.885 1323%
VDI Scroll: 1.115 1182%
Justified Text: 1.720 798%
VDI Enquire: 0.675 393%
==========================================
Average: 1108% !!!
Graphics: 1413% !!!
CPU: 344%

==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 400 * 16 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
==========================================
GEM Dialog Box: 1.795 217%
VDI Text: 0.635 603%
VDI Text Effects: 1.560 532%
VDI Small Text: 1.155 368%
VDI Graphics: 4.105 226%
GEM Window: 1.355 112%
Integer Division: 1.545 100%
Float Math: 2.720 98%
RAM Access: 1.095 100%
ROM Access: 1.140 101%
Blitting: 3.000 38%
VDI Scroll: 4.115 69%
Justified Text: 3.200 113%
VDI Enquire: 0.715 240%
==========================================
Average: 208%
Graphics: 251%
CPU: 99%

==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Disabled, NVDI 2.50 present
```

```
Video Mode = 640 * 400 * 256 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
=========================================
GEM Dialog Box: 2.915 133%
VDI Text: 0.915 419%
VDI Text Effects: 3.235 256%
VDI Small Text: 1.260 338%
VDI Graphics: 5.890 157%
GEM Window: 2.230 68%
Integer Division: 1.545 100%
Float Math: 2.905 91%
RAM Access: 1.165 94%
ROM Access: 1.155 100%
Blitting: 16.280 7%
VDI Scroll: 7.680 37%
Justified Text: 4.635 78%
VDI Enquire: 0.765 224%
=========================================
Average: 150%
Graphics: 171%
CPU: 96%

=========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 816 * 288 * 16 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
=========================================
GEM Dialog Box: 1.580 246%
VDI Text: 0.455 842%
VDI Text Effects: 1.035 801%
VDI Small Text: 1.170 364%
VDI Graphics: 2.840 326%
GEM Window: 1.085 140%
Integer Division: 1.545 100%
Float Math: 2.860 93%
RAM Access: 1.145 96%
ROM Access: 1.150 100%
Blitting: 1.310 88%
VDI Scroll: 2.140 133%
Justified Text: 2.010 180%
VDI Enquire: 0.720 238%
=========================================
Average: 267%
Graphics: 335%
CPU: 97%
```

```
==========================================
Falcon 030 TOS 4.01, MiNT not present
Blitter Disabled, NVDI 2.50 present
Video Mode = 800 * 288 * 256 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
==========================================
GEM Dialog Box: 2.470 157%
VDI Text: 0.615 623%
VDI Text Effects: 1.975 420%
VDI Small Text: 1.310 325%
VDI Graphics: 4.115 225%
GEM Window: 1.645 92%
Integer Division: 1.550 99%
Float Math: 3.245 82%
RAM Access: 1.280 85%
ROM Access: 1.170 99%
Blitting: 6.860 16%
VDI Scroll: 4.225 67%
Justified Text: 2.870 126%
VDI Enquire: 0.850 202%
==========================================
Average: 187%
Graphics: 225%
CPU: 91%

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------\__F_A_L_C_O_N__0_3_0__/----------------------<<
```

4843. Re: CSTEX author's email address

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 07:30:37 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <GMT30Sep.93.29159@work1.rhrz.uni-bonn.de>
Source record: 200261

In article <CE4tJM.9Az@srgenprp.sr.hp.com> randyh@sad.hp.com (Randy Hosler) writes:
>Could someone please send me CSTEX author's email address?

He does not have an email address anymore. He does subscribe to the German Mausnetz and his address there is Christoph_Strunk@kr.maus.de, but he hardly ever logs on there any more. You'd be better off writing him a letter. If you want a reply, include an IRC.

Sorry, but that's life.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

4844. Re: Cyril Sunrise video c

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 07:47:46 UTC
From: Lexicor@world.std.com
Message-ID: <CE5pnn.79v@world.std.com>
Source record: 200262

In article <5347.1288.uupcb@nezuld.com>,
Dirk Vandenheuvel <dirk.vandenheuvel@nezuld.com> wrote:

>Yat, this is the first I've heard that any color graphics board could be
>used on a non-Mega ST(E). I have a 1040 STE with 4MB and a 16MHz Adspeed
>installed, space inside the case is mighty tight. Can I install/use a NOVA
>card?? If so could you talk a little bit bout the specs (and hey Mike you
>wanna sell that Nova card then :>...)
>
>--Dirk--
>

Sure! I'll certainly give you all the info you want :), anyone else who
want's to have more info about the NOVA or SuperNOVA just simply email:

Lexicor@world.std.com

and you'll get all the NOVA info (and Lexicor Software stuff) you want :)

Dirk...and yes, the NOVA will run on your 1040 STE...however it will have
to be the Megabus version, but there are upgrade path's too..

Yat

4845. Re: TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 08:17:20 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.68.2CAA9610@dhhalden.no>
Source record: 200263

MegaVision is SLOW (sucks ....)
NOVA is external .....(BIG ugly box outside the machine .....)
Spectrum TC : NICE, good speed, NVDI driver, 640 x 480 x 24-Bit .....
Crazy Dots (not 24 bit ......)

Yat , you are trying to sell hardware ..... :-)

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

4846. Re: BLOODWYCH HELP! found

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 08:43:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A12596@KI.maus.de>
Source record: 200182

D>I don't suppose someone around here could lend me a hand with Bloodwych?
Why? What problems do you have? Fell free to ask me! :-)

Ciao,
Carsten

4847. Re: 68882 coprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 08:47:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A12597@KI.maus.de>
Source record: 200183

P>Are all 68882 coprocessors the same? I might be able to buy one which
P>is from a mac and I am wondering if it will work in a falcon. Does it
P>have to be a certain speed or am I thinking of something else?
Not all 68882 coprocessors are the same. There are variants regarding the clock-frequency. But all these 68882 should work perfectly in your Falcon as far as I know. But you SHOULD (you do not have to) use a 68882 with 32 MHz, which allows you upgrade your Falcon-motherboard with higher-clockfrequencies.

Ciao,
Carsten

4848. Re: Re: 6502 Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 08:58:12 UTC
From: koch@sylt.informatik.uni-kl.de
Message-ID: <koch.749379492@sylt>
Source record: 200265

>Andrew Silver (silvera@p4.cs.man.ac.uk) wrote:
> Can anybody point me to a 6502 microprocessor emulator that can be
> used as a basis for a 6502-based computer emulator. I was thinking
> in particular about the Acorn Electron.

There are several Apple][emulators available on anonymous ftp.
They all contain a 6502 emulation. Some are 80x86 assembler (for IBM-PC),
others are written in C (mostly for Unix, Amiga etc).
Here is a list of emulators (from the FAQ of alt.emulators.ibmpc.apple2):

for IBM-PC:
apl2em -Randy Spurlock's][+ emulator (version 1)
apl2em-2 -Randy Spurlock's][+ emulator (version 2)
applemu -48K][+ Emulator (author unknown)
for Unix:
ap2e and ap2egl -Randy Frank's Apple //e emulator
II+simulator -Ben Koning's Apple][Emulator
apple2 -Peter Koch's Apple][+ emulator
Apple2Emul -Rich Skrenta's Apple II emulator
(with Amiga CLI from Tom Markson)
for Amiga:
Apple2Emul -see above
AppleOnAmiga -Claudio Nieder's Apple 2 Emulator
(written in Modula-2 (M2Amiga V4.1))

Look at the following ftp-servers:
wilbur.stanford.edu:/pub/apple2
ftp.uni-kl.de:/pub/apple2/emulators

In his response to Andy's posting, Theo Hopman (thopman@herman.cs.uoguelph.ca)
wrote:
>The Apple][emulator in the Emulators directory of atari.archive is
>basically a 6502 emulator. You have to load the operating system from
>disk, if I recall correctly, so you should, in theory, be able to use it
>to emulate an Electron...But the question arises: Why? Wouldn't it be
>easier just to buy an old Electron (unless they're rare/expensive)?

Because it's much fun writing such an emulator!!
I've written an Apple][+ emulator (for Unix and X Windows) ;-)
You can learn a lot about programming in general and the hardware of the
emulated computer.

>Emulating it on a regular ST will be _slower_ than the real thing.

Of course! Even in highly optimized 68000 assembler you couldn't expect
it running as fast as an orig. Acorn Electron.

From my experience (on a Sun 3/260 with an 68020 25MHz), my 6502 emulation
(written in C) runs 6 times slower than a 6502 at 1MHz :-(
I've heard, that apl2em-2 (Apple][+ emulator in 80x86 assembler) runs at
fair speed on a 386SX at 33Mhz.

Peter (koch@infromatik.uni-kl.de)
--
@@@

4849. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:01:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE5t33.G4y@barclays.co.uk>
Source record: 200160

In article <1993Sep29.202925.101304@zeus.aix.calpoly.edu>, cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:
|>
|> I was thinking of picking up CALAMUS, but I know nothing about it other
|> than it is a Desktop Publishing program of some sort. What printers
|> does it support; Only Laser, or EPSON?? Can it import .GIF pictures.
|> Does it require 1MEG or more. Does it require > TOS 1.0, or a H.D.??
Calamus is pretty much the premier DTP package for the ST/TT/Falcon. There are 3 versions - the original, Calamus S and Calamus SL. The latter being full colour, thr former 2 mono but with increasing power. I wouldn't try and run it off floppies unless you really had to. As with any DTP package, you need a lot of hardware. I'd say 1Mb would be tight. better with 4 especially if you use a lot if images and fonts.

It uses it's own font scaling technology which *some* people consider to provide superior output to postscript.

I wouldn't use *any* Atari with a TOS <1.4 it's just not worth the hassle considering how cheap it is to upgrade and the resulting benefit - especially HD handling.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4850. Re: Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:15:15 UTC
From: djs@jet.uk
Message-ID: <1993Sep30.091515.19867@jet.uk>
Source record: 200274
Cross-posted to: comp.sys.atari.st,rec.music.makers,rec.music.makers.synth

In <CE4H9w.36B@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>You can pretty much do what ever you want! You have sequencers which will provide
>multitrack programming. PD ones tend to only go to 32track. Commercial ones go to
>64 track, 96 tracks and probably more. via expansion boxes. You can sync to SMPTE
>...
Why do you need an expansion box for 64/96 tracks? I think you're confusing
tracks with MIDI channels. I run a sequencer with numerous tracks, but
do not need any expansion provided I keep to 16 channels.

Two examples:
1) I put the basic drum parts on one track, and the percussion overdubs
on a separate track. This aids arrangement. But they are on the same
MIDI channel as both come from the same device.

2) When running short of sound generators, I might have my D50 producing,
say, a piano on the intro and strings on the chorus; I would keep these
separate parts on separate tracks, but they share a MIDI channel.
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4851. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:17:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE5tu0.G9w@barclays.co.uk>
Source record: 200161

(load sof text doing just what Bob complained about - deleted)
Bob,
All I can say is that I bought a Falcon after having to call a lot of
places due to the fact all stock was selling out as soon as it arrived in the UK.
Note a *lot*. We have many places to buy from. Prior to this, Atari aanounced the
public availability of Falcon programming docs. They didn't use to do this. I
have found it easy to buy Falcon specific software - there is quite a bit about.
I have loads of Falcon PD - including direct to HD sampling packages, GIF,TIFF
showers, great games (Nethack - worth buying a Falcon for!) and much more. Atari
also had an advertising run upto the release of the Falcon in the UK and are
still advertising it now. All the music/MIDI mags rave about the Falcon.

All my software bar VIP Pro works fine on the Falcon - and I have had an
ST since '87 so I have a lot of it. I have also got upgrades to various packages
where Falcon compatability was a problem.

I'm basically very happy with the Falcon and the software and support
available for it. When the RAM prices come down I will be upgrading to 4Mb and
will probably buy one of the various video digitisers that are/will be available.
A package has just been released - Falcon videomaster that allows 64
greyscale/256 colour digitising to be combined with sampled audio complete with
editing of sound & vision as required. Looks good at 99GBP.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4852. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:18:59 UTC
From: djs@jet.uk
Message-ID: <1993Sep30.091859.19956@jet.uk>
Source record: 200275

In <1993Sep29.124925.3778@infodev.cam.ac.uk> pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:

>Some more news which you may or may not have heard before

>A "consumer" version of the falcon will be released soon.
>It will be in a tower case although modelled to look more like a hi-fi.
>It will not have a cartridge port or a scsi port(?).
>It is mainly to attract new customers, "serious" users will need to get the
>ste style falcon.
Actually, we've heard this `news' day-in day-out for about a year or so now!
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4853. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:22:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE5u1o.GDy@barclays.co.uk>
Source record: 200162

In article <91964@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> Sorry, I don't frequent High Street Atari shops, or read UK magazines.
|>
|> *My* experience is that Atari promised great things for the Falcon,
|> and they did not deliver.
You've gone all reasonable. Damn. :-) At least you now admit that your probems have been your own experiences and as such are not based on a worldwide situation which *is* different. Atari aren't the big, successful company they were, but they are also not as bad as you like to think.

|> Atari dealers are even harder to find, there is NO advertising, and
|> even the hard-core developers are pissed off at the non-support.
Have you thought of buying mail order from the UKor elsewhere in Europe? It may not be as expensive as you think.

|> Why not answer the original message with your own experiences instead of
|> turning it into personal attacks and a flame war..?
I've done that in a previous msg, just posted.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4854. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:41:49 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <28e9kt$el1@sus.edu.eur.nl>
Source record: 200267

cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:

>I was thinking of picking up CALAMUS, but I know nothing about it other
>than it is a Desktop Publishing program of some sort. What printers
>does it support; Only Laser, or EPSON?? Can it import .GIF pictures.
>Does it require 1MEG or more. Does it require > TOS 1.0, or a H.D.??

The latest version that i bought of calamus S, with falcon update. supports
Gif, Iff and whole lot more pictures, printerdrivers aren't any problem
cause about 25 are delivered with the program. So Epson,star lc10, hp deskjet
and hp laser are all supported. (I use a falcon with calamus, so the gifs
may not work on a st - you'll have to ask a st calamus user)

The update version requires 2 meg at least, or else the disk swapping is
tremendously annoying. version 1.09 works very well. But doesn't support
(i believe) any gif pictures.

A hard disk is also recommended although i used 1.09 version for about 2
years without a harddisk on a st. That one is still useable without one.
Calamus S/SL is definitly needing a harddisk.

>any info would be appreciated!

I hope this is enough info.
>Thanks in advance.

>Chris.

>--
>((((((|)))))))
>|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
>| "No Core Dump Required" |
>((((((|)))))))
--
M.A.Onstwedder
cspas050@sus.edu.eur.nl
"Let's see the end of the world as a new begin"

4855. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:52:14 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <28ea8eEcdn@uni-erlangen.de>
Source record: 200268

Iain.Laskey@barclays.co.uk writes:

>In article <1993Sep29.124925.3778@infodev.cam.ac.uk>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
>|> A "consumer" version of the falcon will be released soon.
>|> It will be in a tower case although modelled to look more like a hi-fi.
>|> It will not have a cartridge port or a scsi port(?).
>|> It is mainly to attract new customers, "serious" users will need to get the
>|> ste style falcon.

>This sounds too stupid even for Atari. I can't believe they would release a
>Falcon with no SCSI. What would you do with it?

I have heard that SCSI thing, too. From someone from Atari a few months ago...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If it can't be fixed
Harald.Schoenfeld@rzmail.uni-erlangen.de | just ask Scotty

4856. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 09:56:23 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <28eag7Ecl0@uni-erlangen.de>
Source record: 200269

cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:

>I was thinking of picking up CALAMUS, but I know nothing about it other
>than it is a Desktop Publishing program of some sort. What printers
>does it support; Only Laser, or EPSON?? Can it import .GIF pictures.
>Does it require 1MEG or more. Does it require > TOS 1.0, or a H.D.??

There are 3 different versions of Calamus available. Judging from
your question, I think the smallest one would be the ritht for you ;-)

It's Calamus 1.09 that supports any type of printeryou can imagine.
It can import many different bitmap and vector graphic files, but not gif -
and only in monochrome (use GemView to convert them).

You don't need a HD for that, and even 1MEG could be enough for small
jobs. But for heaven's sake - don't use TOS 1.0 in any case!!!!
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If it can't be fixed
Harald.Schoenfeld@rzmail.uni-erlangen.de | just ask Scotty

4857. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILA

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 10:14:49 UTC
From: ep93dha@tex8.se
Message-ID: <1993Sep30.101449.18532@t.hfb.se>
Source record: 200270

In article 3115@mubo.saar.de, b_kirsch@mubo.saar.de (Bernhard Kirsch) writes:
>
>
> 16-BIT-MUSIC-EDITOR (Tracker) for Falcon finally available!!!
>
> Hello Musicians!
> Finally, there is a CD-Quality-Music-Editor for the Atari Falcon! (The
> first in the world for any computer?)
> The program named "Deluxe Mjuzakk Zerbastel Kit" is Shareware and runs on
> a Falcon with at least 4 MB of Ram, Harddisk and VGA-Monitor.
>

How much CPU-time does the music consume? I mean, will it be possible
to use the music in games?

/
/ Daniel

4858. More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:00:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2caa71ae@troed.ct.se>
Source record: 200266

In a message of 29 Sep 93 18:54:09, Phillip Davey wrote:

PD> It will not have a cartridge port or a scsi port(?).

Hopefully it will still be there, (cartridge), but inside the case ... I read
that some GREAT scanners were using the cartridge port of the Falcon030 to do
their job ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4859. HSC mailing list problem solved.

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:00:29 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <28ee8d$q1r@tuegate.tue.nl>
Source record: 200272

Okay okay, so I screwed up. But the problem has been solved (and another introduced).
From now on the hsc (heat 'n serve c mailinglist) is located at hsc@stack.urc.tue.nl .The old address did not work.

Subscribing to the list is easy just send mail with subject subscribe to hsc-request@stack.urc.tue.nl

A last word of caution, do not just reply to messages you get from the mailing list. The reply address is still wrong. I am working on the fix, but as always I will have to wait for the system administration to do the work...

The Heat 'n Serve C mailing list is for everyone by the way, from absolute C beginner to experienced C professional (though I doubt that experienced C professionals will rely solely on HSC ;-).

Erlend.

4860. Re: TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:00:55 UTC
From: Lexicor@world.std.com
Message-ID: <CE5yLK.K75@world.std.com>
Source record: 200271

In article <rogeraw.68.2CAA9610@dhhalden.no>,
ROGER ALLAN WAHLGREN <rogeraw@dhhalden.no> wrote:
>MegaVision is SLOW (sucks ....)

I agree...

>NOVA is external .....(BIG ugly box outside the machine .....)

Excelent speed, also 640x480 x 24bit ;) and very good VDI driver, also
support exists in Germany, Austria, U.K. and North America :) def. it's
also very good price

>Spectrum TC : NICE, good speed, NVDI driver, 640 x 480 x 24-Bit .....

Yeah..it's a great card, but it's discontinued pending from the future of
Atari too according to Willhelmshaven Electronics (the spectrum producer)

>Crazy Dots (not 24 bit ......)

Crdot's II is with the NVDI spec. Driver it is :)

>
>
>Yat , you are trying to sell hardware ..... :-)
>

Nooooo? really? ;) I am just supporting in my opinion one of the finest
boards around that also has the uprgade path into the 32bit Graphics World.
via th SupernOVA :)

>
>
>
>
>
>
>
> # ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
> # ## # Falcon030, 4/65
> # ## #
> # ## # EMAIL: Rogeraw@dhhalden.no
> ## ## ##
> ### ## ### snailmail: Roger A. Wahlgren
> ### ## ### Sandvn. 5, 1719 Greaker
> ### ## ### Norway

4861. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:19:37 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749387977@acp5>
Source record: 200273

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>(68030's), and they're quite acceptable workstations... so, i think it's
>entirely possible to run Unix and X on all ST's... (well, maybe the

This makes no sense. For a real Unix you need virtual memory, i.e. you need
an 68030 or higher. So the ST isn't of any use.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4862. Atari Compendium

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:29:38 UTC
From: bouton@inf.enst.fr
Message-ID: <11237@ulysse.enst.fr>
Source record: 200280

Lotsa people talk about Atari Compendium here, what is this ???

| Thomas Bouton Ecole Nationale Superieure des Telecommunications
| (Sup' Telecom, Telecom Paris)
| 46, rue Barrault 75013 Paris, France
|
| Internet : bouton@inf.enst.fr

4863. Re: TTram 4mb -> 16mb DIP SETTINGS ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:40:18 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE60F7.EvK@hermes.hrz.uni-bielefeld.de>
Source record: 200277

```
In article <...>, mluoto@plootu.Helsinki.FI (Markku Luoto) writes:
|> hello,
|> anyone KNOW whitch dip switch I should switch when replacing the TT's
|> old 1mb simms with 4mb ones ?
|>

That's the first time I've ever heard the TT uses simms!
And it's the zero-th time I've heard it can handle 4MBit simms!
Or are you talking about a third party memory upgrade card?

Schiller
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de
```

4864. Re: 68882 coprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:44:18 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE60Lu.F22@hermes.hrz.uni-bielefeld.de>
Source record: 200276

In article <...>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
|> Are all 68882 coprocessors the same?
|> I might be able to buy one which is from a mac and I am wondering if it will
|> work in a falcon.
|> Does it have to be a certain speed or am I thinking of something else?

Well, I doubt if you can buy the 68882 at anything slower than 16MHz, so
THAT should be ok for a falcon, but perhaps you should keep an eye on
the pinout or if it's a DIL or PLCC chip or whatsoever (don't know).

Schiller

PS: Is there a DIL version of the 68882? Doubt so...
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

4865. Re: Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 11:49:18 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE60u7.F8F@hermes.hrz.uni-bielefeld.de>
Source record: 200278

In article <...>, randyh@sad.hp.com (Randy Hosler) writes:

|> I can get a pretty good deal on a Quantum LPS105S and I was wondering if
|> anyone out there has had any experience with them? I have an older ICD
|> Host adapter, will it work with this drive? Do I need to disable parity
|> or anything? Also, is it quiet? It probably is but the 20 meg Supra I
|> have now is very loud. Don't want another one like that.

I can't tell if the adapter will need parity to be switched off, but as
far as I know all Quantum LPS drives _do_ have a jumper to do so - at least
the LPS240S has got one - contrary to the ELS series, which _don't_ have
one. There was a discussion about this some months ago and if I didn't sleept
over most of the stuff, that was the conclusion.

Schiller
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

4866. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 12:16:50 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <28eini$k2e@sus.edu.eur.nl>
Source record: 200279

I couldn't find it as well ;-(

If this is some kind of a joke: I didn't laugh !

M.A.Onstwedder

--
M.A.Onstwedder
cspas050@sus.edu.eur.nl
"Let's see the end of the world as a new begin"

4867. Deskjet 550c driver for Speedo

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 12:32:10 UTC
From: bouton@inf.enst.fr
Message-ID: <11240@ulysse.enst.fr>
Source record: 200281

Does anybody know where I can find a driver for HP Deskjet 550C and Speedo GDos ?
I have the one for 500 B&W, but I'm looking for one that is able to print in
color. BTW, is it any program running on Falcon able to print an image file on
this printer ?

Thanxx Forward,

Tom

| Thomas Bouton Ecole Nationale Superieure des Telecommunications
| (Sup' Telecom, Telecom Paris)
| 46, rue Barrault 75013 Paris, France
|
| Internet : bouton@inf.enst.fr

4868. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 13:13:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CE64q5.1JC@jonh.wimsey.bc.ca>
Source record: 200291

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>Nope. But you will end up using up your three of your six permanent processes
>(Desk accessories) for word processing, telecommunications, and command shell.
>All this in 512k of memory. :)

Not necessarily. First of all, I don't recall the minimum memory
being a requirement of the comparison. My Mega4 w/AdSpeed was
wonderfully useful with the Gemini desktop, Harlekin, STalker, and
Chameleon running. I had access to a cli through Gemini, could create
scripts I could drag and drop things into to use unix style filter
programs, have STalker downloading in the background, pop up any of the
14 or so modules in Harlekin, and load desk accessories on the fly with
Chameleon.
This was a wonderful working environment I have yet to manage to
duplicate under DOS or Linux, though OS/2 comes close, but
unfortunately, if you don't have 16 meg, OS/2 is swapping as it loads
it's desktop shell. Also, the Workplace Shell is one of the worst GUI's
I've ever seen. Even Windows makes more sense than the design philosopy
in WPS.
You could probably put together a nice X environment, but certainly
not for free.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4869. Re: Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 13:23:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.750573@cix.compulink.co.uk>
Source record: 200193

In article <9309291230.AA20041@etlxd22u.ericsson.se>, etxpell@etlxd20.ericsson.se (Pelle Arvinder) writes:
>Hello,
>
>I'm an (so far) ignorant guitarist, about to enter the world of MIDI. I have
>an old Atari ST collecting dust somewhere, and I'm thinking of buying a
>synth module to use with my 4-track, both to generate drums but also to
>generate some bass and keyboard sounds.
>
>The module I'm thinking of is the Boss DS-330 Dr. Synth, which in itself
>doesn't contain any programming functions (as far as I know, anyway). Now
>I wonder, does anyone have any experience with music programs for the ST
>(sequencers etc)? Since I'm a complete novice when it comes to MIDI, and
>these kind of programs, I don't really know what to look for - what kind of
>programs that exist, public domain vs. commercial ones, what's possible to
>do with them etc...
>
>If someone could help me with some ideas, recommendations, descriptions of
>possible set-ups (email or posts), I would be most grateful.
>

I have a DS330 and it's very nice. As far as software goes - it would help
if you let us know what your budget is. Cubase is highly recomended but is
about 400UKP.

Ofir ogal@cix.compulink.co.uk

4870. Re: TTram 4mb -> 16mb DIP SETTINGS ?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 14:07:42 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749398062@acp5>
Source record: 200284

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>That's the first time I've ever heard the TT uses simms!

My TT used SIMMs, too with the original Atari card.

>And it's the zero-th time I've heard it can handle 4MBit simms!

There are cards that seem to be able to handle this.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4871. Suggestions wanted for GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 14:17:11 UTC
From: bobhays@spss.com
Message-ID: <CE67on.1HJ@spss.com>
Source record: 200282

You've seen it before from others, and now I need one....

Any good suggestions for font editors? My immediate need is to
rescale screen fonts for Epson 9-pin (eventually I hope 24 pin:-)
which will force editing of the result I'm sure:-). I'd consider
commercial or PD - I wanted to check the latest price for FontKit, but
I can no longer find it advertised in the UK magazines (yeah, I'm in
the US, but I don't mind ordering overseas).

Any help appreciated. Thanks and have fun! - Bob

--
==
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

4872. Going to Toronto - any Atari stores locally?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 14:18:43 UTC
From: bobhays@spss.com
Message-ID: <CE67r7.1IE@spss.com>
Source record: 200283

I have to go to Toronto, Canada for a week for business (next week, so please email soon:-) - any suggestions of good stores with Atari hardware/software in the area?

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

4873. stuff

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 14:30:29 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.749399429@vela.acs.oakland.edu>
Source record: 200285

Items for sale:

Abacus Atari ST books:
Internals
Gem programmers reference
Machine Language
Tips and Tricks
Graphics and Sound
Basic to C
3D Graphics (with disc)
MIDI programs

Atari ST(e) software:
Mig 29 Fulcrum (Domark)
Flight Simulator II (STE color) (SubLogic)
DBman V (v 5.1) (Versasoft)
GST C compiler (GST)
SuperConductor MIDI Seq (MichTron)

Other items:

NEC personal computer 88 (8088 machine with NEC Basic OS)
Epson TF-20 dual 5 1/4" external drive(s)
NAP analog amber monitor
daisy wheel printer

Send any reasonable offers to swood@vela.acs.oakland.edu or call
me direct at (313) 394-0351

swood
--
Oct. 01 Opening day of early Archery Deer season in Michigan!!!!!!
Oct. 03 Opening day of Duck/Waterfowl season (U.P. of Michigan)
Oct. 04 Opening day of Michigan fall Wild Turkey (permit only)
All Month Small game season is still open!!! (rabbit, squirrel, bird)

4874. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 14:52:14 UTC
From: ford@esvax.dnet.dupont.com
Message-ID: <ford-300993110041@fordt.es.dupont.com>
Source record: 200286

I have a Spectre GCR (3.0) with 128K ROMS installed that I no longer need
(I got a MAC from work).

$150 plus shipping.
(I also need a 1040ST internal power supply if anyone's got one)

Send me Email.

Tom Ford
Chemist@Dupont

4875. Re: Geneva icon move problem

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 15:06:41 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <28esm1$38q@titan.ucs.umass.edu>
Source record: 200287

In article <28ca48$5r2@galaxy.ucr.edu>,
paul hruby <phruby@ucrengr.ucr.edu> wrote:
>I have Geneva 1.0 and NeoDesk 3.04 on my system. I noticed a small bug(?)
>in the system. Whenever I move an icon, only the top half moves. The bottom
>stays in its original position. When I click on the icon, in the new position,
>the icon is redrawn in full. The bottom part of the icon in its original
>position stays until that part of the screen in redrawn. I tried removing all
>DAs and TSRs to no effect. Am I doing something wrong? This seems like a
>pretty big bug not to be mentioned.

The bug actually has nothing to do with Geneva, it is purely a problem with NeoDesk 3.04, and only in ST medium resolution. More specifically, it is caused by an error in the medium resolution resource file. Dan has a fix for it, (new resource files for NeoDesk 3.04) which I believe he intends to post to GEnie and Compuserve next week, when he will also be posting a Geneva patch program for people who bought it at the Glendale show. Owners of the .95 beta versions will be recieving the same fixed resource files with their full 1.01 versions.

The problem is actually only cosmetic and temporary. If you make NeoDesk redraw the portions of the screen that have been drawn incorrectly, it will be fixed.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software phone: 10-6 EST (413) 247-5620
Customer Service fax: (413) 247-5622

4876. NEW Missionware category on GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 15:58:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep30.155837.15358@newshost.lanl.gov>
Source record: 200295

Just FYI for all GEnie users...

Missionware Software has a new product support category on GEnie. It's
CATegory 25 and should be active on October 1st. There will be separate
product support topic areas for the following software titles:

Flash II
Printer Initializer
LottOdds
Mecha-Naught
Cyberdrome *
Crossword Creator II *
Word Search Creator *
The Cryptographer *
InfoDisk *

* These are new additions to Missionware's product line just picked up
from Fair Dinkum Technologies.

To check out the new category, type M475;1 from any GEnie prompt. Then
select Category 25 from the RT prompt. See you online!

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4877. Re: Windows 3.1 driver for Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 16:11:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE6Cyt.Jr2@barclays.co.uk>
Source record: 200163

In article <CE2MA5.Gs1@bernina.ethz.ch>, osuna@isi.ee.ethz.ch (Jose Osuna) writes:
|> Where can I get a Windows 3.1 driver for an Atari Laser printer
|> (?? 605) from? Is it possible at all to connect the Atari printer
|> directly to the PC?
Forget it. The Atari printer worked in a completely different way to any other laser. Laser printers have a processor & RAM on board that builds up the image of the page. The SLM printers use the Atari to do this and then fire the image straight down the DMA cable. As a result, your problem is 2 fold, 1, you can't the thing attached to a PC as PCs don't know about Atari DMA and 2 even if you got a physical connection, the printer wouldn't have aclue what to do with any bytes it saw coming down the cable.

|> It would be sufficient to copy the printable file
|> on floppy, pass it to the Atari computer and print the file from
|> there with the Atari printer.
A page at 300dpi would be huge - well over a mb and so even if you could cobble together a Windows driver that would print to a file as a binary image or whatever, you couldn't fit it on a floppy.

|> I do not think that it is necessary to buy a new laser printer if one
|> wants to "upgrade" from Atari to PC. ;-)
You will I'm afraid. Lasers are pretty cheap these days. a cheap HP is about 500GBP and will probably print nicer than the SLM anyway. You could probably get 300GBP for the SLM so you only have a bit of cash left to find.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4878. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 16:19:42 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Sep30.121942@helix.nih.gov>
Source record: 200289

Excuse me folks, but

[FLAME ON] (yes, I am the "human torch") :)

In article <91957@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> What I find very amusing is the number of "Atari supporters" who
|> apparently have nothing to say in answer to the original question
|> that started this thread.

I thought it had already been answered, from a number of points of view;
I also think such discussions belong in comp.sys.atari.advocacy, and
wonder why you apparently don't.

|> Richard Venable: You think your post was amusin? Why not save the
|> net bandwith with your "Atari cheerleader" comments, and give a
|> useful answer to the original question?

I'm not an "Atari cheerleader", I'm simply an ST owner who's grown tired
of your sniping, Sinclair's "Mac cheerleading", and other irrelevant topics
in this newsgroup; if that makes me a "network cop" then so be it.
I'm really only asking that posters to comp.sys.atari.st keep in mind
the guidelines of 'netiquette', and post in the proper newsgroup. Is
that too much to ask?

|> You wasted over 1K of space, including a large .sig, to say essentiallly
|> nothing.

You know, 1K is only 20 lines of 50 characters; and a 4-line .sig is NOT
large, compared to what I've seen; and as some have suggested, there is
a 'kill' feature in many newsreaders. And your "answer" is as misleading
as those with the "everything is wonderful" point of view; it isn't, but
the situation is not as bleak as you keep portraying it. And the post
I'm responding to (by you) contributed nothing, and was 22 lines long.

|> I have to wonder why it is none of you have tried to answer the question
|> about the state of the Atari market now, as compared to six years ago...

It has changed; this might make an interesting topic for ADVOCACY.

|> Maybe you're afraid to take a non-rose colored look at it..?

No, I just don't know why you are so negative, and keep making
unsubstantiated claims about what Atari intends to do; are you on
the board? Or do you have some grudge against Atari? How about some
REAL facts instead of all this negative speculation? And try posting
to right newsgroup for a change...

|> (Or shall we just lie to the guy, so he'll have to suffer along too..?)

Suffer? Do you still have an Atari machine, after all your whining?
I agree some contributers here are perhaps overly enthusiastic about
the Falcon; I have also suggested to a few of those that perhaps Falcon
vs. Brand X discussions belong in the comp.sys.atari.advocacy newsgroup.
I guess I'm guilty of 'consistency' as well, eh?

[FLAME OFF]

Here, just for BobR, is a special shortened .sig ;~]

Rv

4879. NOVA garphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 16:22:40 UTC
From: apaul@kilo.engr.mun.ca
Message-ID: <apaul.749406160@femto.engr.mun.ca>
Source record: 200297

What if I already have an ATI Ultro Pro or lesser ATI card? can I just buy the interface kit?

One other thing, I use an ATI Ultra Pro at work with windows, and it is simply fantastic compared to any other video card I've used under windows.

These Nova prices seem a little steep, if they're just the ATI cards with an interface? What's in the interface, anyway?

thanks

avp

4880. Re: UPGRADE NOTICE __WARP 9__ to version 3

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 16:27:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep30.162701.20886@newshost.lanl.gov>
Source record: 200298

In article 113862@hydra.gatech.EDU, gt1448b@prism.gatech.EDU (David Forrai) writes:
>In article <1993Sep28.153129.3512@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>Secondly, Darek's original code wasn't buggy in the first place,
>
>Really? I seem to remember getting a demo of Warp 9 shortly after
>Codehead aquired the rights to Quick ST where John Eidsvoog said that
>Charles Johnson fixed somewhere between 20 and 30 bugs in Darek's
>code.

Well, that's probably true. Bugs are all relative, of course. Most of those bug fixes allowed Quick ST to work better or faster, but were not necessarily 'show stoppers.' The original post gave me the impression that Quick ST was bug ridden and I never found that to be the case. That's not to say it was on the same level of excellence as Warp 9 or NVDI, of course.

Heavens, I wouldn't dream of using an ST without a screen accelerator! I find it amazing how many people suffer through without one, though. Same goes for UIS III as opposed to the standard file selector... yuch! :)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4881. Advice wanted re STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 17:03:57 UTC
From: john@hpwin052.uksr.hp.com
Message-ID: <CE6FEM.1HH@hpwin052.uksr.hp.com>
Source record: 200290

Hello,

I apologise if this question is a FAQ and documented as such but I don't have the FAQ list for this group. Anyway, here goes...

I want to upgrade my 1024 STe to at least 4MB memory. Quite simply I need to know what type of SIMMS need to be used. I have been told by one supplier that I cannot use the 1MB it already has in any upgrade. That seemed rather strange to me. Is what he said correct ? Also, what total memory configurations are possible and is 4MB the most it can take. Lastly, do the SIMMS have to be put in in identical pairs, eg. 2 of 1MB or can I put in just one 1MB ?

Any help with these questions is much appreciated.

John Radley
E-mail john@hpwin051.uksr.hp.com

4882. ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 17:06:37 UTC
From: barlas@sumax.seattleu.edu
Message-ID: <28f3mtlNNo3k@sumax.seattleu.edu>
Source record: 200288

I have bought an ATARI 1040 ST two years ago and I was in Germany at the time. My family who still live there try to use what they have , but it is not much. My sister especially does all her school work using the Word Plus 3.1 the only disk that was available in Germany. Other than that, there are no language disks, games, in short no kind of hardware or software is available for the 1040 ST in Germany. I have not come across to an ATARI dealer here in Seattle, and I would like to hear from those who could give me the address of the closest ATARI dealer so that I can get and send some stuff to my sister. Because with what she has, she simply can't get anything out of that great machine.

Mike

barlas@seattleu.edu

4883. Re: CyReL SUNRISE M16-1280 True Color Graphics Cards

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 17:27:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.37678.4514.0N184EEA@canrem.com>
Source record: 200292

I would like to correct a couple of incorrect post that have appeared in this conference regarding the True Color modes of the CyReL SUNRISE M16-1280 True Color High Resolution Graphics Cards.

First, the CyReL M16-1280 is the only graphics card to offer such True Color resolutions like:

640x480 x 32
720x576 x 32 (important for video applications)
768x576 x 32 (ditto)
800x600 x 32
960x544 x 32
1024x512 x 32 all in either Non-Interlaced or Interlaced!

In addition, the card support very high refresh rates (up to 260 Hz), but we recommend that the users stick to the more common refresh rates like 66, 72, 76, 84 or 92 Hz.

With the recent addition of our CyReL VidiMix16 Dekstop Video Modules, you can expand the CyReL M16-1280 to a complete desktop video workstation, capable of capturing live video in realtime & True Color, resize live video in realtime, GEN-Lock to either PAL, NTSC or SECAM and even encode your computer graphics into broadcast quality TV signals. The CyReL VidiMix16 offers all this for just US $395.00.

Our custom designed True Color drivers offer superior performance and have been designed to maximise compatibility. Every card comes with more than 1.4 MB of software, as well as a FREE one-year software upgrade plan and a sincere commitment to customer support.

If you would like to receive more informations, please send e-mail to: cybercube.research@camrem.com or cybercube@genie.geis.com

Ralf.

4884. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 18:15:26 UTC
From: gruber@austin.ibm.com
Message-ID: <CE6Ipq.1JLE@austin.ibm.com>
Source record: 200293

In article <1993Sep29.202925.101304@zeus.aix.calpoly.edu>, cwilliso@tuba.aix.calpoly.edu (Chris L. Willison) writes:
>
> I was thinking of picking up CALAMUS, but I know nothing about it other
> than it is a Desktop Publishing program of some sort. What printers
> does it support; Only Laser, or EPSON?? Can it import .GIF pictures.
> Does it require 1MEG or more. Does it require > TOS 1.0, or a H.D.??
>
> any info would be appreciated!
>
> Thanks in advance.
>
> Chris.

Chris,
There are 3 types of Calamus Programs : Calamus, Calamus S, Calamus SL

I own Calamus SL and I'm very pleased with it. It supports SLM804, Epson LQ,
HP laser Jet II,III,4 (last I heard they were working on this HP laser 4)
- it can also output to Linotronic Imagesetters.

It can import GIF,TIFF,GEMIMG,IFF etc...

I believe it can run with just 1meg, but it can be painfull, in that there
would be module swapping (ie. need to take out of memory 1 module to use another)
which means also swapping in/out modules

A hard drive is recommended but not absolutely needed, but you'll be doing alot
of disk swapping.

The preference is to use a machine with 4meg memory and have the entire program
installed on your hard drive.

=====

Now Calamus (the first one, not SL or S) gives more freedom mainly because it
wasn't written in modular form, in that you won't have to do as much disk swapping
and Calamus S is a between package between Calamus and Calamus SL.

=====

I use a TT030, 10meg, 130meg HD, .28 dot pitch Monitor, running Neodesk 3.03

Calamus SL can do full color seperations, vector graphics manipulations both
of generating and editing, import BW raster, Greyscale also.

It also has an editor for text, there is a driver also to use MicroTek family
of scanners, so that means 256 color/greyscale flatbed scanner.

Also there are modules for brush painting, postscript generating, Kodak photo CD module, They also sell the Cyrel Sunrise Graphics Card for increased productivity.

There are many more features of this program (Calamus SL) these were just off the top of my head.

The version you'd want was done in July '93 - this incorporated many new additions and fixes.

Hope this helps,
Scott

4885. Re: Suggestions wanted for GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 18:53:36 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28f9vg$2th@nermal.cs.uoguelph.ca>
Source record: 200294

Bob Hays (bobhays@spss.com) wrote:
: Any good suggestions for font editors? My immediate need is to
: rescale screen fonts for Epson 9-pin (eventually I hope 24 pin:-)
: which will force editing of the result I'm sure:-). I'd consider
: commercial or PD - I wanted to check the latest price for FontKit, but
: I can no longer find it advertised in the UK magazines (yeah, I'm in
: the US, but I don't mind ordering overseas).

: Any help appreciated. Thanks and have fun! - Bob
You should be able to order FontKit from The ST Club...look in their magazine ST Applications. There are various PD/SW editors on atari.archive in the Applications/Dtp/Fonts directory, but they aren't very good. EDIF_GDF has a small working area, so you can work with large fonts, and GEMFO120 is in German, and I couldn't get it to load anything.

THeo

4886. Re: ISHAR 2 (Falcon version?)

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 18:59:12 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Sep30.185912.7947@unix.brighton.ac.uk>
Source record: 200296

I think its only Ishar 1 that is Falcon Specific so far...256 cols, better sound etc. You do have to order the Falcon version. There was an ad for it in ST Format about a month back. Transarctica is also out as a Falcon specific version too.

Has anyone seen Llamazap? It looks pretty smart...Jeff seems to have produced another astounding game which might really show off the Falcon (for a change!).

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

4887. Re: TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 19:03:29 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCE6Kxu.58E@netcom.com>
Source record: 200299

In article <CE4IFI.80n@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>Yat
>Think NOVA! ;)
>a very happy NOVA user :) (and SuperNOVA 32bit)

BTW, I think it should be mentioned that Yat works for Lexicor, who sells
the Novas. He's just a little biased. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4888. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 19:05:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.753181@cix.compulink.co.uk>
Source record: 200196

In article <CE462D.16y@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>Sure, Atari aren't doing very much for the Falcon. In the UK at least though there
>are colour adds in the computer magazines - full page. They have shipped MTOS,
>Speedo, Works and TOS 5 is on the way. You can buy programmers docs for the Falcon.
>There isn't much else they can do really. They make hardware, not software.
>
>There is *plenty* of 3rd party software - especially for a relativly new machine.
>The quality of the PD alone is very good.
>

I think Falcon support is *overwhelming*. There is lots of stuff around PD
and commercial. Wish I could afford everything that's out there...

Ignore the rumours, take it from users here: THERE IS PLENTY OF SOFTWARE
FOR THE FALCON.

Ofir ogal@cix.compulink.co.uk

4889. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 19:05:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.753183@cix.compulink.co.uk>
Source record: 200197

In article <91957@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>What I find very amusing is the number of "Atari supporters" who
>apparently have nothing to say in answer to the original question
>that started this thread.
>
>John Hutchinson: So you'd rather belittle the answer I gave than give
>one of your own..? Who's being predictable now..?
>
>Richard Venable: You think your post was amusin? Why not save the
>net bandwith with your "Atari cheerleader" comments, and give a
>useful answer to the original question?
>
>You wasted over 1K of space, including a large .sig, to say essentiallly
>nothing.
>
>I have to wonder why it is none of you have tried to answer the question
>about the state of the Atari market now, as compared to six years ago...
>
>Maybe you're afraid to take a non-rose colored look at it..?
>
>(Or shall we just lie to the guy, so he'll have to suffer along too..?)
>
>BobR
>

Bob,

You are obviously misinformed. I write for Atari ST Review and at the moment there is more new stuff out each month than we can fit in the magazine. I receive new programs for review almost every day. There is a pile of programs under my desk just waiting to be reviewed. We just don't have the space to cover everything.

No matter what tint my glasses are, the pile of programs is still there, maybe it's something I drank...

Ofir ogal@cix.compulink.co.uk

4890. Magic Sac + For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:07:29 UTC
From: glens@natinst.com
Message-ID: <28fea1$dn@falcon.natinst.com>
Source record: 200204

I have a Magic Sac + for sale. It comes with EpStart, the serial cable, the manual, the Atari utilities, and the Mac transfer program for use with the cable. It also includes true Apple ROMs. I am asking $20 and I will pay shipping anywhere in the continental United States.

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com

---

4891. Re: Suggestions wanted for GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:28:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.753715@cix.compulink.co.uk>
Source record: 200200

In article <CE67on.1HJ@spss.com>, bobhays@spss.com (Bob Hays) writes:
>You've seen it before from others, and now I need one....
>
>Any good suggestions for font editors? My immediate need is to
>rescale screen fonts for Epson 9-pin (eventually I hope 24 pin:-)
>which will force editing of the result I'm sure:-). I'd consider
>commercial or PD - I wanted to check the latest price for FontKit, but
>I can no longer find it advertised in the UK magazines (yeah, I'm in
>the US, but I don't mind ordering overseas).
>

FontKit is great and is available from the ST Club :

ST Club
2 Broadway
Nottingham
NG1 1PS
+44 602 410241

Ofir ogal@cix.compulink.co.uk

4892. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:33:38 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28ffr2INN15i8@rs1.rrz.Uni-Koeln.DE>
Source record: 200151

In <28f3mtINNo3k@sumax.seattleu.edu> barlas@sumax.seattleu.edu (Atila Barlas) writes:

>I have bought an ATARI 1040 ST two years ago and I was in Germany at the time.
>My family who still live there try to use what they have , but it is not
>much. My sister especially does all her school work using the Word Plus 3.1
>the only disk that was available in Germany.

I honestly had to clean my glasses and read this again a few
times before I could actually believe I was not dreaming. There
are just *tons* of software available here in Germany for Atari
computers. And actually, 1st WorstPlus is among the crappiest
pieces of software around. I suggest your sister should switch to
Signum or That's Write.

>Other than that, there are
>no language disks, games, in short no kind of hardware or software is
>available for the 1040 ST in Germany.

Well, other than the language disk that comes with the 1040 ST
and ist a piece of crap, there is GFA basic (interpreters are
freely available, compilers are commercial), Pure Pascal, Pure C
for languages, loads of games including Amberstar, Bloodwych,
Dungeon Master, as well as innumerable PD stuff available from
many ftp sites. And then, many other application programs are
available for graphics, sound, statistics, DTP, business..... As
for hardware, harddisks are easily available, other things as
eprommers too, it depends what you're looking for.
Atila, I'll mail you a list of software authors that is regularly
posted in de.comp.sys.st, I just saw the current version posted
today. I could also look for the Atari software directory that I
know is floating around somewhere here.

>I have not come across to an ATARI
>dealer here in Seattle, and I would like to hear from those who could give
>me the address of the closest ATARI dealer so that I can get and send some
>stuff to my sister. Because with what she has, she simply can't get
>anything out of that great machine.

There's an awful lot that can be done for her.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4893. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:39:13 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28fg5h$883@usenet.INS.CWRU.Edu>
Source record: 200300

In article <1993Sep30.003653.8792@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
>jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>
>> well, if someone ports real unix over to the ST, that'll be great...
>>i've worked on HP 9000/320 workstations which run on a 68020 and /340
>>(68030's), and they're quite acceptable workstations... so, i think it's
>>entirely possible to run Unix and X on all ST's... (well, maybe the
>>68000's would have to be accelerated)... the problem would be the small
>>screen...
>
>No, the problem would be that the ST has no mmu (no real mmu), which
>can map logical to physical addresses and protect memory from unwanted
>access.
>
>Urs

I don't see why programs wouldn't run without memory protection..??

--Bart

4894. Re: E_gem120 and Lattice

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:52:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A10926@S2.maus.de>
Source record: 200184

C.J.Ridd@cs.bham.ac.uk wrote:

C>The library now works, 99.9%. (The clipbrd_save() and clipbrd_load()
C>bus error at the moment, I'm tracking it down) There are a few mis-
C>declarations, like having int * where short * is required (
C>save_clipping() etc)

I will change some minor problems so that the next release should ;-)
work with Lattice without using the MiNT-libraries...

C>Is there any documentation (in English??) for using E_GEM?

Unfortunately not. I hope that this will change in the near future but it all
depends on my studies :-(

Regards,
Criss ...

4895. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:56:08 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28fh58$a5s@usenet.INS.CWRU.Edu>
Source record: 200152

> [blah blah blah]
>Quadra 605 4/80 with monitor $1500
>Quadra 610 8/160 with 25 mhz 040 and ethernet for $1549 list
>Quadra 650 8/230 with 33 mhz 040 and ethernet for $2299 list

who cares? it's still a mac...

>As usual the Falcon has lost the price/performance. Lets see Atari can beat
>its last quartely sales of six million with a three million quarter. Can Atari
>go lower than that and survive with massive layoffs? Stay tuned for further
>details.

why do you (and other morons like you) thrive on giving pointless
information to people who obviously don't want to hear it? do you think
someone who has a falcon is looking for information about Macs? i think
the reason they bought the falcon in the first place is that they didn't
like the mac or clones or whateverthef*ckelse. perhaps you have a small
penis and you're trying to get back at other people by pointing out what
you consider their mistakes? hehe... quadra 605 4/80... that sounds like
somebody's dimensions... translation: my dick is big, really... it's big..
bigger numbers, bigger dick...

>Don't E- Mail me please...

don't worry, no one would be stupid enough to e-mail you.

--yours truely

4896. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 20:58:41 UTC
From: mpark@carson.u.washington.edu
Message-ID: <28fha1$j4i@news.u.washington.edu>
Source record: 200153

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

>... I think in the
>Seattle area, there's one store in Redmond, and maybe Xanth, if they
>still support Atari.

Xanth Corp. in Bellevue is alive and well and supporting Atari.
I was just on the phone with Bud; he said they're expecting some
_Atari_Compendium_s tomorrow.

>John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

--m

4897. Mega 2 for sale (has to go...)

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 21:12:19 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <28fi3j$ckr@constellation.ecn.uoknor.edu>
Source record: 200154

```
************************************************************
************************Fire Sale***************************
************************************************************

ATARI MEGA ST2.................................$250/obo
Atari Mouse, Keyboard
(INCLUDES SHIPPING)

All Original Boxes

The Software That I Have Remaining Includes:
(Make an offer if you want any of these)

Word Writer ST/Swiftcalc
GFA Basic/Compiler 3.5
GFA Raytrace
PC Ditto
Digispec

Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu
```

4898. SPC -> GIF converter (for Mac)

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 22:51:25 UTC
From: Troy Goodson <gt5368a@prism.gatech.edu>
Message-ID: <28fntdINNk56@news.gatech.edu>
Source record: 200155

Does anyone know of a converter program, that can be used on the Mac, to convert Atari .SPC, .SPU, .TNY, etc. files?

Thanx

Troy.

4899. Atari vs the EXPENSIV

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 23:06:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5474.1288.uupcb@nezuld.com>
Source record: 200178

JH>My Mega4 w/AdSpeed was
JH>wonderfully useful with the Gemini desktop, Harlekin, STalker, and
JH>Chameleon running. I had access to a cli through Gemini, could create
JH>scripts I could drag and drop things into to use unix style filter
JH>programs, have STalker downloading in the background, pop up any of th
JH>14 or so modules in Harlekin, and load desk accessories on the fly wit
JH>Chameleon.
JH>This was a wonderful working environment I have yet to manage to
JH>duplicate under DOS or Linux, though OS/2 comes close, but
JH>John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
John, I have to agree. I now have two STEs (one with an Adspeed) and two MS-DOS machines (one 386 laptop and one 386/33 with hi-res card and sound blaster pro, etc) and I still prefer using Gemini, and now to some extent Geneva, on my STE than Windows on the clone.

In fact the only things I really like on the clones is 1)hi-res color for GIFs, game graphics are about the same, but GIFs look great (sorry Photochrome) 2)Lotus Improv, the most incredible spreadsheet in the world and 3)Spaceward Ho, a great game. Now that I find out that I can get a hi-res color board for my STE that list will be down to just two and that's weighed against all the cool games I have on my STE (Chaos Engine being my most recent fave).

One thing I don't like about my STE is the lack of expandabilty. I heard about a UK board that would up the RAM to 12 Meg (4+8). Does anyone have any info on this? Can I install it if I already have an Adspeed installed, is there any room left inside the case??
--Dirk--

--- WinQwk 2.0 a#0

4900. CyReL SUNRISE M16-128

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 23:07:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5475.1288.uupcb@nezuld.com>
Source record: 200179

Ralf,
is there any way to get ANY of your cards to work on a (non-Mega) STE??

--Dirk--

PS if there is please e-mail me any info..

--- WinQwk 2.0 a#0

4901. Re: Motif-like GUI (early) available at UMich!

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 23:09:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15713@uqcspe.cs.uq.oz.au>
Source record: 200158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CE374o.2y9@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
> I just came back from vacation, and had MANY mail messages asking
> for my Motif-like GUI demo...
> It has been uploaded to the UMich archives as ICON.ARC, and I
> encourage you to grab it, and try it!
> NOTE - COLOR MONITOR REQUIRED!
What about us mere mono owners? I hope you are doing something for us.
Thanks in anticipation!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4902. Re: 6502 Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-09-30 23:30:09 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28fq61$6mp@news.dmpe.CSIRO.AU>
Source record: 200159

But why will the 6502 emulator run slower? I remember playing around with the speccie emulator and the c64 emulator on a.a.u.e as well, and the ran just as fast as the real thing - they actually had huge loops/delyas in them so that the ST wouldn't fly away ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |